

The background of the cover is a dark, atmospheric illustration. On the left, a large, multi-towered stone castle with many windows and spires is built on a high, rocky cliff. The sky is a mix of dark purple, blue, and red, suggesting a sunset or sunrise. A large, bright full moon is in the upper right corner. Numerous dark, bat-like creatures are flying throughout the sky. In the lower right, a body of water is visible, with a small boat and a glowing green orb in the distance. The overall mood is mysterious and ominous.

WARHAMMER
FANTASY[™]
ROLE-PLAY I

DEATH ON THE REIK COMPANION

THE ESSENTIAL COMPANION FOR
CAMPAIGNING ON THE RIVERS OF THE EMPIRE



DEATH ON THE REIK COMPANION CONTENTS



PREFACE	3	CHAPTER 7: FELLOW TRAVELLERS.....	38	CHAPTER 12: WRECKERS, SMUGGLERS & PIRATES	79
GUEST COMMENTARIES	4	Charlatans	38	Wreckers.....	79
CHAPTER 1: EASTER EGGS	7	Grave Robbers.....	40	Pirates.....	82
CHAPTER 2: HERBS AND THEIR USES	8	Hunters	41	Smugglers.....	84
Locality and Season.....	8	Nobles	42		
Gathering Herbs	9	Pit Fighters.....	44	CHAPTER 13: A RIVER BESTIARY	85
Poultices, Draughts, and Infusions.....	10	Stevedores.....	45	Amoebae.....	85
Herbs of the Empire.....	10	Young Bloods.....	46	Giant Leeches	86
CHAPTER 3: DELETED SCENES.....	17	Cooks	47	Reik Eels	86
The Imperial Plenipotentiary.....	17	Wizards	48	Naiads.....	88
The Maria Berger	19	Physicians	49	River Trolls	89
NPCs.....	20			New Traits	90
Ending the Encounter.....	22	CHAPTER 8: RIVERFOLK	50		
CHAPTER 4: THE EMPIRE'S RIVERS.....	23	River Encounters.....	50	CHAPTER 14: WATERBORNE DISEASES.....	91
The Reik	23	CHAPTER 9: THE IMPERIAL SEMAPHORE SERVICE.....	61	Exposure.....	91
The Talabec.....	23	The Signal Towers	61	Diseases and Parasites.....	92
The Aver and Stir	23	Support and Supply.....	62	New Symptoms	93
Locks and Tolls	24	Careers.....	62	CHAPTER 15: THE RED CROWN: A GM'S GUIDE.....	94
Lock Encounters	26	Adventure Seeds.....	62	Organisation.....	95
CHAPTER 5: RIVER NAVIGATION	28	CHAPTER 10: DECK IT OUT	64	Methods	95
Boat Handling.....	28	Hull	64	Red Crown Cultists.....	96
Weather Conditions	28	Steering	65	The Lore of Tzeentch	98
Boat Damage.....	29	Superstructure	65		
Repairing Boats	30	Rigging.....	66	CHAPTER 16: THE EMPEROR LUITPOLD.....	102
Hazards	30	Oars	67	The Journey.....	102
		Weapons.....	67	The Crew.....	104
CHAPTER 6: THE IMPERIAL RIVER PATROL.....	34	Propulsion.....	69	Travelling Companions	108
History	34	CHAPTER 11: TRADING RULES.....	70	CHAPTER 17: VENGEANCE OF THE GRAVELORD.....	114
Bases.....	34	The Merchant Life	70	Background	114
Boats.....	35	Buying	71	Part 1: Carrion up the Reik.....	115
Profiles.....	35	Selling.....	73	Part 2: Death from Above	117
Encounters	37			Part 3: Brothers in Grief.....	119

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PREFACE: A BIT OF HISTORY



Welcome to the **Death on the Reik Companion**, the second in a series of companion volumes for **The Enemy Within Director's Cut**. This book accompanies the second part of the campaign, **Death on the Reik**.

This series of books presents additional and supplementary material of various kinds: to continue the 'Director's Cut' metaphor, it might be regarded as the 'DVD Extras' that used to be found on special-edition DVDs, in the days before streaming. Groggnards will remember them: they usually included commentaries from the director and other key personnel; extended and deleted scenes, 'behind the scenes' documentaries, and other material for the true fan and collector. This book does the same for **Death on the Reik**. Here is a brief summary of what you will find in these pages:

Guest Commentaries: James Wallis, the former head of Hogshead Publishing and the author of 'Carrion up the Reik,' and Martin McKenna, the illustrator of the original *Death on the Reik*, share some of their memories and give some behind-the-scenes insights into the campaign's early history.

Deleted Scenes: 'The Imperial Plenipotentiary' expands on a potential encounter from the original **Death on the Reik**, giving the PVs an insight into Imperial politics. 'The Maria Borger,' from the original 'River Life of the Empire' supplement, pits the Characters against a dangerous foe hiding aboard a barge.

Behind the Scenes: The Empire's waterways are arteries of trade and communication, and the original **Death on the Reik** included a supplement packed full of detailed information on the

business of handling boats and the hazards facing inexperienced navigators. This material is reprinted here, updated for **WFRP 4th edition**. There is expanded information on locks, toll houses, riverside inns, the Imperial River Patrol, smugglers and pirates, and much more — everything the Gamemaster (GM) needs to add hours of play to the long river journeys of **Death on the Reik**, or to create detailed river-based adventures from scratch. Players will be particularly interested in 'Deck It Out,' whose customisation rules will allow them to make any vessel unique and deadly. GMs will appreciate 'A River Bestiary,' which presents several useful monsters, and 'Waterborne Diseases,' both of which can complicate the Character's lives in a quite satisfying manner.

Supporting Cast: The river of the Old World bustles with activity, and a wide range of Non-player Characters (NPCs) can be encountered there. Sample NPCs and encounter ideas ensure that the GM will never be short of possibilities to enliven a journey.

Bonus Shorts: Adapted from Jack Yeovil's classic Warhammer novel *Drachenfels*, the luxury river liner *The Emperor Luitpold*, first published for the 1st edition rules, and — along with its sister vessels — offers many opportunities for interesting encounters and adventures on the river routes between the Empire's great cities. 'Vengeance of the Gravelord' presents the first part of an ongoing adventure that can run parallel to the main plot of the **Enemy Within** campaign or form a separate adventure in its own right.

Graeme Davis

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In Memory of Mike Brunton

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Illustrating Death on the Reik

By Martin McKenna

Martin McKenna, the illustrator for the first edition of Death on the Reik, looks back on the early days of WFRP.

I started working for Games Workshop after two or three events aligned in some order that I'm no longer sure of. I met Steve Jackson and Ian Livingstone in 1986, and they suggested I do stuff for the Fighting Fantasy magazine, Warlock. Around the same time I met Marc Gascoigne, who was then editing Warlock. These encounters vaguely coincided with me sending in a drawing to a competition in The Citadel Journal – the prize: a £10 postal order!

I didn't win anything as far as I know; I certainly never received a postal order. But in response to my entry, I received a letter from John Blanche, the newly-appointed art editor at the newly-formed Games Workshop design studio. That led to work for Warlock, White Dwarf, another British roleplaying game, Green and Pleasant Land, the original Warhammer 40,000: Rogue Trader, The Enemy Within – and then, Death on the Reik. I remember John saying that he thought it'd be good experience for me to get a nice big job 'under my belt' – that was his phrase.

John sent the art briefs in manageable batches so as not to overwhelm me. He probably sent me photocopies of the layouts for each spread, with the full typeset text but with empty spaces where images were needed, and suggestions in the spaces for what they should contain: that was how some of the later books were handled. The brief was usually pretty loose, leaving me to interpret the text while keeping the look of the world we were trying to create. I remember John sent me a bumper package of Renaissance artwork references to help as a visual 'bible', though I'm sure I didn't make the most of it.

Being young and inexperienced, I was nervous taking on a project this large: around 150 illustrations with a fairly tight deadline. A few dozen illustrations in, I called John on the phone and told him that I didn't think I'd be able to get the job done. His response was something along the lines of 'Don't be daft.' I owe him a tremendous debt of gratitude for his faith.

I listened to the radio while I was drawing, and as I finished the first picture (I can't remember which one it was) and sat back to evaluate it, 'Rip It Up' by Orange Juice was playing. I didn't rip it up, but that did seem a bit portentous. So, while illustrating Death on the Reik I had John Blanche on one shoulder and Edwyn Collins on the other!

To handle the dozens of NPC portraits, I'd turn to the reference books I had to hand, many of which were movie related. Filling the empty spaces on the layouts was a bit like collecting those football stickers that were popular at the time: 'Got. Got. Need.' But instead of a star Spurs or West Ham striker, I'd create my own versions with a plucky looking sort wrestling a goblin.

After Death on the Reik came more work for WFRP, and a variety of other Games Workshop products: their growing novel ranges for Warhammer, Warhammer 40,000, and Dark Future, plus Necromunda and various other games. It amounted to a fair bit of work over several years, but it is those earliest projects working with John that I remember most fondly.

I couldn't tell you exactly when I stopped working for GW: it just sort of petered out, and I became busier with other projects. Over the years I've done a pretty wide range of things in publishing, some computer games, and production design for movies and television. Right now, I'm enjoying writing and illustrating my own books, mostly for children. At the time of writing this, I'm finishing up a new picture book.



Yes, I Sank Your Barge

By James Wallis

James Wallis, the former head of Hogshead Publishing, recalls the controversy that erupted when he added a section to smooth over the transition between the first edition versions of *Death on the Reik* and *Power Behind the Throne* – including some not-too-subtle encouragement for the players to leave the river life behind.

When Hogshead Publishing republished the first edition Warhammer Fantasy Roleplay rulebook in 1995, getting *The Enemy Within* campaign back into print was always high on our list of things to do. At the same time, we wanted to take the opportunity to fix a few of the things about the series that we regarded as problematic. In no particular order, these were:

1. The gap between the end of the *Death on the Reik* and the start of *Power Behind the Throne*;
2. All of *Empire in Flames*.

The first one was the simpler fix. *Death on the Reik* ends with the Characters finding a letter hinting at dark deeds afoot in Middenheim; *Power Behind the Throne* begins, 'So you arrive in Middenheim.' Something was needed to give the characters a shove away from the river and towards the fabled city on the rock. Particularly if, as I'd often heard, players were growing rich and complacent as river-traders and barge-captains, and were inclined to stay that way.

So, I sank everybody's barge.

Well, I wrote '*Carrion Up the Reik*', fourteen pages of new material that reintroduces the Oldenhaller family, torches the barge, gives the Characters a lucrative reason to go to Middenheim, and sets up some characters and plot threads that were going to reappear in my rewrite of *Empire in Flames*, which I was busy plotting. New artwork from the great Russ Nicholson, stick the thing at the start of the Hogshead reprint of *Power Behind the Throne*, and job done – or so I thought.

Two or three years later, one Jonny Nexus wrote an article called '*James Wallis Ruined My Character's Life*', in which he detailed the downfall of his WFRP character Fat Gregor, and blamed it all on the barge-arson incident. The post was... somewhat vitriolic, to say the least. It was clear that Jonny – whom I knew slightly at the time – was miffed.

Obviously, as the author of the scenario that had caused such distress but also the director of the largest RPG publisher in the UK at the time, I had to do something. I penned a reply: a simple statement explaining why '*Carrion Up the Reik*' existed and justifying my game-design choices. It opened with something like 'Yes I sank your barge', though perhaps more crudely worded, and continued in similar tone for seven hundred words, concluding with 'Go on. Buy another barge. I'll sink that one too.'

I am, as everyone will tell you, a master of diplomacy.

And Jonny put it up on the website, next to the original article. This was the late 1990s: the internet was still young, the idea of things going viral had not yet gone viral – but this exchange did. It's still kind of legendary in WFRP circles. If you'd wondered about the Boatman quote on page 93 of the 4th edition WFRP rulebook in which Jacob Wallis explains how not to sink your barge, now you know.

Incidentally, this cameo means that I'm now an NPC in two major RPG worlds: the Warhammer Old World, and another, where my former co-writers Marc Gascoigne and the late Carl Sargent made me the owner of a disreputable East End flophouse. Carl, of course, also wrote *Power Behind the Throne* and *Empire in Flames*. What goes around comes around.

As for *Empire in Flames* and why my rewrite never appeared – that's a story for another time, and more alcohol.



GUEST COMMENTARIES



Death on the Reik was originally published as a boxed set in 1987. Included in the box were an 86-page adventure booklet written mainly by Jim Bambra and Phil Gallagher, a 16-page 'River Life of the Empire' supplement written mainly by Graeme Davis, and various maps and handouts. Later reprints by Games Workshop and Hogshead Publishing were in book format.

Graeme Davis and Phil Gallagher contributed commentaries to the **Enemy in Shadows Companion**, the first book in this series. In this volume, we hear from two other contributors to the campaign: the artist Martin McKenna, who illustrated the

first edition **Death on the Reik** and went on to contribute to many more Games Workshop titles; and James Wallis, who reprinted almost everything for WFRP first edition as head of Hogshead Publishing between 1995 and 2002, and created a storm of controversy that is still spoken of in WFRP fan circles when, in the supplementary adventure 'Carrion up the Reik,' he sank the Characters' barge.

The Director's Cut version of **Death on the Reik** includes a part of 'Carrion up the Reik,' but gives the GM several less controversial options for dealing with the barge.



FOR GROGNARDS

Grognard, n. From French grognard, 'grumbler'. An old soldier or other kind of veteran: originally, a member of the Old Guard in Napoleon's army, whose long and faithful service won them the right to complain, even in front of the Emperor. More recently, an experienced (and often opinionated) player of wargames and/or role-playing games.

Over the last 30 years or so, an awful lot of people have played the **Enemy Within** campaign. This new version includes some changes and, at key points in the story, boxes like this one offer new ideas and different events to make the campaign just as fresh and challenging for seasoned WFRP fans as it was when it first appeared in 1987. Those players who think their previous knowledge will give them an advantage may find the forces in the shadows and behind the screen more formidable and tricky than before.

Some of the material in this volume has also been reprinted from earlier sources, and grognard boxes are provided where appropriate with the same ends in mind. Of course, if the alternative options look better, feel free to use them instead of the originals!



ADVENTURE HOOKS

These boxes highlight adventure seeds that you might like to pursue in your campaign, or which could form the basis for separate adventures entirely.

THE SHADOW CAST

These boxes suggest ways to use the NPCs in this book through **Death on the Reik**, either to assist the Characters, frustrate them, or simply make their lives a little more interesting.



CHAPTER 1

EASTER EGGS

Like **Enemy in Shadows**, **Death on the Reik** includes a number of funny names, jokes, and pop-culture references. The adventure's title is a reference to the Agatha Christie mystery *Death on the Nile*, whose 1978 movie version had been shown on British television just before the writing began. Here are some more:

TOWNS

The town names of the Reikland are worth a look. It's not easy to come up with a hundred or so place names at the drop of a hat, so gags, puns and pure stream of consciousness have played their part.

For example, you'll see the names of a lot of people who were at Games Workshop at the time. There's Anseldorf, Priestlicheim, Halheim, Merretheim, and the Hahnbrandt mine. There's also a series where someone must have been having a bad day: there's Braundorf, Naffdorf, Brasthof and Ripdorf (brownd off, naffed off, brassed off, and ripped off: the first three are British slang terms for disgruntlement).

Others include Wurfel (German for dice), Stockhausen (named after the composer), Sprinthof (sprint off) and Barfsheim, but if you take a German dictionary to the rest, you'll find that most of them have some meaning or another.

NON-PLAYER CHARACTERS

While the NPC names in **Death on the Reik** are not generally as silly as those in **Enemy in Shadows**, there is a strong philosophical theme running through them: Wittgenstein is the most obvious, but you'll also find Schiller, Rousseaux, Eysenck and Hegel among the NPCs.

Of course, there are *some* silly names. Shif Doppler (Doppler shift) the lieutenant of the guard at Castle Wittgenstein, for example, and Aynjulls Isembeard, the Dwarf Engineer in charge of the semaphore device: not a very Dwarven name, but a pun on the great Victorian engineer Isambard Kingdom Brunel. The inspiration for the Wittgenstein Monster is obvious, as is the name of Luigi Belladonna the Tilean racketeer.

The seer Unserfrau (not strictly an NPC, perhaps, since the Characters only see his writings, and not the long-dead sage himself) is Nostradamus, translated from Latin into German.

The Chaos Warrior Ulfhednar the Destroyer gets his name from a group of berserkers — 'wolf-hide men' — from Norse saga. He was based on a Citadel miniature of the same name, released in 1987 as part of the CH3 *Champions of Chaos* line, and was originally named for the wolf-skin cloak he wore.

Loorbeer and Kuhn, the Purple Hand cultists who meet the Characters at Weissbruck, and Frau Blucher, Rosseaux's housekeeper, were an homage to certain beloved and quite funny characters from popular culture.

Ludwig, the cultured, part-cockroach head of the Wittgenstein family, is a tribute to Franz Kafka's *Metamorphosis*.

The encounter with Gutbag Stoat Throttler, the Goblin chief who put on the sorceress Etelka Herzen's gown hoping that it was the source of her magical power, is one of the definitive 'Warhammer humour' moments. It caused some friction at the time, though, since Games Workshop treated the first few *Enemy Within* adventures in the same way as their Warhammer battle packs, advertising a miniatures deal for each one. That meant that a miniature had to be made for poor, deluded Gutbag, and initially there was not much interest among the sculptors. Today, it is one of the rarer and more expensive finds online.



CHAPTER 2

HERBS AND THEIR USES

The herbs published in the **WFRP** rulebook (see page 307) are a small sample of those which may be found growing throughout the Old World. Herbalists have always tended to rely on local knowledge and herb lore handed down from teacher to student; textbooks on herbs and their uses are rare — perhaps due to widespread illiteracy in rural areas where knowledge of herbal medicine is strongest.

Because of this, the publication of Hortensia Puddlefoot's book, *Common Herbal and General Concordance of Regional Herb Names* has generated some excitement — and not a little controversy — among physicians, herbalists, and academics in general. This renowned herbalist from the Moot has spent much of the last century collecting information on useful plants of all kinds, the names by which they are known in different parts of the Old World, and their different preparations and uses. The following extract covers a selection of herbs that may be of use to adventurers, with her comments on each.

Notes on herbs, collected from the original *The Enemy Within* and the Hogshead Publishing supplement *Apocrypha 2*, give the Characters something to discuss with **Death on the Reik** NPC Elvyra Kleinestun, as well as some useful resources if they have the Skills to make use of them. Notes by Mistress Hortensia Puddlefoot, one of the Moot's foremost herbalists, give important information on preparation and dosage, as well as the most common names by which each one is known.

LOCALITY AND SEASON

Each herb has an Availability rating, just like all the commodities in Chapter 11: The Consumers' Guide in the **WFRP** rulebook. In addition, many herbs are only found in certain environments, and are more plentiful in a certain season. The table below includes this information for all the herbs in the **WFRP** rulebook, as well as the new herbs described in these pages.

SEASONAL AVAILABILITY

Out of season, the Availability of any herb becomes one step rarer: Common becomes Scarce; Scarce becomes Rare; Rare becomes Exotic; and Exotic herbs cannot be found at all.

Herbs may be located and identified using the **Lore (Herbs)** Skill, but most complex preparations require the **Trade (Herbalist)** Skill and a suitable set of trade tools to create a useful poultice. Draughts can be brewed using the **Trade (Apothecary)** Skill. Correctly prepared herbal treatments, or poisons, can be administered by almost anyone and rarely require any special skill.



HERBS OF THE EMPIRE

Item	Cost	Enc	Availability	Locality	Season
Agurk	1GC	0	Rare	Grasslands	Autumn
Alfunas	1GC	0	Scarce	Coniferous forest	Summer, Autumn
Earth Root	3GC	0	Scarce	Grasslands	Summer
Faxyoryll	15/-	0	Exotic	Mountains	Spring
Gesundheit	15/-	0	Scarce	Mixed forest	Winter, Spring
Graveroot	5GC	0	Rare	Forest clearings, graveyards	Autumn, Winter
Juck	1GC	0	Scarce	Forest	Spring
Mage-Leaf	1GC	0	Exotic	Hills	Spring
Nightshade	3GC	0	Rare	Coniferous forest	Autumn
Schlafenkraut	10/-	0	Rare	Grasslands	Spring
Salwort	12/-	0	Common	Mixed forest	Autumn, Winter
Sigmafoil	5/-	0	Common	Marsh	Summer
Slowmind	2GC	0	Rare	Marsh	Autumn
Speckled Rustwort	2GC	0	Rare	Hills	Spring
Spellwort	3GC	0	Exotic	Forest	Summer
Spiderleaf	15/-	0	Common	Coniferous forest	Autumn
Tarrabeth	10/-	0	Common	Mixed forest	Summer
Trinkwort	1GC	0	Exotic	Forest	Autumn
Valerian	5/-	0	Common	Mixed forest	Spring
Vanera	2GC	0	Scarce	Hills	Spring
Vigwort	1GC	0	Scarce	Grasslands	Summer

GATHERING HERBS

Optional rules for foraging and gathering many natural materials, including herbs, have been provided on page 127 of **WFRP**. However, you will find that, given the high prices certain herbs can fetch, these rules may prove a touch too lucrative for Characters with the skills to find several doses of costly herbs such as Nightshade or Graveroot.

While these rules are suitable for use in a pinch, especially if there is a pressing need for just the right remedy for an ailing Character or NPC, they are otherwise best avoided. Instead, the following optional Endeavour may be used by Characters with the Lore (Herbs) Skill during the Between Adventures portion of a game (**WFRP**, page 192). While it still provides plenty of opportunity for profit, it will at least keep your adventures from being bogged by long sessions of herbal foraging — time that might be better spent engaged in more adventurous activities.

NEW ENDEAVOUR: FORAGING

Rather than relying on traders to procure herbs useful for the creation of poultices and draughts, those trained in the Lore (Herbs) skill may instead search for their own raw materials. This requires access to an area of the correct terrain — see the chart above for the locality in which specific herbs can be found. You may search any locality within a day's travel of your current location. You may only search for Herbs that are in season.

Make an **Average (+20) Lore (Herbs) Test**. The total SL achieved may be spent to acquire one dose of any assorted herbs found in that locality at the rates below. Any unspent SL are lost.

Scarcity	SL
Common	1
Scarce	2
Rare	3
Exotic	4

POULTICES, DRAUGHTS, AND INFUSIONS

While, to the lay person, the art of herbal preparations may seem to be a singular pursuit, this is not the case. Different herbs require differing preparations to extract their potential, while some herbs can simply be chewed, swallowed, or rubbed onto the skin to unlock their beneficial — or harmful — effects. Additionally, some herbs can have wildly different effects depending on how they are prepared. For example, an infusion of dried Valerian is said to neutralise the effects of an excess of alcohol, whereas the raw leaf induces mild nausea.

The appropriate preparation for each herb is included in its description, as is the Skill required to prepare it. Note that for any preparation with a harmful effect, the Skill **Trade (Poisoner)** may be used in place of other **Trade** Skills.

POULTICES

Poultices are carefully prepared pastes, usually made by grinding up plant matter and mixing it with carefully chosen oils or other liquids. These can be stored for up to a month before losing their effect, or in some cases becoming toxic. Poultices are usually applied topically, often using a bandage or other covering to prevent the patient from rubbing the treatment away. Poultices require the **Trade (Herbalist)** Skill to prepare.

INFUSIONS

Infusions are essentially teas, a mix of herbs and other ingredients added to boiling water. The trick is in carefully drying the materials while preserving the herb's useful properties. Infusions are created using the **Trade (Herbalist)** Skill, and if stored correctly will last for years.

DRAUGHTS

Draughts are carefully brewed and distilled mixes of herbal ingredients, preservative fluids, and other, more arcane ingredients. They are created using the **Trade (Apothecary)** Skill, and a properly prepared draught in a well sealed glass vial or bottle will last for at least a year.

RAW

Raw preparations are exactly what they sound like — one simply chews, slathers on, or otherwise ingests the raw ingredient to benefit from its effects. Occasionally ingredients may be cooked in some way, but this is usually to make them more palatable and has little other effect. Raw ingredients must be used while still fresh, and raw preparations rarely last more than a few days before they spoil. No special skill is required to prepare such treatments, though use of the **Trade (Cook)** or **Trade (Poisoner)** Skill allows a Character to disguise the taste of unpleasant ingredients, for good or ill.

HERBS OF THE EMPIRE

What follows is a selection of commonly used herbs in the Empire, with notes on their preparation and use taken from Hortensia Puddlefoot's *Common Herbal and General Concordance of Regional Herb Names*. While this is not an exhaustive list, it does provide a selection of herbal treatments to expand the repertoire of any budding Herbalist or Apothecary.



AGURK

Preparations: Infusion, Draught

Inhaling the fumes from an infusion of Agurk causes mild shaking (**Dexterity -20**) for three hours unless the Character makes a successful **Challenging (+0) Endurance** Test or has an Immunity to poison.

Conversely, a draught of Agurk is a potentially fatal toxin. This inflicts 2 *Poisoned* Conditions, resisted with a **Difficult (-10) Endurance** Test.

THE ELF BALM

Though commonly called Agurk, in the Moot we call this herb Shiverweed. It is also known as *Zitterwort* in the Empire, *Trema* in Tilea and *Gysenblat* in Norsca. The Elves call it *Echryddeillen*. It grows in open grasslands where the soil is well-drained but not too sandy. To prepare it, pick the leaves, strip and discard the stalks, and hang up to dry beside the fireplace for at least a week. This herb is useful for improving the circulation, and also for helping a patient sweat out a heavy cold. Never use it for a fever, since it can cause the patient's temperature to rise. To use the herb, add the leaves to a dish of boiling water, let stand for a minute or two until the water begins to take on a little colour, and then let the patient inhale the fumes for three or four minutes. After this time, the patient should start to shake — make them comfortable and keep an eye on them for three or four hours. If the trembling has not subsided by this time, you may safely administer a mild sedative. Dispose of the infusion carefully, and never let it be drunk — it can cause fatal convulsions if taken internally.



ALFUNAS

Preparations: Poultice

The fleshy leaves of this plant, ground into a paste, halve the normal healing time for a dislocated or broken bone if one dose is smeared on the site of the injury every day until healing is complete.

BONESETTERS DELIGHT

Alfunas is the elven name for this plant, and has become its most common name throughout the Empire because the Wood Elves have a near monopoly over the supply. In the Moot we call it 'Bonewort'; the Bretonnians call it *Ossefeuille* and the Tielans call it *Ossoripa*; some scholars call it *Folium Emendata*.

In order for the paste to reach its full potency, it is advisable to let it sit in a covered jar in a cool, dry place such as a root cellar for at least two weeks. Do not let it dry out too much, though: when the surface of the paste begins to show cracks, seal the jar with wax or a cork stopper.



GESUNDHEIT

Preparations: Poultice

A poultice of *Gesundheit* leaves applied to a *Festering Wound* (WFRP, page 187) affords the patient an **Average (+20) Endurance** Test, with each SL achieved reducing the duration of the *Festering Wound* by one day. This application can be repeated with a fresh poultice no more than once daily, until the wound is no longer *Festering*.

GRAVEROOT

Preparations: Raw, Poultice, Draught

Smeared on a weapon, the congealed sap from the raw tuber of this plant is poisonous to creatures with the *Undead* Trait, causing one *Poisoned* Condition unless the Undead victim makes a **Difficult (-10) Endurance** Test.

A poultice of Graveroot, smeared on a *Festering Wound* caused by an Undead creature with the *Infected* Trait, grants the patient a +20 bonus to all Tests made that day against the *Festering Wound*. It has no effect on *Festering Wounds* caused by creatures that are not Undead.

Somewhat strangely, a properly prepared draught of Graveroot induces a deathly pallor in any who consume it, and the imbibers' flesh becomes cold to the touch for 1d10+2 hours. If there is any useful purpose to such draughts, it remains unknown to most.

GRAVE MATTERS

Also known as Grabwort, Dead Man's Finger, Ghostbane and Morr's Root, Graveroot is attracted to shady, sheltered locations with slightly damp soil. It flourishes especially in graveyards, which, together with its well-known magical properties, has led some people to theorise that it somehow feeds on the magical energies of the bodies buried beneath it. The root, when dried and grated, may be used in a number of preparations and magical spells concerning the Undead, and it actually seems to affect them as poison would affect a living creature. An infusion of the root seems to have no particular effect on a living patient, except to cause vomiting at higher concentrations. Less well known is the fact that a hot poultice made from both the leaves and root of this plant speeds the healing of infected wounds caused by undead creatures.



A FESTERING TREATMENT

Gesundheit, as everyone knows, means 'good health' in Reikspiel, and such a simple name leads me to believe that the knowledge of this plant is very ancient. The Elves call it *Leoleghas*, and in Bretonnia it is known as *Feuille de Blessure*. In the Moot, we call it 'Heal-All'.

It is a very simple herb to use: simply bruise the leaves to release their sap, and create a poultice. There are some who like to add various other healing herbs, according to the nature of the wound or the source of the infection, but I have never found this necessary.



JUCK

Preparations: Raw, Poultice

This herb is used mainly for practical jokes, and is a particular favourite of rural children. 1d10 minutes after being smeared with the juice of the plant's leaves, the treated area begins to itch horribly, and the afflicted Character suffers a -20 penalty to all Tests for 2d10 + 40 minutes owing to the distraction and the terrible need to scratch. A **Challenging (+0) Willpower** Test may be made to ignore the itching for 10 minutes: each SL reduces the penalty by 10, totally negating the penalty with 2 or more SLs.

A more useful, if less common use for Juck is as a treatment for frostbite. An application of a poultice containing Juck to the damaged extremities can help to speed up healing. One dose of Juck will heal 1d10 wounds lost to the effects of **Exposure** (WFRP, page 181) to cold weather. This treatment can be repeated daily.



JUCK'S THE THING

Also known as Nettlesap, Klosaft, Itching Weed and by several other names with the same meaning, this plant is well-known to children who live in rural areas, and use it for all kinds of practical jokes. Growing in woodlands and flowering before the trees put on enough leaf to block sunlight from the forest floor, the sap of this plant can also be used to help restore feeling to the skin in cases of numbness caused by cold or injury. On one occasion, I used it in a concentrated form — boiled until it reached the consistency of hot custard — as a treatment for frostbite, and was able to restore feeling to a foot which otherwise might have had to be amputated. Because of the itching it causes, you may sometimes need to administer a mild sedative to the patient, especially if you use Juck repeatedly, or over a large area such as an entire leg.



MAGE-LEAF

Preparations: Raw

Mage-Leaf is eaten raw, with the leaves remaining potent for a week after picking. As its name suggests, it is used exclusively by spellcasters. One dose gives the caster a +10 bonus to their next **Casting** Test, but when each dose is taken, roll a d10. If the result is less than or equal to the number of doses already taken that day, the dose has no effect.

WIZARD'S BOON

I was unsure at first as to whether to include this herb, since it has no known medicinal value. However, its magical properties are sufficiently well-known that I thought it might be useful at least to mention the different names by which this plant is known, to avoid any mistaken impression that there are several different plants with similar properties. The elven name for Mage-Leaf is *Daionillyseiwyn*, which I am told means 'the good plant'. In Norsca it is known as *Troldblat*, in Bretonnia as *Feuille Sorceiere*, in Tilea as *Folimaggi* — a corruption of the Classical *Folia Magii* — and in Albion as *Draodill*, meaning 'the leaf of the Druids.'



TRIAGE ON THE REIK

Travelling down river, the Characters come across a barge desperately in need of help. The crew are all terribly ill, with no two suffering from quite the same plethora of symptoms. Unexplained shakes, terrible headaches, nausea, hemorrhaging, and more have seen the barge turned away from every harbour on the river where a doktor might be found. It is clear that, without some assistance, at least some of the crew may well perish. It is only through the ministrations of a Bretonnian herbalist, Marie Du Pont, who happened to be aboard escorting her cargo of expensive herbal remedies that they have survived this long at all!

Unknown to the crew, the herbalist is the cause of their troubles. A few days ago, due to some poorly packaged sacks of dried herbs and a leaking brandy keg, some of her preparations leached into the barge's drinking water. In small doses, most of the herbs are curative, but in uncontrolled amounts and randomly mixed they are exceptionally harmful! Marie is still studying the herbs of the Empire, and is unfamiliar with all of their effects. She is desperate to find the counteragent to each before someone dies, and will reward any knowledgeable local herbalist who might be able to help her!



SCHLAFENKRAUT

Preparations: Infusion, Draught

An infusion of Schlafenkraut takes effect 2d10 + 10 minutes after drinking, bringing on a normal sleep; for the first four hours of this sleep, the patient's chances of being woken by noise are halved. A patient who is woken within this time must make a successful **Challenging (+0) Endurance** Test or gain three *Fatigued* Condition. After four hours the herb's effect wears off, and the patient sleeps normally.

A draught of Schlafenkraut works in much the same way, but the effects come on a little faster but do not typically last as long. A draught of Schlafenkraut will bring on normal sleep in 1d10 minutes, but the chances of waking are halved for only the first two hours of sleep.

A Character may resist falling asleep due to Schlafenkraut on a successful **Challenging (+0) Cool** Test. If successful, the **Endurance** Test is still required to avoid becoming *Fatigued*. The *Immunity (Poison)* Trait renders Schlafenkraut completely ineffective.

A RESTFUL CONCOCTION

Known in the Moot as Dreamleaf, in Tilea as *Dormifolio*, and to the Elves as *Paradiel*, this plant grows in open grasslands, and is especially prolific when the last snows of winter are melting. It also grows well in open marshy areas and beside streams whose banks are not too high. It is a very good sedative and sleeping-draught, and may combine with other preparations, with no fear of ill effects. The dried leaves are steeped in water which has boiled and been left to stand for a minute or so — if the water is boiling when the leaves are put in, they will scald and the resulting infusion will be unpleasantly bitter as well as less effective. The leaves can also be added to tea or mulled wine; a little honey will soften any sharpness that it adds to their flavour.



SLOWMIND

Preparations: Infusion, Poultice

Slowmind is a very mild nerve toxin. The infusion has a bitter taste, and if added to a drink, a Character may detect that something is amiss with a **Difficult (-10) Perception** Test. A Character who drinks an infusion of Slowmind must make a successful **Challenging (+0) Endurance** Test or suffer a -10 penalty to both Intelligence and Willpower for 2d10 + 4 hours. Only one dose may be administered at a time - additional doses have no effect. The *Immunity (Poison)* Trait renders this effect of Slowmind completely ineffective.

A poultice made from this plant has an entirely separate effect — slathered on a fresh wound each dose immediately removes one *Bleeding* Condition. However, any more than one dose will require a **Challenging (+0) Endurance** Test to avoid the same negative effects caused by drinking an infusion of Slowmind, as above.

SLOWMIND

I know that there are those who regard this plant as nothing more than a poison, but I have found it useful in extreme cases of nervous hysteria where the patient must be kept still to avoid self-inflicted injuries, and also in cases where the pain of a wound or infection makes it impossible for the patient to fall into a healing sleep. Provided the dosage is strictly controlled and the patient's temperature and breathing are constantly watched, I believe there is no significant risk. The root of this plant, which grows in marshy areas and is often found together with water-lilies, is first soaked in salt water for three days and nights to leach out any impurities, then dried on a pan in front of the fire for two days, or until it sounds woody when tapped with a fork. Then, it is finely grated — mixed with a little nutmeg if available — tied in a cloth bag and hung in the chimney to smoke for two weeks. The powder is then boiled for two days in water with a little vinegar, strained and added in small quantities to a sweet tea or mulled wine.





SPECKLED RUSTWORT

Preparations: Raw, Draught

This herb is ingested to combat the effects of Packer's Pox (*WFRP*, page 187). If one dose of Speckled Rustwort is taken every day, all Tests connected with the disease gain a +10 bonus.

A draught of Rustwort does not provide this protection, but can be used to treat an active case of Packer's Pox. Each dose reduces the duration of the disease by 1d10 days. Taking more than one dose in a single day, however, causes Nausea (*WFRP*, page 189) for the following 1d10 hours.

A POXY TREATMENT

This herb is unusual among those used to treat poxes, in that it must be eaten; most are applied to the rash in a salve or poultice. Many have tried to do the same with Speckled Restwort, but it has no effect at all when applied externally.

Some find the taste of the leaves bitter, and it is permissible to add a spoonful of honey to a dose, especially in the case of children. Avoid overdosing, though, as it can lead to constipation.



SPELLWORT

Preparations: Infusion, Draught

Spellwort is related to Mage-Leaf, but has a slightly different effect. Instead of increasing magical energy, it interferes with it. A spellcaster who drinks an infusion of Spellwort suffers a -10 penalty to all Tests related to spellcasting for a number of hours equal to 10 minus their Toughness Bonus — but enjoys a +10 bonus to all Tests made to resist the effects of magic during that time.

A draught of Spellwort provides much the same drawback and benefit as an infusion, but the effects last for only one hour. However, during that hour, anyone who imbibes a draught of Spellwort will appear completely mundane to Second Sight, and all traces of lingering magic about their person will be removed. This effect is lost if the subject uses any magic at all during this time, however. Witch-Hunters across the Empire have attempted to suppress any knowledge of this application of the herb, with mixed success.

THE WITCH-HUNTER'S FRIEND

Spellwort is the name by which this plant is known in the Moot. Other names include *Unzauber*, *Wizard's Bane*, *Feuille Contraire* and *Witch-Hunter's Friend*. It is similar in appearance to Mage-Leaf, and someone without the proper herbal training may easily mistake the two. Made into a tea, the dried leaves can help a patient resist any kind of ailment that comes from a magical cause. It is as well to store dried Spellwort away from ingredients such as Graveroot and Mage-Leaf, since I have found that their magical properties are sometimes diminished by sitting too close to Spellwort for a time.

TWO OUT OF THREE AIN'T BAD



The apothecary Fritz Schubert has a problem. A few weeks ago he was approached by a shifty but clearly wealthy individual about a special preparation of Spellwort that Fritz had never heard of. The individual, one Schultz Langhosen, ordered three draughts and paid quite a few crowns to have it done quickly. Fritz took advantage of the strange offer, despite the fact he had ingredients sufficient to prepare only two draughts. Certain it could have no useful properties in any case, Fritz fudged the third draught, providing an inert mixture of similar appearance.

Three days ago, Schultz Langhosen was burned as a witch, and the authorities are looking for his two accomplices who somehow eluded a Witch Hunter and the licensed Wizard she works with. Now Langhosen's angry associates, not to mention the Witch Hunter, are closing in on the terrified apothecary, who is desperate for help in proving his innocence, such as it is.

SPIDERLEAF

Preparations: Poultice, Raw

Bound to a wound with a tight bandage, a poultice of Spiderleaf removes one additional *Bleeding* Condition per SL achieved by the Character who made a **Heal** Test to apply the bandage.

In its raw form, Spiderleaf is somewhat less effective. On a successful **Heal** Test to apply the bandage, a wad of Spiderleaf removes a single additional *Bleeding* Condition.

SPIDERLEAF

This herb gets its name from the shape and arrangement of its long, narrow leaves, which look as though a spider has been impaled on the main stem with its legs in the air. All across the Old World, it is known by the same name in the local language. There are even some healers – mostly Human – in remote areas who wrap the leaves in cobwebs before applying them to a wound, thinking that some magical sympathy between the spider-shaped plant and the webs of an actual spider will make the treatment more effective. It does not seem to do so.



TARRABETH

Preparations: Poultice

Smearred on a wound, a poultice of Tarrabeth sends the patient into a deep sleep lasting for 24 hours. The Endurance Test made to recover Wounds that day (see **WFRP**, page 181) is **Very Easy (+60)**.

Applied to a blade, or more commonly an arrow head, too little of the Herb will be introduced to cause the deep sleep for which Tarrabeth is known. However, those wounded by such a weapon will still find themselves becoming terribly tired, and must make a **Challenging (+0) Endurance** Test or suffer one *Fatigued* Condition. A single dose of Tarrabeth can treat one weapon, or three arrows or bolts.

TARRABETH

Tarrabeth is an elven name, and the herb is found mostly in the deep forests where the Wood Elves live. There are few other names for the herb, although I have heard it called Emperor's Wort in some cities, often by Humans who came by the herb dishonestly and use a Human name in order to avoid the wrath of the authorities. For the best effect, the leaves should be boiled until they completely disintegrate; the mixture is then strained, boiled down to the consistency of melted cheese, and left to cool.



TRINKWORT

Preparations: Raw

Trinkwort is a bitter-tasting tuber that has the strange property of neutralising the effects of alcohol. A Character who eats one tuber gains a +20 bonus to all **Consume Alcohol** Tests for the next 24 hours.

TRINKWORT

According to Halfling tradition, the knowledge of this plant was given to us by the goddess Esmeralda herself, after her first husband Bibogenitus brought the knowledge of brewing and winemaking to the Moot. We know it as Sober-root, and the Elves call it *Corrylliamid*. It is found in the deepest forest, often growing between the roots of the lornalim tree, or next to ancient oaks. The root is peeled and roasted in a slow oven until it is as soft as a well-cooked parsnip, and then eaten.



VALERIAN

Preparations: Infusion

Prepared as an infusion, a cup of Valerian tea restores 1 Wound to the drinker. The dose may be repeated once per day, but Valerian has no effect on Critical Wounds.

STRONG TEA

Valerian is called Strong Tea in the Moot; this confuses some outside visitors, but any Halfling knows from the context of the conversation whether this or some other kind of tea is meant. The Elves call it *Taillegas* and the Bretonnians *Thé de Médecin*.

It is important to air-dry the leaves in a cool, dry place. Before brewing, they should be inspected carefully for any trace of limp-rot, a fungus which is particularly attracted to these leaves. Even a slight infestation can make the tea ineffective; a serious amount can turn it poisonous.



VANERA

Preparations: Raw

Vanera is a stimulant which removes the need for rest. It is most commonly used for convalescence, where the patient cannot rest for some reason. For 1d10 hours after the dose is taken, the Character is treated as resting, but may undertake any kind of activity. If the Character rests, the benefits of rest are doubled. When the dose wears off, the user suffers a splitting headache, gaining one *Fatigued* Condition which lasts for an hour.

THE GODDESS' GIFT

Some herbalists in the Empire and Tilea believe that the name of this plant comes from the Human goddess Verena. I don't believe this myself, since it is also known by this name in Norsca and Kislev, where Ulric is far more commonly worshipped than Verena. It grows on the south side of chalk hills, where there is plenty of sun and not too much wind. The leaves are picked, cleaned, soaked in salt water for two weeks, and then boiled and served like spinach. A little butter and black pepper helps their flavour enormously. I personally don't use it for convalescents, because the headache that occurs when the herb wears off can often undo any good that the patient received from the herb's stimulant effect. However, I will prescribe it for those on watch, or required to search all night for missing travellers, or anyone else who needs to stay awake when they should be asleep, and who doesn't mind paying the price later.



VIGWORT

Preparations: Infusion

This herb is a mild stimulant, and a cup of Vigwort tea increases a Character's **Initiative** score by +10 for 1d10 +4 minutes. After this time, the Character must make an **Average (+20) Endurance** Test or gain one *Fatigued* Condition for each level of failure. Those with the *Immunity (Poison)* Trait may gain the benefit of Vigwort, but never become *Fatigued* from taking it.

A PERSONAL FAVOURITE

Also known as Fidget, Jumpweed, and *Folia Vitae*, this plant grows in sunny open areas, especially those that are being left fallow after grazing last year. The root is dried, grated, and left to steep in diluted vinegar for ten days. The mixture is then boiled, strained, and left to stand in a cool, dark room for another four days. Sweetened with honey and added to a hot tea or mulled wine, this preparation gives temporary relief to patients who are suffering from headaches, drowsiness, or lethargy, although it should only be used for short-term results; when it wears off, the patient can often be worse off than they were to start with.



CHAPTER 3

DELETED SCENES



Not all of the original material from the original *Death on the Reik* made it into the **Director's Cut** version: in making the decision to focus the book's content on the campaign adventure, there was much that did not contribute enough to the main plot to earn its place there.

The source material on the Empire's rivers and their denizens has been updated and expanded and is presented throughout this book. However, a few optional scenes have been preserved, and are presented in this chapter. A chance encounter with an Imperial Plenipotentiary can make a diverting incident, and additionally can be used to sow the seeds of a trip to Middenheim in the Characters near future. Additionally, the extended encounter 'The Maria Berger' presents the Characters with a foe who is both dangerous and vulnerable.

THE IMPERIAL PLENIPOTENTIARY

As a Freistadt, or free town, Kemperbad answers only to the Emperor. The town's ruling council is usually free to do as it pleases, but from time to time the Emperor sends a Plenipotentiary to observe and report. Naturally, this irks the councilors, but they must present a polite and cooperative front: an unfavourable report might lead the Emperor to appoint a permanent officer to administer the town on his behalf, or impose a liege lord from one of the competing local families who petition constantly for this honour, and the taxes that go with it.

The acquaintance of an Imperial Plenipotentiary can be extraordinarily advantageous to the party, especially later in the campaign. They move in the highest social circles and can provide introductions — either in person or by letter — to exactly the sort of NPCs whom the Characters would like to befriend for **Power Behind the Throne**.

Count Otto Boormann has been sent to Kemperbad to inspect the town's ancient charter. The Emperor — or rather, the head of his revenue service — has realised that a considerable amount of potential income is being lost to the trade barons of Kemperbad owing to the terms of the charter, and Count Otto has been sent to discover if there is an easy way around this. He is accompanied by several litigant and clerks, who will be doing the actual work of research while the Count dines at the expense of the town's leading lights, ready to throw his weight around if anyone tries to impede his staff.

ARRIVAL

As the Characters approach the wharf, they see a company of liveried soldiers clearing civilians away from one of the larger jetties as a large River Patrol boat moors there, with the Imperial Ensign flying from her masthead. Amid a fanfare of trumpets, a richly dressed, rather corpulent character teeters down the gangway. A guard officer steps smartly forward to greet him, and with another flourish of trumpets, the two step into the dockside lift and are borne up to the town. The company follows them, occupying all available lifts until all are in the town.



ACQUAINTANCE

Enquiries in the town may yield information about the Count's identity, rank, and mission. The Characters can try to make his acquaintance in a number of ways.

Nobles can wrangle an invitation to one or more of the endless dinners and receptions held in the Count's honour, where they may befriend him using **Charm** or other relevant Skills, or even save him from some mischance or embarrassment, such as a local agitator dressed as a servant and carrying a tureen of liquid cow-dung.

Other Courtier Characters, as well as litigants, scholars, and others with suitable Skills, may win a job in his entourage. This can lead to various challenges, from dealing with burghers with a knack for making troublesome documents mysteriously disappear, to envious lackeys who engineer various situations to embarrass and humiliate the Characters.

While the ultimate fate of Kemperbad's lucrative tax arrangements may have little bearing on the common citizen, those with a vested interest will stop at very nearly nothing to ensure that the current state of affairs endures. There are plenty of opportunities for Character to accept bribes, investigate 'grass roots' agitators in the pay of powerful interests, or indeed to ensure that whatever outcome best suits their own financial interests comes to pass — especially if they have taken up the life of river traders themselves.

COUNT OTTO BOORMANN

Count Otto is in his middle years, slightly portly, with grey, thinning hair kept carefully trimmed. On the surface he is a stuffy, petty minor noble, insisting on every courtesy and treating everyone as inferiors. Beneath this façade, though, he is a shrewd judge of people and an able politician; while he is certainly a snob, he overplays the role because he finds it useful to be underestimated.

COUNT OTTO BOORMANN HUMAN NOBLE, FORMER DIPLOMAT (GOLD 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	35	38	28	29	45	33	36	51	45	51	10

Traits: Prejudice (Marienburgers), Weapon (Foil) +7

Skills: Athletics 38, Bribe 66, Charm 65, Cool 55, Consume Alcohol 55, Drive 38, Dodge 38, Endurance 36, Gossip 56, Haggle 66, Intuition 55, Lore (Heraldry) 61, Lore (Middenland) 67, Lore (Reikland) 60, Melee (Fencing) 45, Ride (Horse) 45, Row 35

Talents: Etiquette (Guilders), Etiquette (Nobles), Noble Blood, Read/Write, Doomed (*Make thee no friends of water rates!*)

Trappings: Courtly Garb, Foil, Imperial Letters Patent, Staff of Scribes and Accountants, Writing Kit, 5d10 GC



ONWARD TO MIDDENHEIM

After the events of **Death on the Reik**, your Characters will quickly be whisked away to Middenheim to experience the events of **Power Behind The Throne**, the next chapter of **The Enemy Within**. Once there, it can be helpful indeed to have already made contact with someone who can introduce the Characters to courtly life in the city state, and in particular to some of the key figures of that adventure.

Depending on how well, or how poorly, Count Otto Boormann got on in Kemperbad, he will be in or on the way to Middenheim for one of two reasons. Should events have gone well in Kemperbad, perhaps with the aid of the Characters, then the Count will have been sent to Middenheim in the hopes that he can perform a similar fiscal miracle there and increase the imperial tax revenue from the city. Middenheim has a proud history of autonomy, and many in the city resent the taxes they send to Altdorf. This will play rather nicely into the matter of Middenheim's new taxes, a key story point in **Power Behind the Throne**.

Should Boormann have met with failure in Kemperbad, then he will still be sent to Middenheim. In this case, however, he will have been set the task of attempting to untangle Middenheim's notorious tax code as a punishment, with very little hope of success on his part. This is just another twist of the blade that is Altdorf's courtly politics, made by one of Boormann's political enemies. In either case, the Count can be encountered by the Characters either in the city of Middenheim, or on the road to it. In particular, if he was undone in Kemperbad, the unfortunate noble may even have to undergo the terrible indignity of being sent to the city on the same hired coach as the Characters!

Looking further forward, Boormann can also appear in **Empire in Ruins**, the final part of **The Enemy Within Campaign**, where he can play a similar role, introducing the Characters to some of the important figures and intrigues that guide Altdorf's courtly life.

THE MARIA BORGER

This encounter may be used whenever the Characters are travelling the waterways of the Empire, in place of a random trading boat encounter or as an incident in its own right.

THE BOAT

The *Maria Borger* is a typical barge (see page 33), owned by Bernhardt Dampfer, a small independent operator plying the waterways between two towns, which can be selected to suit the Characters' present location. She is crewed by Bernhardt, his sons Reiner and Karl, and Hans Vollrat, a hired hand and friend of the family.

STRANGE EVENTS

As the Characters' boat draws near the *Maria Borger*, Bernhardt calls out to them:

'Ho, there! I've got two sick men on board — do you have anyone with you who can help?'

If the Characters stop to talk or board the *Maria Borger*, Bernhardt introduces himself and his crew, and invites them to stay a while. Hans and Karl lie in their bunks, barely able to move. They are deathly pale and apparently exhausted, with a sheen of cold sweat on their faces.

'Hans and Karl took sick the night before last,' says Bernhardt. *'We found them like this yesterday morning. Reiner and I have been all right so far, but I don't know what's wrong with them, or if it's catching.'*

The Heal Skill will help Hans to recover as normal. If Hans is examined, the Characters will find two small punctures in his neck. When this is brought to Bernhardt's attention, he will say:

'That's odd. They weren't there yesterday, but he was just as bad. Must have been a rat or something. They're a real problem when you're carrying grain — get everywhere, they do, and bold as brass, too. They'll go for you soon as look at you.'

An **Average (+20) Lore (Undead)** Test is necessary for any Character to associate the punctures with a Vampire attack, but the GM should not worry if the players jump to that conclusion without it, because all will soon be made clear. Hans begins to moan weakly, and Bernhardt moves to comfort him.

'You'll be all right,' he says. *'Just you rest easy now.'* Bernhardt turns back to the Characters. *'There he goes again. He keeps seeing things. I don't understand it at all. There's no trace of a fever: he's as cold as ice.'* If anyone tries to hear what Hans is saying, a few words and phrases are coherent. *'Away ... keep him away ... those eyes ... I'm cold, so cold ... don't let him touch me ... no ... no ...'*

A **Challenging (+0) Perception** Test reveals that a small silver pendant lies on the floor under Karl's bunk. It is in the form of a stag's head: the symbol of the god Taal. *'That belongs to Hans,'* says Bernhardt when it is found. Hans half-rises in his bunk, reaching out imploringly, then falls back again.

'Mine,' he mumbles. *'Give it to me ... give ... took it off ... he made me ... he made me take it off ...'* His mumbling lapses back into incoherence. Bernhardt scratches his head in frustration.

'I really could do without this,' he says. *'I've got this special cargo, you see, and it has to be delivered the day after tomorrow. It's as much as Reiner and I can do to keep the boat going.'* When the boat was loaded two days ago, Bernhardt was approached by a large mercantile operation. None of their boats were heading in the right direction, and when they offered almost twice the normal rate, Bernhardt accepted the cargo, hoping for more work from these merchants in the future.



THE CARGO

The special cargo consists of a single crate, about eight feet long, eight wide, and three deep. The lid is nailed down, and a large lead seal is set on one edge, bearing a coat of arms; a successful **Hard (-20) Lore (Heraldry)** Test identifies the coat of arms as that of the Orlok family, a small noble house from Ostland which died out during the Time of Three Emperors. The crate is to be delivered to a town along the way and put in a warehouse (to be arranged by the carrier) under the name of Graf Orlok. Money has been provided for this: 35 gold crowns for carrying the crate, and 15 gold crowns for warehousing. Bernhardt is unwilling to let the Characters open the crate without a successful **Charm** Test opposed by his Cool. If the crate is opened, it is found to contain two coffins. One is empty except for a layer of soil, while the other contains a body. The body is dressed in the fashions of three-hundred years ago but shows no signs of decay. A trickle of fresh blood runs from the corner of its mouth.

The *Maria Borger* is carrying a Vampire who has decided to move to fresher pastures. Once at the destination, it intends to use the nights to search out a suitable lair, and then have the crate moved there. The Vampire has been feeding on the two boatmen but has spared Bernhardt and Reiner so they can handle the boat.

The Characters may deal with the Vampire in a number of ways. They can take the crate to the bank and burn it; they can take the coffin on deck and let sunlight destroy the Vampire; they can dump the body in the running water of the river; they can stake the Vampire, burning it afterwards if desired; or they can seal the coffin with garlic flowers, trapping the Vampire there for the rest of the journey.

Bernhardt is keen to keep the Vampire's body intact if possible; he will explain that he has to answer for the cargo, and he will be able to avoid a lot of trouble if he can prove that it was a Vampire.

THE SECOND COFFIN

As written, there is only a single vampire aboard the barge — the second coffin is intended to provide a suitable resting place for a future bride for the vile creature, once Count Orlok has gotten around to choosing a suitable victim and making a vampire of them.

Of course, who is to say that a Countess hasn't already been found, and is merely away from the barge at present, enjoying her newfound strength and powers? If the Characters seem to be making short work of Count Orlok, have the Countess return, a frightening visage in a pale dress, easily walking across the torpid waters of the river, and eager to test herself against worthy prey at last...

NON-PLAYER CHARACTERS



BERNHARDT DAMPFER

Normally a hearty and cheerful man, Bernhardt is worn down by worry and exhaustion, but it is clear that he cares deeply for his boat and her crew. He is particularly worried about his son, Karl Dampfer.

While Bernhardt believes he has seen everything the river can throw at him, he never encountered a vampire, and believes tales of them — at least in modern times — to be nothing but fanciful tales told to frighten the gullible. He will resist taking drastic action against his cargo until Count Orlock's, undead nature is proven beyond doubt.

BERNHARDT DAMPFER HUMAN BARGESWAIN (SILVER 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	36	29	41	45	33	35	28	29	38	31	15

Traits: Armour (Leather Jack) 1, Weapon (Sword) +9, Ranged (Crossbow) +9

Skills: Consume Alcohol 55, Dodge 40, Endurance 55, Gossip 36, Lore (Riverways) 41, Melee (Basic) 42, Ranged (Crossbow) 34, Row 55, Sail 45, Swim 55

Talents: Doomed (*A beak dipped red spells thy shiversome end*), Fisherman, Waterman, Strike Mighty Blow

Trappings: Carpenter's Tool, Crossbow with 12 bolts, Hand Weapon (Sword), *Maria Borger*, Leather Jack, Purse with 3 GCs, 17/6



REINER AND KARL DAMPFER AND HANS VOLLRAT

The crew of the *Maria Borger* are typically a friendly lot, affable with most folk they meet on the river, though always with a crossbow close at hand. Reiner and Karl are in their early 20s, keen to learn the family trade. Hans is older and more experienced than either of the Dampfer boys, having worked with their father for almost a decade. Reiner has his hands full, but between frantic bouts of ropework and tending the rudder he is consumed with worry for his ailing comrades. He will attempt to aid the Characters in any way he can, but his duties on the barge will consume almost all of this time.

REINER AND KARL DAMPFER AND HANS VOLLRAT - HUMAN BOAT-HANDS (SILVER I)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	33	35	35	31	34	39	33	27	25	33	11*

Traits: Armour (Leather Jack) 1, Weapon (Sword) +7, Ranged (Crossbow) +9

Skills: Consume Alcohol 36, Dodge 44, Endurance 34, Gossip 36, Melee (Basic) 36, Row 44, Sail 42, Swim 40

Talents: Strong Back

Trappings: Crossbow with 12 bolts, Hand Weapon (Sword), Leather Jack, 2d10 Silver Shillings Each

*Karl and Hans have both been reduced to zero Wounds.

GRAF ORLOK - VAMPIRE NOBLE

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	60	40	50	40	50	70	40	40	60	40	21

Traits: Bite +8, Champion, Night Vision, Undead, Vampiric, Wall Crawler, Weapon (Claws) +9; others at GM's option.

Skills: Language (Classical 55, Estalian 50, Tilean 55), Lore (History) 65, Lore (Vampires) 75, Stealth 80

Trappings: Coffins of Unhallowed Earth, Grossly Indeterminate Accent, Solid Gold Seal of The House of Orlok worth 45 GC, 3d10 GC

NO HAPPY ENDINGS

With Count Orlok disposed of, and Karl and Hans recovering, surely things have been put right? While the authorities may investigate, even a modicum of discretion should spare the Characters any awkward questions. Naturally, it is now time to sail off into the sunset and enjoy the sense of a difficult job done well.

But what happens when news of vampiric attacks continues to follow in the wake of the *Maria Borger*? Even with Count Orlok

dead, his presence may endure. Who is to say that he merely fed from Karl and Hans, and did not set one or even both of the boat-hands on the road to becoming a vampire themselves? Now, terrified and unable to understand their terrible cravings, the pair have taken to feeding on stevedores, bar tenders, and others wherever they make harbour. A terrified Reiner may seek out the Character's help, begging them to once again do what he is too terrified to attempt.



ENDING THE ENCOUNTER

Once the Vampire is destroyed, Hans and Karl will recover their lost Wounds at the normal rate. At the GM's option, the authorities at the next town might give Bernhardt and the Characters a cash reward for destroying the Vampire; the temples of Morr have a standing reward of 25 gold crowns for information leading to the defeat of undead and necromancers, which is administered through the local Mourners' Guild.

If the Characters do not open the crate, the *Maria Borger* travels on to its destination. Hans and Karl become progressively weaker as the Vampire feeds on them, and it may be forced to attack Bernhardt or Reiner as well, unless the destination is close at hand. The Vampire has been too long at rest, and needs to drain a total of 16 Wounds per night in order to avoid crumbling to

dust. The crew of the boat alone cannot recover lost Wounds quickly enough to sustain it through a long journey. If the *Maria Borger* stops at a riverside inn for the night, the vampire attacks the inn's patrons to spare the boat's crew. Stories may eventually reach the Characters of a series of sudden illnesses and suspected Vampire attacks along the river, culminating in the *Maria Borger* being found docked in the destination town, with all her crew drained of blood. If the Characters then try to find the Vampire, a number of people remember the crate being put into a warehouse, but the Characters find it is gone. Over the course of the next few months, the Characters may hear rumours of a plague in the town.

This encounter is worth 20–50 Experience Points per Character, with the normal bonuses for good ideas and roleplaying.

VAMPIRES IN THE EMPIRE

The history of Vampires in the Empire is a long one and, perhaps unsurprisingly, steeped in blood. Though some claim that the vampiric lineage can be traced back to an ancient and near mythical land known as Nehekharu, most citizens of the Empire consider the history of Vampires to begin and end with the Vampire Wars.

Raging across the Empire from 2010–2146 IC, these wars saw Vlad von Carstein, the Elector Count of Sylvania, reveal himself to be a vampire. At the head of an army of the undead summoned with the aid of Warpstone recovered from the fallen city of Mordheim, Vlad and, later, his heirs, would attempt to seize control of the Empire. While Vampires had existed in the Old World before this – in fact they have existed since before there was even an Empire – it was Vlad who first drew together so many of his kindred into a cohesive political and military force.

While these wars ultimately ended in victory over the Vampires and their undead and mortal servants, the lands of the Empire had nevertheless been scourged by the creatures. As they passed, many made secret pacts with local nobility, and several of these collaborators became vampires themselves. This has led to rumours, in many cases are all too true, that the Empire's nobility is not altogether as human as one might wish to believe.

In modern times, Character's may well meet with, or more likely run afoul of, these creatures or their servants. The powers which a Vampire might possess vary widely, depending on their age and the particulars of their bloodline. Most possess a weakness to sunlight, some can be warded off by certain herbs or silver, and all possess a ravenous thirst for blood. It is rare to encounter one alone save when they are discretely travelling, as is the case with Count Orlok, or when they hunt. Most will be accompanied by servants, some living, but many of which will be undead.

Should your Characters find their encounter with Count Orlok compelling, they may well seek to find out more about these creatures. Baron Sigismund von der Bahr (page 42) may be able to provide some guidance to prospective vampire hunters, though most Witch Hunters and other experienced folk will tell hapless adventurers to stay well away. Regardless, they make interesting antagonists and, on occasion, powerful if untrustworthy allies.

AN UNEXPECTED GUEST

Castle Wittgenstein is full of unexpected encounters with terrible creatures, and amidst the Chaos Warriors and terrible abominations, a visiting vampire would be not at all remarkable. Warpstone finds much use in necromantic rituals, and the Wittgensteins could well have been trading some to a vampire in exchange for gold, influence, or protection. It would not be a simple matter for a younger and less powerful vampire to steal from the Wittgensteins, and trading a few trifles for the precious stone might well prove a simpler proposition. If you feel the Characters have been having things too easy, perhaps their vampiric guest might have turned a few of the Wittgenstein guards, or even one of the Wittgensteins themselves, into undead creatures of the night...

A CURIOUS BENEFACTOR

As the experiments of the Wittgensteins and the thievery of Skaven goes to show, Warpstone is a valuable, if dangerous commodity. If you are having trouble guiding your Characters to Castle Wittgenstein, an NPC vampire interested in retrieving the stone might act as a useful guide to get them back on track. The vampire may, in fact, be old enough to have met Dagmar Wittgenstein himself, or even assisted in his recovery of the stone for the Barren Hills. Of course, once it is retrieved, their pale patron fully intends to collect their prize, and tales of perfidious ratmen may fall on deaf ears...

CHAPTER 4



THE EMPIRE'S RIVERS



The vast extent of the Empire is tied together by its great rivers, especially the Reik, the Talabec, and the Stir. Along with their tributaries, these three great rivers form a highway system that reaches every province, and with the notable exception of Middenheim, few settlements of any size are far from one of these rivers or their tributaries. Situated at the confluence of the Reik and the Talabec where the whole river system comes together, Altdorf owes its economic power and political status to its command of the rivers.

— *Matthais Futzenclok, The Lifeblood of an Empire, Altdorf Press 2495 IC*

While several major highways cut through the Empire, as described in the **Enemy in Shadows Companion**, these are slower and often more dangerous than the rivers, especially for the transport of bulk goods such as timber, metals, and agricultural produce. The rivers are the Empire's preferred highways for commerce and long-distance travel. All of the Empire's great cities — and the vast trading-port of Marienburg in the Wasteland — are linked by the rivers, so that it seems foolish to move goods and people by any other route.

In addition, the great rivers are the natural and legal boundaries between several of the Electoral Provinces, providing both clear demarcation and a frontier for squabbles between nobles.



THE REIK

The Reik is arguably the most important of the Empire's rivers, for it provides the realm with access to the outside world through the great port of Marienburg. Imperial goods flow down it, bound for Bretonnia and beyond, while the luxury imports demanded by the wealthy classes — Bretonnian brandy, Cathayan silks, and the perfumes of Araby, among others — make their way upstream, both legally and otherwise.

Rarely blocked by ice, the Reik is fed at its source by the Upper Reik and the Soll, while the Aver, Stir, and Talabec rivers join it at Nuln, Kemperbad, and Altdorf respectively. Flooding can be a problem in spring, as the snowmelt from the mountains swells the rivers. Cities and towns take what steps they can to mitigate the damage, but only Nuln and Altdorf have made much progress. The lower-lying parts of any riverside settlement tend to be the poorest, and the great and the good can always find more deserving uses for city funds, such as statues of past rulers and grand feasts for the city council.

THE TALABEC

The Talabec begins in Kislev, where the waters of the Upper Talabec and Uorskoy Rivers meet. A broad, slow river for most of its length, the Talabec is a major highway through the dark forests of the north, and is the preferred route for communicating with distant Kislev. Its waters are rich with life, and many small villages line its path, subsisting on the fish it provides. Its only major city is Talabheim, whose port of Taalgrad has a reputation for danger — and as a good spot for dumping anyone who cannot pay their fare.

The Talabec also serves as a border between Talabecland and its neighbours to the north: Middenland, Hochland, and Ostland. It is a contentious border, with raids in both directions in times when Imperial authority is weak. Too wide to ford, ferry landings are frequent points of dispute, not least for their profitable toll-houses.

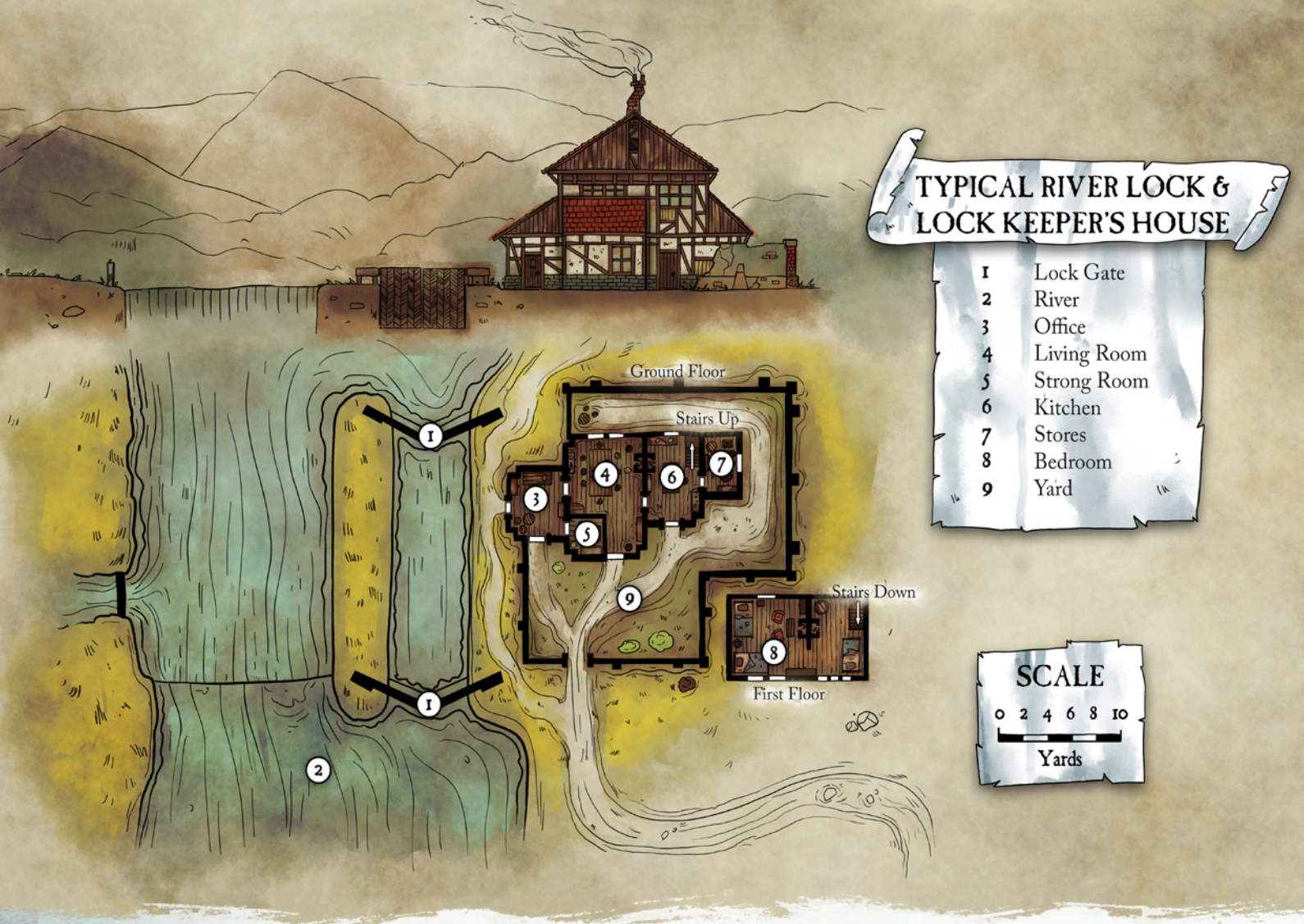
THE AVER AND STIR

The Aver and the Stir are the major rivers of the southern Empire, giving their names the provinces of Averland and Stirland. Both rise in the Worlds Edge Mountains, and the dark waters that flow from that range give the rivers a deep, rich colour. They are major paths of trade to and from the great Dwarfholds of Karak Kadrin and Zhufbar. Ancient roads follow their course to towns that mark the furthest point upstream that riverboats can travel.

BEHIND THE SCENES

Just as the **Enemy in Shadows Companion** provided background information and advanced rules to cover journeys by road, this volume presents everything the GM needs to play river journeys in detail.

River Navigation covers the most common types of vessel encountered on the waterways of the Empire, and presents detailed rules for boat handling, combat, accidents, and damage. Consideration is given to the locks and toll houses that punctuate many river journeys. Riverside inns, and the people who frequent them, are also described.



TYPICAL RIVER LOCK & LOCK KEEPER'S HOUSE

- 1 Lock Gate
- 2 River
- 3 Office
- 4 Living Room
- 5 Strong Room
- 6 Kitchen
- 7 Stores
- 8 Bedroom
- 9 Yard

SCALE

0 2 4 6 8 10

Yards

LOCKS AND TOLLS

Vast numbers of ships and boats ply the waterways of the Old World, and as with the roads there are tolls to be paid for passage. Along narrow waterways and canals, tolls are collected at locations where vessels can be easily halted; swing bridges or locks being very popular places for the collection of tolls. Where the course or width of the river prevents this, a strategically placed castle (complete with catapults, ballistae or bombard) can be very effective in convincing passing traffic to stop and pay any tolls. Tolls in these instances can be fairly high, as maintaining a castle is not cheap. Other areas employ booms across the river which can be winched or towed out of the way.

Such locations are best designed by the GM. Most locks are unexceptional places where boats pay a toll to go through to the next stretch of river. Each lock is maintained by a lock keeper, whose family may live in the lock-house as well.

The frequency of riverside toll points varies, but they generally occur every 20 or 30 miles. Where a section of river crosses the lands of a number of landowners, tolls have been known to be charged every few miles. This behaviour is frowned on by the Imperial authorities, though, and some form of common agreement is usually enforced.

TOLLS

Tolls vary from a few silver up to a crown for a small barge, to as high as 6-12 GC for the largest kind of vessel. As with all tolls, these vary from place to place, according to the level of traffic and the greed of the collecting authority. Toll keepers may be River Patrol officers (see Chapter 6), or they may be bailiffs employed by the local ruler or town council.

LOCKS

A lock is normally stationed at a point where the river falls steeply; rocks and rapids are generally present in more remote areas; in busier waters these have been removed and replaced with a fast-moving weir. The lock itself is a clear, straight channel, bound on either side by a stone wall and with a pair of gates at either end, each equipped with a winch-operated sluiceway. The river can be as much as 15 feet lower on the downstream side.

A boat wishing to go up or down enters the lock; the gates are closed, and the sluices on one end are used to let water into or out of the lock, raising or lowering the water level — and the boat along with it — as desired. The sluices can only be opened by a key, which is held by the lock keeper.

A lock keeper's house is usually home to a lock keeper's family, but in dangerous areas, or areas where a high toll is charged, armed guards are often in residence to protect their lord's interest.

LOCK KEEPERS

This does not mean, of course, that all lock keepers are completely incorruptible, and some may be open to bribery or actually in league with a band of pirates.

Locks often have attendant lock keepers who operate the locks and charge any tolls. Like toll keepers on land, lock keepers are capable of looking after themselves in most situations and co-operate with the authorities in pursuing criminals and other fugitives.

Most lock keepers are deputized members of the Imperial River Patrol (see Chapter 6), in the same way that toll keepers stationed along roads — and at spots where a road runs alongside a river or crosses it via a toll bridge — are members of the Imperial Road Wardens. Some are bailiffs or other officials in the employ of a local lord who enjoys the right to exact tolls through ancient custom or Imperial charter.

Lock keepers have a notorious lack of patience with people who cannot handle their boats properly and will keep up a torrent of abuse until the boat is finally in the lock. 'There are other people wanting to use this lock this week, you know' is a favourite cry.

NEGOTIATING LOCKS

Characters with the appropriate boat handling Skill (Row or Sail) will have no trouble in using a lock. Other Characters must make an **Average (+20) Boat Handling** Test whenever they approach a lock. If the Test is failed, the boat fails to enter the lock properly; results are as follows:

Lock gates have Toughness 8 and 4d10 Damage points (average 22). Handle Damage to lock gates as if it had taken place in normal combat. Critical Damage destroys one of the lock gates, putting the lock out of action until it can be repaired. A **Hard (-20) Trade (Carpentry)** Test is required to repair a lock gate. Each Test takes 1d10 hours; if successful, it restores 1d10 Damage points to one gate, at a cost of 6/- per point. By the code of the river, the guilty party pays for repairs — plus a fine of at least 1d10 GCs — and is detained until they are complete.

Characters who bungle an attempt to enter a lock suffer a penalty to all **Fellowship** Tests made while talking to the lock keeper or any travellers they delay. Depending on the amount of Damage suffered by the lock gates, this penalty ranges from -10 to -30.



LOCK NAVIGATION FAILURE TABLE

Failure Level	Result
Marginal Failure (-1 to -0 SL)	The boat scrapes the side of the lock, taking one hull hit for +5 Damage and causing identical Damage to the lock gates; with a little pushing and pulling, it gets into the lock safely.
Failure (-2 to -3 SL)	The boat runs into the side of the lock, taking one hull hit for +10 Damage and causing identical Damage to the lock gates; it must be backed up and attempt the approach again.
Impressive Failure (-4 to -5 SL)	The boat runs into the bank beside the lock, taking one hull hit for +10 Damage and with a 20% chance of grounding.
Astounding Failure (-6 SL or worse)	The boat misses the lock and runs over the adjacent weir (taking one hull hit for +15 Damage and with a 30% chance of grounding) or rapids (taking one hull hit for +20 Damage and with a 40% chance of grounding).

LOCK ENCOUNTERS

Here are a few brief encounters at a lock, which can be used as desired. These can provide a good diversion for Characters if recent events have become a little stale, and if used cleverly can be an a good way to get errant parties back on track. Bandits or smugglers might have come across Etelka Herzen in her travels, before her persuasive use of money, or magic, convinced them to let her pass. Mutants or Beastmen attackers may have ties to the Red Crown, and know something Etelka's mission.

THE RINGER

The lock keeper has been killed or tied up and hidden somewhere around the lock-house and has been replaced by an agent working for a gang of smugglers which is about to bring a valuable cargo through the lock. While waiting for the smugglers' boat to arrive, the replacement lock keeper tries to conduct business normally, but any Character who makes a successful **Lore (Local)** or **Lore (Riverways)** Test realises that something is wrong.

A successful Test reveals that the bogus lock keeper seems unsure of how to operate the lock mechanism or arouses the Characters' suspicions in some other way. If the party stay at the lock long enough — either by disabling the smugglers' agent or by returning to stake the lock out — they see the smugglers' boat going through and may alert the River Patrol or take action on their own. If they choose the latter course, there are four smugglers, including the one on the bank; their levels can be determined by the GM.

NEW MANAGEMENT

The lock keeper has been killed or disabled as above, and the lock has been taken over by a group of outlaws, who stand menacingly on either bank of the river. They are charging the standard toll rate for allowing boats through the lock (*'After all,'* they say, *'we're not greedy. It's bad manners to be greedy.'*) but of course the money is being diverted to their own pockets.

The precise number of outlaws is up to the GM; either there are so many that the Characters' obviously have no choice but to comply, or there are few enough for the Characters to be able to defeat them without incurring serious losses which will affect their success in their current adventure. The bulk of the group are standard outlaw NPCs, with one high-level leader.



ACCIDENT

As the Characters' boat approaches the lock, they see that a vessel has become stranded on the weir. The lock keeper and the boat's crew are struggling to get it off before it suffers serious damage. Boatmen are on both banks of the river, pulling on ropes to try and refloat the vessel, and a couple of horses may have been borrowed for the task as well.

Dragging the boat off the weir requires an additional 110 Strength points. Once the boat is clear, its captain provides drinks all round for all who helped and may be a useful friend if encountered again. The lock keeper is grateful to the Characters and may let them through the lock free of charge — *'But don't tell no one, mind.'*

ATTACK

The lock and house are in smoking ruins. The lock keeper may live long enough to tell of an attack by outlaws or mutants, or the attackers may still be on the scene when they arrive. If this is the case the raiders may run off. If they stand and fight, each attacker will each have lost 1d10-3 Wounds in the recent battle.

There may be a few items of value left in the ruins, but there is also the chance that Road Wardens or River Patrol vessels might arrive just as the Characters are picking over the rubble, leaving them with some fast talking to do if they want to avoid arrest. The GM can use such an event to give the players a few anxious moments, pointing out that bandits are normally strung up on the spot without the benefit of a trial. The Characters should be able to explain events eventually, either through bribery, charm, or by showing the bodies of dead mutants.

A BIT ON THE SIDE

The lock keeper overcharges the Characters for passage through the lock. If the Characters fail to notice that this lock seems to be more expensive than the last few, give each Character a **Lore (Riverways)** Test. If the Characters comment on the overcharging, the lock keeper apologises for the 'mistake' and rectifies matters immediately, or becomes abusive and refuses to let their boat through the lock until they pay the amount he/she has demanded.

AN INSPECTION

A bailiff escorted by a River Patrol vessel, has moved into the lock and is inspecting every boat which passes through it. They may be looking for smugglers, or simply carrying out a routine inspection.

In either case, boats are tailing back on either side of the lock, and it takes the Characters about two hours to reach the lock and be inspected in their turn. Their boat is searched (which might be embarrassing if they are carrying any illicit cargo) and they are questioned about where they have come from, where they are going, and why. The bailiff is unlikely to believe the truth, so a successful **Charm** Test is required to concoct a plausible story.

Any contraband is confiscated, and a spot fine anywhere from 5-50 GCs is imposed, according to the size of the illicit cargo. At the GM's option, the Characters may be taxed on their remaining cargo, at 1% of its wholesale value. This is a good way of dealing with a party which has acquired too much money, but you should be lenient if the party is running short of funds.

The Characters may have trouble keeping their patience during this encounter, but the River Patrol boat is full of riverwardens who are simply itching for something to relieve the monotony. If the Characters back away from the lock and wait until the bailiff goes away, they arouse suspicion. They are stopped and searched with particular thoroughness — make two **Perception** Tests for the bailiff, and the search delays them for a further 2-3 hours.

As a variant on this encounter, the bailiff may actually be a Charlatan, whose forged credentials have even convinced the River Patrol. Later in their journey, the Characters may encounter the 'bailiff,' having been exposed as a fake and on the verge of being strung up. Needless to say, the PCs are not be able to recover any of the money which was collected from them previously.





CHAPTER 5

RIVER NAVIGATION



A great deal of **Death on the Reik** takes place on the river, with the Characters aboard a trading barge. While the GM can gloss over long journeys and assume that the Characters arrive safely at their destination, it can be more interesting to play them out in detail, using the following rules for handling a boat and for dealing with the various hazards and problems that may arise.

BOAT HANDLING

Depending on the type of vessel, the Row or Sail Skill is required to keep control of it in adverse circumstances. For the sake of convenience, this chapter refers to a **Boat Handling** Test, which is a Test against the appropriate Skill for the vessel.

On a sailing boat, the **Boat Handling** Test is made by the Character who is manning the tiller; on a rowing boat, it is made by the oarsman with the highest Skill score. Characters with the Lore (Riverways) Skill may take a bonus of +1 SL for **Boat Handling** Tests. This bonus applies only while on rivers or canals.

Skilled Characters can keep the vessel under control under most circumstances and should only make **Boat Handling** Tests where a specific event or encounter calls for them. If you are using the travel rules found on page 31 of the **Enemy in Shadows Companion**, call for one **Boat Handling** Test per stage of the journey.

Row is a basic Skill, and so any character may attempt a **Boat Handling** Test which uses the Row Skill. Sail is not, however. Characters without the Sail Skill are unlikely to make good progress attempting to pilot a sailing ship. At the start of each day's travel, have the Character make a **Challenging (+0) Agility** Test. If the Test is successful, the boat's movement allowance is unchanged for that day. If the Test is failed, the boat's movement allowance is reduced by 25% for that day. However, if the result is an Astounding Failure (-6 SL) the boat's movement allowance is halved for that day.

WEATHER CONDITIONS

The only aspect of the weather which affects river travel seriously is the wind. Roll on the Wind Table at the start of a journey to determine the strength and direction of the wind; thereafter, check at dawn, mid-day, dusk, and midnight by rolling D10; a result of 1 indicates that the wind has changed by one step, with an equal chance of becoming stronger or lighter. *Calm* conditions can only change to *Light* wind, and

Very Strong winds can only change to *Strong*. You may like to give the Characters some advance warning of a change of wind by describing clouds piling up or dispersing, trees swaying and so on, so that they can prepare themselves if necessary. Winds change gradually, so that the Characters are not often caught unawares by a change of weather.

WIND TABLE

Strength (d10)	Direction (d10)		
	1-3	4-7	8-10
	Tailwind	Sidewind ¹	Headwind
1-2. Calm	Drift ²	Drift ²	Drift ²
3-4. Light	+5%	-	-5%
5-6. Bracing	+10%	+5% ³	-10%
7-8. Strong	+20%	+10% ³	-20%
9-10. Very Strong	+25%.	- ⁴	-25% ⁵

Notes:

1. Sidewinds have an equal chance of coming from port or starboard.
2. The boat drifts downstream at 25% of its normal movement rate; **Boat Handling** Tests are made with a penalty of -10.
3. The movement increase shown can only be achieved by tacking, which requires a successful **Boat Handling** Test.
4. A successful **Boat Handling** Test must be made in order to take the sail down before the boat keels over. If the Test is failed, the sail and rigging is torn down as above, and the boat begins to take on water. A **Boat Handling** Test may be attempted every turn in order to right the boat; there is a cumulative -5 penalty for each failed Test. The boat sinks in a number of rounds equal to its Toughness Bonus unless righted in time.
5. A successful **Boat Handling** Test is required to avoid damage to the sail and rigging. If the Test is failed, treat the result as a Critical Hit to the rigging (see below). The boat drifts out of control at 25% of its normal movement rate, modified according to the strength and direction of the wind; **Boat Handling** Tests to steer the boat are made at -20.

BOAT DAMAGE

Boats take damage in much the same way as people; they each have a Toughness score which modifies Damage taken, and a Damage score which shows how much Damage they can take.

To determine Hit Location, either reverse the score on the attack dice, as in Character combat (**WFRP** rulebook, page 159), or roll D100, as appropriate to the circumstances. Then consult the appropriate column of the Boat Hit Location Chart.

BOAT HIT LOCATION CHART

D100	Rowing Boat	Sailing Boat
01–30	Crew	Crew
31–50	Crew	Rigging
51–60	Oars	Steering
61–80	Hull	Hull
81–00	Hull	Superstructure

IT'S ALL OPTIONAL

The rules presented here are entirely optional, intended to present some more granularity to the business of handling a riverboat. There is no requirement to use them, and indeed you may prefer to abstract periods of travel by river. If this is the case, please feel free to do so.

However, *Death on the Reik's* themes of river navigation and exploration can be reinforced by applying some or all of these rules to travel up and down the waterways of the Reikland. Accidents and damage can provide moments of frustration, but they also provide opportunity for adventure and interesting NPC interactions. If the Characters find themselves marooned on a hidden reef, or late to an important delivery due to inclement weather, consider both who might come to their aid as well as who might take advantage of their misfortune. Additionally, if you find that your players are a little too hot on the heels of the Red Crown, creating a few opportunities for accidents to slow their pace might be just the thing to creating a dramatic confrontation at the Signal Tower at the last possible moment...

Modify results according to the direction of the attack; for example, an attack from in front of a sailing boat will not damage the steering.

Crew hits indicate that an exposed crew member has been hit, and the results are determined as in normal combat. If no crew member is exposed, the blow strikes the hull or superstructure, as the GM prefers. A crew hit on an open boat (such as a rowing boat) may hit the cargo rather than a crew member: the precise effects of this must be improvised, based on the nature of the attack and the nature of the cargo.

BOAT CRITICAL HITS

When a double is rolled, a boat takes a Critical Hit according to the location struck. In addition, every hit after the boat's Damage score reaches zero is Critical Damage. The results of Critical Hits on a boat are as follows:

Rigging

The sail is brought down, dragging ropes and tackle with it. All personnel on deck must make an **Initiative** Test or suffer one hit for +5 Damage and gain one *Entangled* Condition. Until the rigging is repaired, the boat can only drift.

Oars

The oars are splintered, and rowers take one hit for +5 Damage from flying splinters. Until the oars are replaced, the boat can only drift. Optionally, an oar Critical Hit only destroys one oar, according to the direction from which the attack came. Given a couple of turns to improvise a mount — a **Difficult (-10) Trade (Boatbuilding or Carpentry) Test** — the surviving oar can be fixed to the rear of the boat and used to stern-scuttle at half the normal speed. Steering while stern-scuttling requires a successful **Challenging (+0) Boat Handling Test**.

Steering

The rudder is splintered, and the helmsman takes one hit for +5 Damage from flying splinters. Until the rudder is repaired, all Tests to steer the boat are **Very Hard (-30)**.

Hull

The boat is holed and begins to ship water. It sinks in a number of minutes equal to the boat's Toughness (see Holed below). The water may ruin the cargo, if any.

Superstructure

The cabin, if any, is hit, and all characters inside must make an **Initiative Test** or take one hit for +5 Damage from flying splinters. The boat is not affected otherwise.

GROUNDING

In certain circumstances, a boat may run aground; the chances of this happening are given when the danger arises. When a boat is grounded, it takes 12 Damage to the hull and comes to a shuddering halt. It has to be dragged clear of the obstruction in order to be refloated. For a laden river boat, this task requires a **Strength** Test with a penalty equal to the total Encumbrance points of the boat and its cargo. Any number of Characters, draft animals, and so on can help, provided that there is enough rope for them all to pull on — and providing, of course, that they are not already encumbered with heavy armour, backpacks, and the like.

HOLED

A holed boat sinks in a number of minutes equal to its Toughness score unless a temporary repair is made (see below). The boat may then be bailed out (if buckets are available) in a number of turns equal to twice the number of turns during which the boat was shipping water — for example, if 3 turns elapsed between the time the boat was holed and the time the hull was patched, it takes 6 turns to bail it out.

Until the boat is bailed out, then for each turn that it spent shipping water, it loses 1% of its Movement rate and gains a -10 penalty to all **Boat Handling** Tests as it wallows heavily in the water. If the cargo is not waterproof, it loses D10% of its value unless appropriate measures are taken.



REPAIRING BOATS

Damage to a boat can be repaired permanently on a successful **Trade (Boatbuilding)** Test; **Trade (Carpentry)** can be substituted with a -10 penalty to all rolls. Of course, the proper tools and materials, such as timber, pitch, canvas and so on, must be available. Damage to the hull may only be repaired permanently if the boat is dragged onto a slipway or brought into a dry dock.

Some locks and riverside inns have small workshops attached to them, with a slipway and other facilities where boats may be repaired. On the busiest waterways, there may be a resident boat-builder — an NPC Artisan with **Trade (Boatbuilding)** Skill — who will repair boats for a fee of 1GC per Damage point restored. Each successful Test takes 1d10 hours of work and restores 1d10 Damage to the boat.

TEMPORARY REPAIRS

Temporary repairs, such as patching a hole, may be made without dry-docking the boat; the **Trade (Boatbuilding)** or **Trade (Carpentry)** Test ranges from **Difficult (-10)** to **Very Hard (-30)**, depending on the working conditions.

If the Test is successful, each repair takes 20 minutes and restores 1d10 Damage points. However, the boat must make a **Toughness** Test for every day of travel: each failed Test results in the loss of 1d10-4 Damage point as the temporary repair weakens. The GM may impose additional **Toughness** Tests whenever the boat takes further damage, or when it has to perform a difficult manoeuvre (i.e. whenever the character steering has to make a **Boat Handling** Test) which places additional stress on the repair.

HAZARDS

River travel presents a number of unique hazards. Some are transitory events or encounters, while others, like rocks and shallows, are permanent and should be marked on the campaign map for the future. Wreckers and pirates often make use of local hazards to lure or force unsuspecting victims to their doom.

DEBRIS

Heavy rain in the mountains where the river draws its source has resulted in debris being washed downstream. There are occasional uprooted trees and other heavy timbers floating downstream, and the Characters' boat must take evasive action to avoid damage: if a **Boat Handling** Test is failed, the boat takes two hull hits for +10 Damage each.

In narrow stretches or shallow water, debris may have piled up, creating a dam which must be cleared before the boat can go on. These blockages have 1d10 × 10 Toughness and do 2d10 Damage. Ramming causes one hit for +10 Damage to both boat (hull) and blockage. Clearing the blockage manually (if the river is shallow enough to wade) requires the moving of 3d10 objects, each with 4d10 Encumbrance points.

ROCKS AND SHALLOWS

Some parts of the river have treacherous, shifting sands; others have rocks or dangerous currents.

Huffers are encountered in these areas. They may have news or gossip from passing boats, and are able to navigate a boat safely through the hazards for a standard fee, generally 6/- for small boats and 3GCs for larger ones: the Characters' boat in **Death on the Reik** counts as large.

A Huffer steers the boat safely through the hazard 100% of the time. If the character steering the boat is familiar with the stretch of river in which the hazard is encountered, or if he/she spots it in time by making a successful **Perception** Test, it is negotiated with little trouble. Success is automatic for characters with Row or Sail Skill (as appropriate); other characters must make an unskilled **Boat Handling** Test. The results of striking rocks and shallows are detailed below.

Rocks

The boat takes one hull hit for +15 Damage, with a 20% chance of grounding and a 50% chance of being holed.

Shallows

The boat takes one hull hit for +5 Damage, with a 40% chance of grounding.

FIRE

Any effect that would inflict an *Ablaze* Condition on another target will inflict one *Ablaze* Condition on a boat.

A boat's *Ablaze* Conditions damage ignores the boat's Toughness Bonus as their wood construction is mere fuel for the fire. Armour functions as normal.

ACCIDENTS

As well as encountering various people and hazards on the river, the adventurers may find themselves faced with various accidents. Here are some ideas, which can be used when desired.

STEERING

The tiller bar breaks, or a rusty bolt gives way and the rudder falls off the boat, which is left without steering. Treat this as a Critical Hit to the boat's steering (page 29).

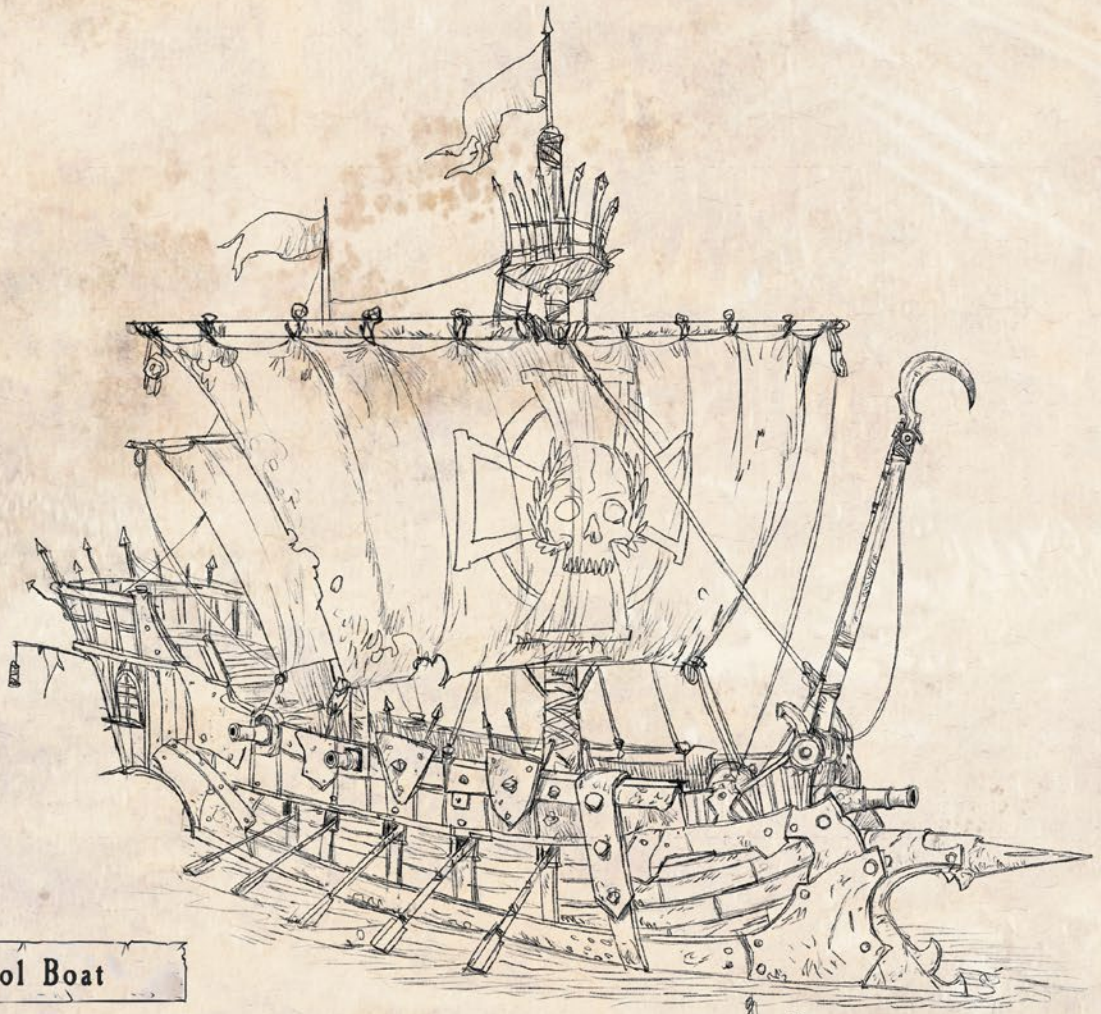
BROKEN RIGGING

Some of the ropes controlling the sail break, either as a result of neglect or because of a sudden high wind. The boat loses speed, and the sail may come down, possibly snapping the top off the mast and bringing tackle down with it. Treat this as a Critical Hit to the boat's rigging (page 29).

SWINGING BOOM

A sudden crosswind causes the sail to snap round, swinging the boom across the deck. Characters in the path of the boom must make a successful **Challenging (+0) Dodge** Test in order to avoid the swinging boom, taking one hit for +5 Damage if the Test is failed. Characters hit by the boom must make a further **Challenging (+0) Athletics** Test or be knocked into the river.





Patrol Boat



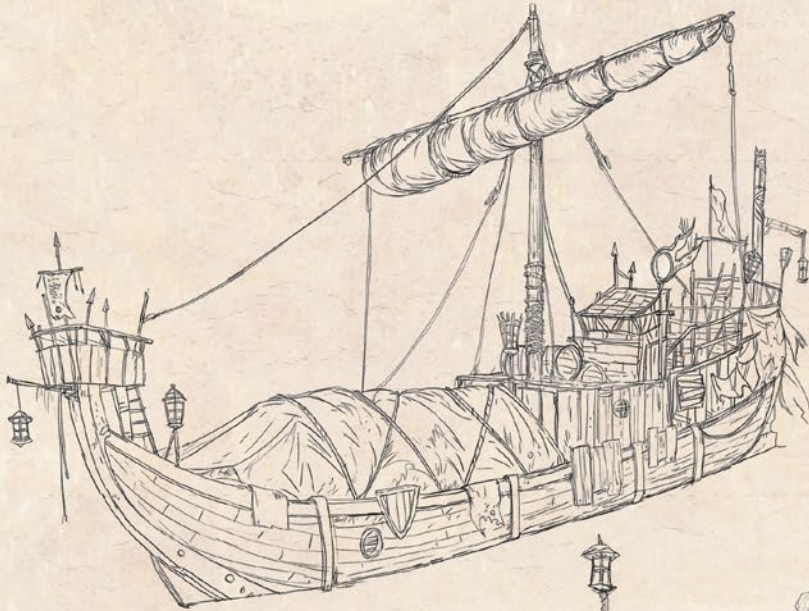
Large Barge

RIVERBOATS OF THE EMPIRE

Item	Cost (GC)	Vehicle Encumbrance*	Carries	Availability	Motive Power	Move	Toughness	Wounds	Length (Feet)
Row Boat	6	25	60	Scarce	Oars	4	35	10	10
Fishing Skiff	45	35	120	Scarce	Oars/Sails	6	40	20	15
Typical Barge	225	100	300	Rare	Oars/Sails	8	45	60	20
Large Barge	445	180	500	Rare	Oars/Sails	6	45	90	30
Patrol Boat	655	130	80	Exotic	Oars/Sails	9	60	120	25

Patrol Boats come fitted with Bronze Armour Plating, granting 1 Armour Point, and a Ram. The penalties to movement and encumbrance are included in the profile.

* Vehicle Encumbrance is the weight and bulk of the boat. Carries is the number of Encumbrance points of cargo the boat can easily hold. All Boat Handling Tests suffer a -1 SL penalty for each 10% by which this capacity is exceeded.



Typical Barge

Row Boat



Fishing Skiff



THE IMPERIAL RIVER PATROL

The Imperial River Patrol, known informally as the Shipswords, is an organisation similar to the Road Wardens, charged with keeping the Emperor's peace on the rivers and canals of the Empire.

HISTORY

The Imperial River Patrol was created at the same time as the Imperial Road Warden Service, by Emperor Wilhelm's reforms of 2453. Before that time, various towns and nobles maintained river-going forces with the stated purpose of keeping the rivers safe for trade and travel, but the privilege of doing so was widely abused. While some local organisations were well-trained, well-maintained, and well-led forces dedicated to serving those who lived and travelled on their particular stretch of a river, many more were half-hearted local conscripts, well-meaning but untrained local amateurs, or semi-legitimate pirates engaged in plundering the river on behalf of themselves, their town, or their lord.

As part of his reforms of 2453, Emperor Wilhelm brought all these various groups under Imperial command — which effectively meant under the command of the local Elector — setting standards for training and equipment and imposing a system of licensing and oversight which put paid to the worst abuses.

Although they are part of an Empire-wide service, River Patrol units are still raised and paid by local lords or town councils and operate only in their local waters.

BASES

Every riverside city, and every town of any size, has a River Patrol base on its docks, normally placed conveniently close to the harbourmaster's office and often equipped with a riverside gibbet.

A River Patrol base includes at least one private boathouse or mooring. Depending on the size of the settlement, the boathouse may include a barracks, some cells, a warehouse for equipment, ammunition, and supplies, a boatyard, and a slipway or dry dock allowing smaller boats to be taken out of the water for repairs. Larger bases are in a fortified enclosure, with wall-mounted weapons covering both the town and the river.

The larger riverside inns generally have some rooms and moorings set aside for the use of the River Patrol, and they can commandeer supplies or services when needed.

Some toll houses at locks (see pages 24–27) are manned by the River Patrol in the same way that toll houses on roads are administered by the Imperial Road Warden Service.



PERSONNEL

While the Imperial River Patrol is synonymous with the riverwarden Career (WFRP, page 95), the service employs a wide range of personnel, including a higher proportion of retired adventurers than almost any other organization.

Engineers maintain and operate the heavy weapons mounted on larger River Patrol vessels. Litigants assigned to bases in the larger cities act as liaisons with local magistrates, act for the Crown in prosecuting pirates and other waterborne criminals and serve as the Empire's leading experts in river law.

Wizards are sometimes recruited to boost the firepower of River Patrol vessels, although bright Wizards are rare, given every boatman's instinctive distrust of fire. Artisans of various kinds, especially boatbuilders, carpenters, and armourers, make and maintain equipment. Investigators — some full-time, some on retainer — are based in larger towns and cities, ready to assist in the trickier cases.

Some riverside noble houses have a tradition of sending their sons and daughters for a stint in the River Patrol as a part of their education. Huffers are not generally full-time River Patrol employees, but most are kept on retainer as reservists, with the River Patrol having the first claim on their services in times of need.

At the other end of the scale, larger River Patrol vessels are crewed by boatmen, which frees up trained riverwardens for less menial duties and hope, in due course, to be promoted to their ranks.

BOATS

A normal River Patrol boat is essentially similar to a small trader, but it has a crew of 2+d10 and can be rowed as well as sailed; it mounts a swivel gun or other light weapon in the prow. The River Patrol also uses faster, lighter rowing boats with a crew of six, and heavy patrol boats, the size of a medium trader and armed with a single small bombard and six or eight swivel guns. See Chapter 10, Deck it Out, for weapon descriptions.

In addition to patrolling the rivers themselves, the riverwardens are also responsible for ensuring that the locks which make travel on the Empire's rivers possible are properly maintained and run. In the main this involves checking that the fees charged by Lock Keepers are fair and within the bounds of their charter, and that the locks themselves are safely and fairly operated. While it is not glamorous work, riverwardens that grew up on the river take this work very seriously, and those found interfering with the locks face especially harsh punishment.

PROFILES



GERTRUD SCHÜTZENBERGER

Though few who knew Gertrud growing up would have marked her as riverwarden material, a chance encounter with the riverwarden August Hauser at an inn near Kemperbad resulted in a foolish bet, a broken nose and a berth on a River Patrol boat. Since then, the young Reiklander has proven to have a nose for trouble, broken or not, and more than once her gut feeling has turned up smugglers, pirates, or worse. Gertrud isn't sure if she's ready to commit to the life of a riverwarden, but for the moment it pays her way, and Hauser has proven to be an attentive mentor.

GERTRUD SCHÜTZENBERGER HUMAN RIVER RECRUIT (SILVER 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	33	43	38	37	43	29	32	33	26	31	11

Traits: Armour (Leather Jack) 1, Weapon (Sword) +7

Skills: Athletics 34, Dodge 32, Endurance 42, Melee (Basic) 45, Perception 48, Row 43, Sail 34, Swim 43

Talents: Sixth Sense, Doomed (*Mock a father's loss and drown in it*), Sixth Sense, Strong Swimmer

Trappings: Hand Weapon (Sword), Leather Jack, Stolen Amulet of Bögen, Uniform, 2d10 Brass Pennies

THE SHADOW CAST: A SOFT TOUCH



Should the Characters find themselves on the wrong side of the law, Gertrud can provide them with an opportunity to bribe their way free. The young riverwarden has yet to abandon certain old habits, and her influence over the trusted August Hauser means that she can often convince the man to turn a blind eye...



AUGUST HAUSER

Hauser took to the river over a decade ago and has done his best to keep to waters where few might recognise him. Affable on the surface, stern in his work, and with a propensity for outlandish gambling, the burly riverwarden nevertheless takes on a grim demeanour with any who ask too insistently about his past. It was a few months back that, to his surprise, he spotted a young woman wearing a silver amulet of Bögen — the final gift he had given his wife before leaving her and their newborn daughter. Hauser put his gambling skills, and ultimately a left hook, to the task of getting Gertrud a post on his patrol boat. Though it is far too late for him to make up for his mistakes, Hauser nevertheless hopes to pass on some useful advice to the girl if he can.

AUGUST HAUSER

HUMAN RIVERWARDEN (SILVER 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	40	46	43	34	33	31	32	32	30	44	13

Traits: Armour (Leather Jack) 1, Weapon (Sword) +8, Ranged (Pistol) +9

Skills: Athletics 41, Bribery 49, Charm 49, Dodge 42, Endurance 44, Intimidate 48, Gossip 49, Lore (Riverways) 37, Melee (Basic) 50, Perception 43, Ranged (Blackpowder) 49, Row 53, Sail 41, Swim 53

Talents: Doomed (*Ask for silver's providence and be damned*), Read/Write, Resistance (Disease), Seasoned Traveller

Trappings: Lantern and Oil, Pistol with 10 shots, Shield, Hand Weapon (Sword), Leather Jack, Uniform, 2d10 Silver Shillings



ADALIA EISEN

Adalia became a riverwarden for precisely two reasons: for a chance to serve the Empire and its people, and to avoid being hanged for stealing a goat. Adalia isn't sure if she has been able to help all that much on the first point — each crew of wreckers they put away seems to be replaced by another within the week — but so far no one has asked about the goat. Adalia has proven to be quite pragmatic as a riverwarden, often willing to overlook a few smuggled bushels of Greanleaf's finest if the crew otherwise keep their noses clean. While this has given her a reputation for fairness that often provides her with useful tips and information, her superiors have taken an interest in what they see as a lax attitude to enforcement.

ADALIA EISEN

HUMAN SHIPSWORD (SILVER 4)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	35	47	35	26	38	31	32	39	35	30	10

Traits: Armour (Mail Shirt over Leather Jack) Body 3/Arms 1, Weapon (Sword) +7, Ranged (Pistol) +9

Skills: Athletics 41, Bribery 40, Charm 50, Climb 40, Cool 45, Dodge 41, Endurance 36, Intimidate 45, Gossip 40, Leadership 40, Lore (Riverways) 49, Melee (Basic) 45, Perception 58, Ranged (Blackpowder) 65, Row 50, Sail 50, Swim 55

Talents: Doomed (*Indecision will decide for you*), Fearless (Wreckers), Fisherman, Pilot, Seasoned Traveller

Trappings: Grappling Hook, Hand Weapon (Sword), Helmet, Lantern and Oil, Mail Shirt, Pistol with 10 shots, Shield, Uniform,



3d10 Silver Shillings

'WET' WILGRYN AUGENLOS

Wilgryn has lived on the river his entire life — it is no exaggeration that his boots have had shipboards beneath them more than they have the earth. He took a brief hiatus from the riverwardens to pursue a dream of life as a merchant, but when a rival trading firm burned his barge to cut out some competition, Wilgryn found himself dragged back into the life he had almost left behind. His exploits that night in Kemperbad became the stuff of legend, and the story only grows in outlandishness with each new batch of recruits. These days, Wilgryn is a hard bitten and widely respected Shipsword Master, overseeing a small fleet of patrol boats. He takes an especially dim view of dubious trade practices, and it is rumoured that more than one extortionist has 'fallen' overboard to face Grandfather Reik's judgement directly.

'WET' WILGRYN AUGENLOS HUMAN SHIPSWORD MASTER (GOLD 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	50	44	39	39	52	32	36	44	54	40	14

Traits: Armour (Mail Coat over Leather Jack) 3, Weapon (Sword) +7, Ranged (Pistol) +9

Skills: Athletics 42, Bribery 55, Charm 50, Climb 49, Cool 74, Dodge 42, Endurance 59, Intimidate 69, Gossip 50, Leadership 60, Lore (Law) 54, Lore (Riverways) 64, Melee (Basic) 60, Navigation 62, Perception 66, Ranged (Blackpowder) 59, Row 49, Sail 42, Swim 59

Talents: Commanding Presence, Doomed (*What the river birthed, the earth reclaims*), Menacing, Sea Legs, Waterman

Trappings: Hand Weapon (Sword), Helmet, Lantern and Oil, Mail Coat, Patrol Boat (*The Wastrel's End*), Pistol with 10 shots, Shield, Seal of Rank, Shield, Uniform, 1D10 Gold Crowns

ENCOUNTERS

The Characters may find themselves in trouble with the River Patrol at times. If this happens, you should remember that the River Patrol is primarily a force for keeping order on the waterways of the Empire, and is more concerned with finding and destroying pirates rather than with bringing petty criminals to book. In most cases, they are content to levy a fine and let the Characters move on, rather than wasting time escorting them and their boat to the nearest town and giving evidence in a trial which may not be organised for several days.

Unless they are engaged on a particular mission, riverwardens are usually happy to stop and swap information with the Characters, and they can be a good source of news and rumours regarding their particular stretch of the river, as well as snippets of news from the wider world that they have picked up from passing traders.

Even so, from time to time the Characters' boat may be stopped and searched by the River Patrol, looking for an escaped prisoner, smuggled goods, or something else. While they will (probably) not find what they are looking for, the Characters may have a few anxious moments, especially if they are carrying something they shouldn't. Contraband will be confiscated and a spot fine levied equal to half its value. You should make sure that this kind of encounter does not end up in a fight, making it clear that the Shipswords have the Characters outnumbered and outgunned, and that any aggressive action will almost certainly end in disaster. After a couple of nerve-wracking hours, the Characters are allowed to go on their way.

FOLLOW THAT BOAT!

Stopped for a 'random' inspection, the Characters find themselves sitting through yet another round of questions and answers with a local River Patrol. Most of the riverwardens have hopped aboard the Character's barge to poke and prod their way through its contents when a small but fast moving skiff pulls alongside the River Patrol's barge and tosses a lit firebomb onto its deck! The skiff quickly speeds off down river, and with their own patrol boat ablaze they present the Characters with a simple choice — spend the rest of the day embroiled in the slowest goods inspection of their lives, or 'Follow That Boat!'

The skiff's occupants, a pair of well armed pirates (see pages 82–83) attacked the riverwardens to prevent them from interfering while their accomplices launched an attack on their real target nearby, a wealthy trader or liner such as The Emperor Luitpold (see Chapter 16). If the Characters do manage to catch up to the skiff, the riverwardens will do most of the fighting, but will be particularly grateful to any crew members who come to their assistance — doubly so if they go on to assist in stopping the pirates' accomplices as well.

CHAPTER 7

FELLOW TRAVELLERS



Riverside inns are as varied and bustling as those on the roads (see *All Roads lead to Bøgenhafen* in the **Enemy in Shadows Companion**, page 43). Many of the encounters described there can also be used in a riverside inn; below are a few more ideas.

Should the Characters be struggling to get to grips with the main plot of **Death on the Reik**, any of these NPCs may provide a good opportunity to get them back on track. Many will have heard tales of ill omen from Castle Wittgenstein, while others may have encountered Etelka Herzen and her band searching for something lost in the Barren Hills.

CHARLATANS

A Charlatan will always be willing to sell the Characters the latest miracle cures and other dubious merchandise. A number of things might happen to a Character who is foolish enough to buy, say, a healing potion from a Charlatan: the potion might have no effect at all, it might make the character violently ill (three *Poisoned* and/or *Stunned* Conditions), it might turn the Character's skin bright blue for 1d10 days (which might be taken as the mark of Chaos, creating all sorts of problems), or it might have any other effect the GM may care to devise.



A TRUE MASTER

Grugor's past is catching up with him, but not in the way he expected. The merchant Gedesdiu Bilung has become obsessed with the 'fake' paintings Grugor created in Nuln, and has tracked him all the way from the city state. She is convinced that the artist needs only the support of an understanding patron to create some truly great work of his own, and is certain she is just the woman to propel him forward to their mutual fame.

Grugor, of course, knows nothing of these intentions, only that a woman from Nuln who he is quite certain he sold one of his imitation Von Schelscher landscapes to has been asking around about him. She seems to be following him the length and breadth of the Reik! He's desperate to be rid of her, and begs the Characters to come to his aid, making up any manner of lies about the woman — including that she is a member of an unnamed but terrible cult of the ruinous powers who has been out to get Grugor since he escaped them last *Geheimnisnacht!*

Can the Character's smooth things over to everyone's satisfaction, or will this unfortunate misunderstanding end in mutual misfortune?



Grugor Lustig

The life of a professional hoodwinker is hardly an unskilled pursuit, but Grugor has taken the art of the con to entirely new levels. He puts incredible effort into whatever dubious product it is he is trying to flog to unsuspecting clientele. A series of paintings he created in Nuln actually became something of a fad once they were discovered to be fakes, and a handful of critics have privately admitted to preferring Lustig's work to the originals. His brief career as a brewer produced several kegs of Bugman's XXXXXX that almost fooled a number of admittedly half-drunk Dwarfs, and indeed, unknown to Lustig, at least one swore the Oath of the Slayer over the incident. Now, Lustig has turned his mind to creating 'Truest Magickal Potionery', and true to form a handful of his 'fake' potions display magical properties, even if they do not produce the advertised effect...

GRUGOR LUSTIG - HUMAN CHARLATAN (BRASS 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	43	25	34	41	25	34	44	44	29	55	13

Traits: Weapon (Dagger) +6

Skills: Art (Painting) 55, Bribery 60, Consume Alcohol 45, Charm 65, Evaluate 50, Haggle 59, Melee (Basic) 52, Sleight of Hand 46, Trade (Alchemist) 51, Trade (Brewer) 65

Talents: Doomed (*Work a feather, prosper never*)

Trappings: A Plan to Skip Town, Fancy Clothes, Forged Documents, Selection of 'Potions'.

LIEBERUNG LOST? STARTING WITH DEATH ON THE REIK

In the *Enemy in Shadows Companion*, an alternate beginning to *Enemy in Shadows* was presented. Titled *In Medias Flee!* this introduction cut right to the chase, with our Characters aboard a stolen coach, with cries of 'Kastor Lieberung, you are under arrest!' bellowed by pursuing Road Wardens hot on their heels. This rather abrupt introduction allowed players to jump right into the action, neatly pinning the vital identity of Kastor Lieberung to one of the Characters.

Those looking for a more immediate jump into the action require no such assistance with *Death on the Reik*. This part of the campaign opens with an attack on an unfortunate barge, and the rescue of Renate Hausier from marauding mutants, so players are unlikely to want for excitement.

However, as with any multi part series, a question does arise – what should one do if they wish to start off *The Enemy Within* campaign somewhere in the middle, in this case skipping *Enemy in Shadows*? If you are thinking of running *Death on the Reik* as a self-contained module, there is little need for many changes. The Dwarfs at the Signal Tower will flag down the players, introducing them to that location and it's mystery, and one need only find a way to put the players on to the trail of Etelka Herzen and the warystone that the Red Crown seek to engage players with the plot. One way to do this is to have an NPC, perhaps one found in this chapter, point the Characters toward Etelka Herzen as a likely source of answers to any arcane questions they may have after visiting Dagmar's study in the Signal Tower. This should send the Characters on to Grissenwald, and into the clutches of Gutbag and his goblins, and from there on to the Barren Hills. In such a scenario, the Purple Hand need not feature at all, and the Red Crown can be emphasised as the pre-eminent cult of the Ruinous Powers in the region.

However, if you wish to start *Death on the Reik* with a view toward carrying on through the campaign, then it would serve you well to establish the Kastor Lieberung connection. Lieberung, and the Character who resembles them, remain a constant hook to the Purple Hand, whose influence remains important in future parts of *The Enemy Within*. Should this character have died, it is a simple matter to remind the survivors that the Purple Hand have just as many questions for those who accompanied Kastor in his last days as they would have had for the Magister himself.

If you wish to start *Death on the Reik* while preserving the connection to Kastor Lieberung, then have the Characters encounter the barge as written. However, as well as encountering Renate, one body will remain in a bearth below deck. The corpse of Kastor Lieberung, bearing a striking resemblance to one of the Characters, lies bandaged and cooling beneath a swath of grubby blankets. Renate, glancing between whichever Character resembles Kastor and the corpse, explains that the man joined the barge

near Bögenhafen. He was clearly injured and in desperate straits, but his coin was good, and he was taken aboard. In all that time he has barely spoken, though Renate did take the time to change his bandages and bring him water. She will admit to having seen him scribbling notes in a journal which he kept carefully tucked in his jacket, and if they wish, Characters should receive the handout below.

Other than this change, the adventure runs as written, with the Purple Hand having every reason for tracking 'Kastor' just as they would have done had the events of *Enemy in Shadows* played out as written. Characters are just as quickly thrust into a situation almost beyond their control, as the sinister manipulations of Tzeentch once again begin to weave their terrible web...

*To Ostmark Lorbeer,
c/o The Plummet's Prospect, Kemperbad*

My Dear Friend,

I doubt I will be making our rendezvous given current circumstances. We were played by an agent of those who would see us fail. The direct threat is dealt with now, but it has all been for nothing – there was no inheritance and the nature of our confrontation involved some very painful crossbow bolts that will likely prove mortal for me.

I must warn you of a further wrinkle to our plans. This agent informed me of a professional rival. Her name is Etelka Hertzzen and, whilst she is a lady of significant talents and fine ideas, her vision is ultimately at odds with ours. She is based in the Black Peaks near Grissenwald, not far from Nuln. If she is to be confronted, take care, apparently she is not without wiles or allies.

I pray this letter finds you if I am unable to, and if you read it then let me offer you my posthumous condolences.

*To better times,
Kastor Lieberung*

Perhaps the characters will try and use Kastor's letter if they are harassed by agents of the Purple Hand during the course of the adventure. If so the uncanny resemblance that one of the characters bears to Kastor proves their undoing, and a cultist will scoff and say:

"Oh come off it. I've seen some desperate attempts to quit the club in my time, but faking your own death? Pull the other one, Kastor."

GRAVE ROBBERS

The Characters are approached by two travellers with a large crate. They introduce themselves as Hans and Hannes, explain that they must reach the next town quickly, and offer the Characters 5 Gold Crowns to carry them and the crate. The crate is about 6 feet by 2 feet by 2 feet and is marked 'Fragile', 'This Way Up', 'Do Not Drop', and so on. The travellers are very nervous about letting people near it.

After a day or so, the Characters begin to notice a strange odour coming from the crate; the travellers will try to reassure them, explaining that the crate contains materials for alchemical preparations and they must get it to the destination before the materials begin to go off. The travellers will try to prevent the Characters opening the crate, but if it is opened it is found to



A PROMISED CURE

Grave Robbers do not, generally speaking, engender a great amount of sympathy. They are defilers of the dead, and quite a few have famously been quite willing to 'arrange' for some corpses to become available should supply run now.

However, there are a handful of legitimate, or at least arguably ethically sound, reasons why one would need a corpse. Certain artists, academics, and especially doktors have risked the wrath of authorities to perform their studies upon actual bodies. Though few would admit it, this practice has led to a great many innovations, and it is even whispered that some Witch Hunters have performed examinations on the bodies of innocent citizens – the better to recognise the foul mark of Chaos when it does appear on hidden servants of the Ruinous Powers.

One evening, the Characters stumble upon a Grave Robber quite blatantly stuffing a slightly poxy corpse back into their luggage. Unable to offer a more plausible excuse, they instead turn to the truth – the body is meant for a prominent doktor in Altdorf researching a cure for the Red Pox. Will the Characters turn them in, or allow them to go on their way in the name of the greater good? What would they do if the doktor was not interested in the Red Pox, but instead was researching a cure for mutation, and ordered a mutant cadaver with which to begin their investigations...

THE SHADOW CAST: ORDERS TAKEN, ORDERS FILLED

Hans and Hannes have worked to order in the past, and indeed have even sourced bodies from the cursed village of Wittgendorf. They will offer this information to sympathetic Characters, adding that they abandoned the practice due to the strange habit that Wittgendorf corpses have of not staying quite dead...

contain a recently dead body, still in its winding-sheet. The two travellers are Grave Robbers, and they are taking the body to the next large town where they can sell it to a physician, or possibly a necromancer. If the Characters' boat is stopped by the River Patrol or other authorities for any reason, the grave robbers try to escape, leaving them to explain why they have a stolen corpse among their cargo.



Hans and Hannes

Grave robbing is not the first career choice of most people, but Hans and Hannes have found a shared passion for the activity. Their first foray into the activity happened quite by accident — they stumbled into a lonely graveyard where a delinquent priest of Morr had fallen asleep halfway through the final preparations, and they helped themselves to the corpse's belongings. Since then, they have discovered that often the corpse itself is more valuable than whatever rings might be pried from cold fingers and gold fillings ripped from rotting skulls. They are, in their own way, advancing medical knowledge — or at least, that's what they like to tell themselves.

HANS AND HANNES HUMAN GRAVE ROBBERS (BRASS 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	37	34	36	35	42	32	40	28	33	29	12

Traits: Armour (Leather Jack 1),
Weapon (Crowbar and Shovel) +4

Skills: Climb 42, Cool 37, Dodge 40,
Endurance 40, Gossip 33, Intuition 50,
Perception 50, Stealth (Rural) 41

Talents: Alley Cat, Doomed (*Wake not the sleeper/
Your right hand shalt betray you*), Flee!, Night Vision

Trappings: Crowbar, Hooded Cloak, Tarpaulin,
Hammer and 2d10 Coffin Nails, Dead Body

HUNTERS

Hunters provide a constantly in-demand service — that of providing sustenance all year round. The game caught by the hunters who risk their lives in the depths of the Reikland's expansive forests provide a valuable source of meat to peasants who can rarely afford more costly fare. A few specialise in acquiring fashionable delicacies for the wealthy, or escorting hapless bands of nobles on carefully staged hunts. In lean times many turn to poaching and risk the wrath of landowners as they hunt pheasant, deer, or boar in their protected estates.

As Characters make their way upon the Empire's waterways, many of which hew their path through dense forest, they are sure to encounter a few hunters along the way, perhaps camped at the waters edge, resting in inns or alehouses, or desperately crying for assistance from a shaded riverbank.

The Expedition

Klaus Jager, a hunter, is making his way to the mustering-point for an expedition; possibly the inn in which the Characters meet him. Graf Wilhelm von Bildhofen, the younger son of Grand Duke Leopold of Middenland, is fitting out an expedition to hunt down a rare and legendary animal, such as a Basilisk or a Dragon, and Hunters are coming from far and wide hoping to join the expedition. Perhaps the expedition intends going into Elf territory — knowingly or otherwise — and Elven Characters may try to stop the expedition or find and warn the Elven settlement.

Later on, Klaus might be encountered half-dead by the riverbank. The expedition ran into difficulties, and he is the sole survivor. The Characters may patch him up and take him to the nearest town, or he may be willing to join their party if a replacement Character is needed.

For a longer interlude, the Characters might attempt to rescue some other survivors of the expedition — Graf Wilhelm and three or four other hunters, all badly wounded — from their captors. They may be held for ransom by a band of outlaws or held for food by Beastmen or Mutants. The captors will themselves be wounded, so the Characters should be able to pull off the rescue without heavy casualties unless they do something rash or stupid.

If there is an Elf Character in the party, then perhaps the remains of the expedition are being held captive in an Elven settlement, and the Characters may try to secure their release. Remember, though, that Elves are generally scornful of those who leave the forests to take up an adventuring life, and that it is an unpardonable crime for an Elf to give away the location of an Elven settlement to other races.

If the Characters rescue the expedition successfully, they will earn the gratitude of the house of von Bildhofen and may even be able to call upon Graf Wilhelm or his father for a favour.



Klaus Jager

Klaus began life, as so many Hunters do, as a poacher taking game wherever he could find it — eventually including the von Bildhofen private game reserve. Eventually captured after a long pursuit across the moors, the Graf was so impressed with his gamekeeper's reports of the wily Hunter that he offered Klaus a simple choice — a job or a noose. Needless to say, Klaus chose the former, and has become a trusted member of the household.

KLAUS JAGER - HUMAN HUNTER (BRASS 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	39	43	37	41	50	34	33	31	41	33	19

Traits: Ranged (Bow) +6, Weapon (Sword) +7

Skills: Charm Animal 46, Climb 41, Endurance 50, Lore (Beasts) 45, Outdoor Survival 53, Perception 60, Ranged (Bow) 53, Set Trap 41, Stealth (Rural) 45

Talents: Doomed (*Thy neighbours worries are thine own!*), Hardy*, Perfect Pitch, Rover, Suave

Trappings: Animal Trap (Bear Trap), Bow with 12 Arrows, 2 Elf Arrows, Sturdy Boots and Cloak, Storm Lantern, Lantern Oil, 2d10 Silver Shillings

*The extra Wounds from Hardy have already been included in the profile.

NOBLES

Travelling nobles will generally fall into two categories: those out with a retinue on family business and younger scions who have taken to adventuring and other pursuits. One example of each is given below.

The size and composition of a noble's retinue is up to the GM but will usually include a number of guards and servants. Depending on the business at hand, one or two advisors and litigants may also be present, and perhaps an artist or entertainer or two: the higher the noble, the larger and more varied the entourage.

A Private Function

The Characters arrive at an inn, looking forward to a hot meal and a couple of drinks at the end of a long day. As they go to enter, they are stopped by two men-at-arms (level 1–2 guards), wearing the livery of Baron Sigismund von der Bahr, a minor noble. The baron has taken over the inn for himself and his retinue, and no one else is being allowed in. The Characters see plenty of men-at-arms and assorted lackeys within easy call, so that trying to fight their way in would be a very bad idea. Of course, the Characters may try to bribe or charm their way in, in which case the GM should judge their efforts on their merits.

What happens once the Characters are inside is likewise up to the GM: they may be ejected almost immediately by a crew of burly and bad-tempered guards, or they may find themselves propping up the bar next to the baron as he listens avidly to their stories of adventure and throws a purse of coins their way for entertaining him. Alternatively, they may be challenged to put forward a champion to fight 'The Horse', one of the Baron's bodyguards, in an unarmed brawl for the baron's entertainment. If the Characters' champion wins, they are fed and watered at the baron's expense, and if not, they are thrown out.



Baron Sigismund von der Bahr

The good baron once lived another life entirely once, but few things last forever — as von der Bahr well knows. Now he finds distraction in travelling the inns and alehouses of the Empire, seeking inspired conversation, or a sparring partner for Roland who might produce an interesting bout.



THE SHADOW CAST: I AM, OF COURSE, RETIRED

Baron Sigismund can be more than a simple distraction for the Characters, another noble throwing their weight around at the expense of the common folk. He has, as it happens, quite a bit of experience with a certain kind of inhuman creature — Vampires. While he has long given up the practice of hunting them, he was at one time something of a scourge among the undead who infiltrate Reiklander society.

A few years ago, he spent some (carefully chaperoned) time at Wittgenstein Castle, certain that the malaise of the place could be down to a vampiric corruption of the local nobility. Despite his best efforts, he found no evidence of vampirism there. He did, however, come away with an abiding certainty that *something* was terribly wrong at Wittgendorf. 'Were I not about to retire,' he will add, 'I might have staked the lot of them, just to be on the safe side.'

BARON SIGISMUND VON DER BAHR HUMAN NOBLE (GOLD 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	27	29	31	35	56	28	43	55	55	44	14

Traits: Weapon (Rapier) +7

Skills: Bribery 70, Cool 75, Consume Alcohol 40, Gamble 65, Gossip 60, Intimidate 50, Language (Bretonnian) 60, Leadership 66, Lore (Heraldry) 65, Lore (Vampires) 75, Melee (Fencing) 55, Melee (Parry) 50, Play (Bagpipe) 95, Ride (Horse) 38

Talents: Doomed (*Three drops of blood will end you*), Linguistics, Luck, Noble Blood, Read/Write

Trappings: Courtly Garb, Fine Sapphire Ring (30 GC), Retinue of Guards and Servants, Rapier with Fine Silver Filigree (25 GC)

Slumming It

Lesser nobles and younger scions will be out for fun, like the two high-spirited young gentlemen in the incident *Hooray for Henry* in **Enemy in Shadows**. As well as the drinking-and-throwing-up game played there, they may set one of their bodyguards on some unsuspecting patron of the inn (such as one of the Characters), betting furiously on the outcome and showering gold on the victor; the fight is unarmed, and more bodyguards make sure that no one intervenes on either side. Other bets might include how long the peasant stays conscious when held head-down in a bucket of ale, how many people they can de-bag in ten minutes, and whether it is possible to drench everyone in the room with a single bottle of sparkling wine without rising from one's seat. The nobles do not mind whom they upset or humiliate provided they have a good time, and they will be in the company of one or more bodyguards (guards, protagonists, or Duellists, or a mixture) who will make sure that no one troubles them.



Roland 'The Horse' Bruckesel

Bruckesel knows only two things with perfect clarity — the minimum amount of impact required to crack a human skull, and that Baron Sigismund is never wrong. Both of these have served him well in life.



THE SHINIEST DAGGER

Just last night, Roland was forced to leave his knife lodged in someone who tried to take a bite out of the Baron! While this is par for the course — *'The good Baron made a lot of enemies in his day, so he did,'* — he is quite upset that the man he stabbed proceeded to dive screaming out a nearby window with Roland's knife still in his back! It was his very favourite knife, a beautiful silvered blade given to him when he took up employment with the Baron, and Roland would very much like it back. Unfortunately the Baron has forbidden him from pursuing the stranger, despite that fact that Roland is fairly sure he saw the rather pale, fanged individual duck into a riverboat that's still moored nearby. Should the Characters be able to retrieve the knife Roland would be very happy to pay for their efforts. He is a man of very modest needs, and has quite a few crowns saved up to pay them for their efforts — should they survive.

ROLAND 'THE HORSE' BRUCKESEL HUMAN GUARD (SILVER 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	45	35	53	47	33	31	33	32	36	22	16

Traits: Armour (Mailed Coat) 2, Weapon (Warhammer) +11, Weapon (Fists) +5

Skills: Consume Alcohol 60, Endurance 60, Gamble 41, Gossip 23, Intuition 35, Melee (Basic) 48, Melee (Brawling) 62, Melee (Two-Handed) 55, Perception 35

Talents: Doomed (*Three frogs, a spoon, your doom!*), Orientation, Strong Legs

Trappings: Mailed Coat, Warhammer, Quarterstaff, Unwavering Faith in Baron Sigismund



THE SHADOW CAST: EVENING THE ODDS

Many might call Roland a touch single minded, though they would do so quietly, and certainly not to his face. You can use Roland to add a touch of colour to any inn, always willing to get involved in a brawl. He is assiduously careful in keeping things to *'an honest brawl, no spitting or kicking, roight?'* Should the Characters need a little extra muscle, and if they have his employer's favour, 'The Horse' can provide an extra sword arm in a pinch. He may even intervene if the Characters are set upon by any Purple Hand cultists, especially if they are outnumbered. Roland has relied on his natural strength and toughness to get him out of most scrapes, and has yet to learn that sometimes it is better not to get wrapped up in other people's problems...



PIT FIGHTERS

A travelling showman with a troupe of pit fighters has set up at an inn, marking out a temporary arena with ropes and challenging all comers to take on the champion. Combat may be to the death, or to first blood (first combatant to lose one or more Wounds), or to 'honourable wounds' (first combatant to be reduced to 3 Wounds or below loses).

One of the Characters may challenge the champion, or they may make bets with the small crowd of onlookers. As an added complication, the showman might try to kidnap any Character who defeats the champion; pit fighters in the Empire are generally recruited from among convicted criminals, and no one will take stories about kidnapping seriously.

Alternatively, a pit fighter in the troupe may need to win two more fights in order to earn his/her freedom, offering the party the opportunity to recruit an NPC or to replace a dead Character.

YOU NEVER LEAVE THE PIT

As much as he might take some satisfaction, perhaps even enjoyment in his new life, Edgar can never quite forget the group that got him into his current situation. Imagine his shock when Sofia Welf, a ranking member of that strange cult and someone Edgar was sure had been sent to the Witch Hunter's blaze, simply strolled into the bar where he was performing. Edgar was, at the time, fighting for his life against a Tilean fellow with an troublesome right hook, and was unable to do anything about it just then. Later he discovered that Sofia, now going by the name Judith, had taken a room in that very inn, and had done so to speak with him.

Judith spent the evening telling Edgar all about the glorious change that was soon to come upon the Empire — upon the entire world, in fact. She spoke of the beautiful, terrible gods that the Sigmarite fools and others tried to keep from the people. She told Edgar that her god had blessed her with a gift of foresight, and she now knew that Edgar's fate had become tied up in her own. Sofia — Judith — offered Edgar his freedom, and so much more, if he could just do her a simple favour.

In a few nights time, Kastor Lieberung would come to Edgar's performance, though 'Kastor' would use another name, which she shared with him. All Edgar had to do was kill him.

At the time, Edgar had found her ideas intoxicating. Now, however, a few days later, he is beginning to have doubts. He knows where to find Judith, as he was to report to her when the deed was done and thereby earn his 'freedom'. Now, however, 'Kastor Lieberung' has walked into the inn, and Edgar can't stop staring at him. For all his prior certainty, the pit fighter is starting to get cold feet.



Edgar 'The Pike' Ebrecht

The first sign that Edgar's luck had finally run out was probably the sound of the Witch Hunter's boot kicking in the door he had been set to guard. Edgar had known the group he served were a dubious lot, but he had remained assiduously ignorant of what exactly it was they did behind the closed doors he was paid to guard. It was this ignorance that saved him from the pyre, but not the shackles of indentured servitude. 'The Pike' is a better Pit Fighter than he ever was a doorman, however, and with just a few more wins and a dollop of his favourite pig grease — a trick he picked up from a rather unusual Dwarf — he may yet win back his freedom.

EDGAR 'THE PIKE' EBRECHT HUMAN PIT FIGHTER (BRASS 4)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	44	28	43	41	44	35	33	28	38	40	15

Traits: Weapon (Knuckle Dusters) +6, Weapon (Axe) +8

Skills: Athletics 40, Cool 43, Dodge 40, Endurance 46, Gamble 51, Intimidate 55, Melee (Basic) 49, Melee (Brawling) 49

Trappings: Bandages, Hand Weapon (Axe), Knuckledusters, Crude Wood Carving of a Child

STEVEDORES

Stevedores are common in towns of any size along the way. While they are seldom encountered in riverside inns, they form the overwhelming majority of the clientele of the rougher dockside taverns. As well as offering the chance to recruit NPCs or replace dead Characters, they might involve the Characters in a bar-room brawl, offering witty insults like *'My friend says he doesn't like your face.'*

Bar-room brawls are generally regarded as more or less harmless things which seldom result in anything more serious than a few bruises and some broken furniture, but armed combat is another matter entirely, since serious injuries and deaths can result, bringing a great deal of unwelcome official interest. All nearby NPCs turn on any Character who draws a lethal weapon or attempts to cast a spell (or appears to do either of these things), regardless of who was previously on which side. Characters who kill an NPC in a brawl are pursued by the local Watch or the River Patrol and can expect at least a heavy fine if caught. If they return to the same place later, there is a good chance that they are recognised by friends or relatives of the deceased, which could easily result in another brawl or an attempted lynching.

Of course Characters who are careful to observe the strictures of this, by reason of general illiteracy, unwritten code of conduct will find themselves getting along quite nicely with most participants. It is not uncommon for a good fight to end with most of the brawlers chipping in together to purchase a final round of drinks to close out the night. After all, everyone likes a good honest fight.

THE SHADOW CAST: LOADING THE DECK

Hilma is an ideal character to deploy in any circumstance where dockside gossip might help set the Character's back on track. She will know rumours about the terrible Castle Wittgenstein and the unfortunate village of Wittgendorf. Hilma will have heard something of the many supplies going to the Dwarfs building the Signal Tower, and the reports of a troubled work crew that return. She may even have helped to unload some of the oddly weighty and supposedly fragile supplies that are commonly brought to Grissenwald for one Etelka Herzen.

If you find the Characters struggling with what to do next, or if they have become somewhat distracted by the trading opportunities posed by the Reik, Hilma can be a useful tool to nudge them back in the right direction. She is affable, always open to a drink or a quick boxing match, and is knowledgeable in the art of avoiding oppressive dockside taxation rates — all traits that are likely to leave any party well disposed to her.



Hilma Booschlecht

Hilma Booschlecht knows that some people bow out early when a bar brawl is brewing, but Sigmar take her if she can understand why. The crunch of a nose breaking, the thump of a good boot to a beer-filled gut, or the pleasant crash of a bar stool as it shatters across someone's back — these are the things that make life worth living. Why anyone would try to avoid that is beyond her. Yes, the hangover can be a problem, and most of her wages go on beer and fines, but what's silver for if not spending? And if she's ever really tight, the Kliendorfers are always willing to pay extra if a little cargo can make it off a barge without any tax inspectors getting a look...

HILMA BOOSCHLECHT HUMAN STEVEDORE (BRASS 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	33	34	39	34	29	29	36	33	38	35	12

Traits: Weapon (Boat Hook) +7

Skills: Athletics 40, Climb 43, Consume Alcohol 39, Dodge 31, Endurance 44, Gossip 37, Melee (Basic) 40, Melee (Brawl) 40, Swim 44

Talents: Doomed (*The river flows as thy heart slows*), Read/Write, Strong Back, Strong Legs

Trappings: Hand Weapon (Boat Hook), Leather Gloves, Contacts at Kliendorfer Trading Company.

YOUNG BLOODS

From time to time it may seem as though the Characters are the only ones to have ventured out into the world in search of adventure, or indeed had such a life thrust upon them. This is not always the case, though most efforts at seeking adventure for its own sake end in predictable tragedy. However, here and there Characters may encounter such folk, braving the hazards of the Old World in search of danger and excitement, and all too often finding it.



Sigfrida Junker

A life of idyll and excess could have been Sigfrida's lot, had she wished for it. Regrettably, that opportunity was set aside when she witnessed a blackpowder duel on the streets of Nuln. The noble words, the crack of gunpowder, the spray of blood — she found the entire affair extremely exciting. Since then, she has set her sights on a life of adventure and excess, instead. She left Nuln the following season, and for now at least, Sigfrida's luck — and her aim — has held steady.

SIGFRIDA JUNKER - ADVENTUROUS HUMAN NOBLE, ASPIRING DUELLIST (GOLD 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	33	41	35	37	35	37	34	29	41	32	13

Traits: Ranged (Pistol) +9, Weapon (Rapier) +7

Skills: Bribery 35, Consume Alcohol 40, Gamble 34, Intimidate 38, Leadership 35, Lore (Heraldry) 34, Melee (Fencing) 35, Play (Lute) 40, Ranged (Blackpowder) 45

Talents: Doomed (*Lead Astray by Stray Lead*), Noble Blood, Read/Write

Trappings: Pistol with 12 shots, Rapier, Sturdy Boots and Cloak, Riding Horse with Tack, Unbearably Detailed Travel Journal, 3d10 GC.

THE SHADOW CAST: A CRACK SHOT

Sigfrida can be deployed any time that a sudden volley of lead might be to the Character's benefit. Should they find themselves outmatched by pirates, waylaid by wreckers, or set upon by one too many mutants, Sigfrida can lend a hand. She may even be willing to get wrapped up in the Character's current struggles, if they can sell it to her as a likely source of excitement.

However, Sigfrida can also prove to be a hinderance to the Characters, as she is likely to demand a duel at the merest hint of an insult. She is still obsessed with the 'glorious' duel she witnessed in Nuln, and is desperate to recreate that moment. By tradition, blackpowder duels allow each participant to fire only a single shot, but given the lethality of a well made Imperial firearm, this may be more than enough to prematurely end Sigfrida's career, or indeed a Character's...



COOKS

Contrary to the widespread prejudice, not all Halflings are cooks and not all cooks are Halflings. Cooks of all Species work in restaurants and prosperous households, although Dwarf cooks are rare outside their own communities. Dwarf cuisine is something of an acquired taste.

Cooks are generally abroad early in the day, hurrying to the local food markets to beat everyone else to the best meats and vegetables. For the most part these are apprentices, although a few high-ranking cooks trust no one but themselves to pick the best ingredients. Most cooks are well known to local market traders, stopping to gossip here and there and to compare notes about the current crop of whatever they are buying. Someone who is equally knowledgeable may be able to strike up a conversation and make the cook's acquaintance.

Although they do not move directly among the great and good, the cook in a wealthy or noble household hears as much as any other servant. More, perhaps, collected and distilled through the constant gossip of the servants' hall. However, they are as loyal to their employers as any other servant, and will resent being openly pumped for information unless they have had a falling-out with their employer.

THE SHADOW CAST: ANYWHERE BUT HERE

Avaloi is convinced her circumstances are manufactured, rather than coincidence. Her mother's position bred many enemies, her father's murder too well-timed. Further, she refuses to believe none of her family would come looking for her... She has laid low for quite a while, in case her family's enemies should have followed her as far as the Empire, but is rapidly getting quite tired of the sights, tastes, and especially the smells.

Avaloi can be encountered almost anywhere, perhaps struggling to find one last unspolied turnip in a vegetable stall, or arguing with a meat seller on the putridity of some meat. In either case, it will be quite obvious that she is nearing the end of her patience. If she notices that the Characters have a barge of their own, she will immediately ask them for passage to anywhere but here. She will favour routes heading north and west, in the direction of Marienburg, intending to find passage to Ulthaun from there.

During her time on their barge, Avaloi can be a ready source of gossip and intrigue for the Characters. Despite her attitude to Humans, she is rather lonely and does enjoy talking. If the Character's need a bump in the direction of Etelka Herzen, Avaloi can relate to them some tales she heard from one Dumpling Hayfoot about her master, the strange guests she hosts, and the unusual noises and lights that emit from her study. Avaloi struck up a friendship with the cook some months back when the pair bonded about the difficulty of finding decent spices in Grissenwald.



Characters who are tactful in conversation, skilled in the right areas, and lucky in their Charm Tests may be able to wangle a job, especially if an imminent wedding, reception, or gala dinner has the kitchen staff stretched thin. This could give them access to a venue if they are quick enough to evade detection upstairs and avoid being missed downstairs.



Avaloi Winesong

The daughter of a ruined merchant prince and a murdered chef, Avaloi found herself abandoned and alone in the Old World. She took to the only thing she knew: her father's artform, which she had experienced since her earliest years. Now, more curiosity than anything, Avaloi lives in memories of finer foods and times, whilst choking down the putrid 'fresh produce' of the Empire, and praying for a time when she grows accustomed to the myriad stench that infest her new 'home'.

AVALOI WINESONG HIGH ELF ARTISAN (SILVER I)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	41	42	39	43	55	42	64	48	41	35	15

Traits: Prejudice (Humans), Weapon (Cleaver) +7

Skills: Athletics 52, Cool 51, Consume Alcohol 48, Dodge 52, Endurance 53, Evaluate 53, Gossip 44, Perception 65, Stealth (Urban) 47, Trade (Cook) 74

Talents: Acute Sense (Sight), Craftsman (Cook), Night Vision, Nimble Fingered, Savvy, Sixth Sense, Read/Write

Trappings: Apron, Cleaver, Trade Tools (Cook), 1d10 Silver Shillings

WIZARDS

In the parts of the Empire, becoming a wizard is a respectable, even military vocation, not unlike becoming a litigant or physician. However, this respect is tempered by a not insubstantial amount of fear, especially in the smaller towns and villages of the Empire.

Journeying wizards, or those living in remote areas, may operate more or less independently, but they are still supervised from time to time by their College, which sends out experienced wizards to assess them. In the larger towns and cities, this assessment is continuous, as the Colleges maintain a presence in most sizable settlements. This constant assessment can chafe, but as the alternative may involve a visit from a Witch Hunter, most wizards tolerate it.

Like their fellow professionals, senior wizards are not generally encountered in the streets. An appointment, preferably with a letter of introduction, is necessary to see them, or they may occasionally be encountered at a guild function or a society event. Apprentice wizards are more likely to be encountered, and are often more approachable, though they are still uncommon given the rarity of magical talent. An apprentice wizard, chafing under their master's boot, can make a good replacement Character if a member of the party as met with an untimely end.

TORN BETWEEN WORLDS

As a licensed master wizard, Balacañon is expected to remain unencumbered by the concerns of politics and appearance. As a master shaman, this goes one step further with the expectation that Balacañon would forego the comforts of Empire society almost entirely. Lady Eusapia, however, formally disagrees with these mandates, and has other designs. To this end, Balacañon is looking for agents to stage a rather elaborate farce: breaking into a noble party, and unleashing magically controlled beasts that she will just happen to be in the right place, in the right circumstances, to avert disaster! But her planning has gone awry, and as the Characters move to act, she learns that a very special, high ranking official from the Colleges is also in attendance... No one has time to tell the Characters, however.

THE SHADOW CAST: A BEASTLY AFFAIR

Eusapia is a wizard of no mean skill, but she was almost laid low when she was attacked by an unusually talented Human wizard and some Beastmen during one of her meditative treks into the Reikwald. While she escaped with her life, Eusapia has made it her business to investigate this group, who she now knows to be the Red Crown. She has a good deal of information about the cult, and can fill players in on their activities, including the fact that at least one of the cult's agents operates near Grissenwald...



Eusapia Balacañon

The combination of the grace and sophistication of the Estalian aristocracy, with the presence, and stature of the nobility of the Empire, makes Balacañon a respected member of society's upper crust. That she is also a wizard makes her rightly feared, as well. A true battle axe, Balacañon combines her upbringing with the primal energies of Ghur to make herself a sight to behold.

EUSAPIA BALACAÑON HUMAN MASTER WIZARD (GOLD 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	47	33	35	39	42	43	29	48	53	37	14

Traits: Animosity (Tileans), Weapon (Quarterstaff) +7

Skills: Animal Care 63, Channelling (Ghur) 68, Dodge 48, Gossip 52, Intimidate 50, Intuition 47, Language (Estalian) 63, Language (Magick) 63, Leadership 47, Lore (Magic) 53, Melee (Basic) 52, Melee (Polearm) 62, Perception 47, Ride (Horse) 58

Talents: Arcane Magic (Ghur), Menacing, Noble Blood, Petty Magic, Read/Write

Trappings: Courtly Garb, Grimoire, Light Warhorse with Saddle and Harness, Magical License, Quarterstaff, Wizard's Robes, 1 Gold Crown.

SPELLS

Petty: Bearings, Careful Step, Dart, Warning

Arcane: Bolt, Dark Vision, Terrifying, Ward

Lore of Beasts: Beast Master, Beast Tongue, Flock of Doom, The Amber Spear

PHYSICIANS

Because of their occupation, adventurers regularly find themselves in need of medical assistance. Any medium-sized or larger town will be home to one or more physicians, and a city could have several offices and surgeries, as well as a guild house.

Like their counterparts in the crafts and commerce, senior physicians are seldom seen abroad except at society functions. The rest of the time, they shuttle between their homes and their offices, leaving their students to do most of the actual work. These students, like the artisans' apprentices and merchants' clerks, tend to congregate after work, and can be approached by any Character with reasonable Fellowship and a half-decent score in any relevant Skill. So long as the drink keeps flowing, they will be happy to regale the Characters with stories and gossip. They are rather lurid, since physicians' students are notoriously unshakable and discuss grisly matters with undisguised glee.

If the Characters are able to steer the conversation in the right direction, they can learn a surprising amount about which members of the upper crust have been treated for particularly embarrassing diseases; who provides the best cadavers and where they probably come from; whether a certain person may be dabbling in necromancy; and all manner of other juicy salaciousness.



THE SHADOW CAST: FIRST, DO NO HARM

A doktor is a handy ally for any adventurer to have. Recall that many critical wounds require surgery to properly treat, and combine that with the enemies, traps, pitfalls and accidents laid out in *Death on the Reik* and this book, and the usefulness should become clear. Johanna Schnee can assist the Characters in getting an injured ally back on their feet (or foot, depending), while also providing a useful source of medical advice.

Schnee has a professional interest in the health of the citizens of Wittendorf, as she has heard rumours of a strange malaise that has struck the village, and might even be convinced to join the Characters in travelling there. If not, she can provide a little background on Wittendorf, based on the rumours she has heard, which may help Characters to prepare for their visit – after all, once they arrive in Wittendorf, the party will likely be detained there until the end of the adventure.

Early in the adventure, you might like to have Schnee mention treating an unfortunate young scholar by the name of Ernst Heidleman for a wasting disease, at some village early in his journey south (see *Death on the Reik*, page 24). It can be easy for Characters to lose track of Ernst in the midst of other events, and it may be worth reminding them that the strange scholar and his trip south. This will act as foreshadowing for when Ernst is finally encountered.



Johanna Schnee

Doktor Schnee, just entering her middle years, and previously tenured in Hugeddal, is a travelling physician attempting to gather information for a grand thesis she hopes to present to the University of Altdorf. Fascinated by the spread of sicknesses, and determined to combat their pestilence wherever she goes, she has found great success and deep frustration in equal measure. Many in her field consider her a genius, whilst many more see her as an arrogant upstart, with wild theories about 'invisible poisons', 'germs', and other such poppycock.

JOHANNA SCHNEE HUMAN PHYSICIAN (SILVER 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	22	24	26	25	38	34	47	49	50	37	11

Traits: Afraid (Shadows), Weapon (Fists) +2

Skills: Bribery 42, Drive 52, Endurance 35, Gossip 47, Heal 59, Language (Strigany) 59, Lore (Anatomy) 59, Lore (Medicine) 59, Perception 48, Sleight of Hand 52, Trade (Barber) 59

Talents: Doomed (*By thy own art undone*), Read/Write, Surgery

Trappings: Bandages, Book (Medicine), Guild License, Healing Draught, Trade Tools (Medicine), 3d10 Silver Shillings

CHAPTER 8

RIVERFOLK



A number of interesting NPCs may be encountered on the Empire's rivers, or as patrons in inns the Characters reach along the way. Everyone who travels within the Empire has a place to go to and a reason for going there, and encounters with a few interesting NPCs — whether or not they actually add anything to the main thread of the adventure — can help to create the feeling that the Characters are moving in a world full of real people, which makes the game more 'real' and enjoyable.

Basic profiles are given below, which the GM can adapt as necessary. Information on various kinds of boats can be found on pages 32-33.

RIVER ENCOUNTERS

MERCHANT BOAT

The vast majority of boats encountered on the Empire's great rivers are merchant barges. As shown on pages 32-33, they come in various sizes, and they can carry a variety of cargoes. About half of the boats encountered are owned by large merchant houses from one of the great cities or the larger towns; the rest are independently owned and operated.

Independent boats usually — but not always — stick to a particular stretch of the river, usually the waters between two of the great cities. Their owners deliver cargoes to any stop along the way, and their cargoes tend to be more varied than those of the house-owned barges. There might be a mixture of cargoes with a mixture of destinations, and even a few paying passengers if there is room.

Passage on a cargo boat is cheaper than a berth on a passenger boat, and considerably cheaper than a ticket aboard a luxury river liner like the *Emperor Luitpold* (see page 102). A typical fare is around 2/- per 10 miles, but this can be reduced substantially by successful haggling, as well as by circumstances. A captain who has room for passengers would rather make a little extra money than none at all, and is willing to make a bargain. Passengers with enough experience on the river to make them useful — which they can prove by making a successful **Lore (Riverways)** or **Row** or **Sail** Test while bargaining over price — may be given a discount of up to 50% if the captain can use an extra hand or two. Similarly, passengers who can convince the captain that they would be useful in a fight — especially one at range — are offered a discount if the boat's route runs through particularly dangerous waters. Able characters who are personally known to the captain might even be taken on as additional crew and given passage and board in return for work.

Merchant crews are usually willing to exchange news and gossip with passing vessels and fellow inn patrons, although the crews of larger boats, especially those owned by merchant houses, may be more brusque about it. They have a captain's eye on them, and a schedule to keep.

Getting a berth on such a vessel is a reasonable way for Characters to get about, should their own barge be carelessly lost. While this slows things down considerably, it is still much quicker than continuing overland, and can prove a viable option until another barge can be found. Of course, a particularly ruthless group may organise a mutiny if they think they can get away with it, after which every encounter with a river patrol will prove all the more tense...





Elias Answell

Elias's boat, *I Regretfully Decline*, is as much a home as it is a trading vessel. From its blood red sails to its brass clad interior, the 40-foot hauling barge reflects the eccentric personality of its captain. It has been passed down through untold generations of the Answell family and has been refitted so many times that it is quickly coming to resemble an old Tilean thought experiment about the nature of identity. Elias himself is a quiet and thoughtful trader, with a reputation for a stern fairness that has garnered him much respect, despite an inordinate fondness for particularly foul-smelling pickled fish.

Mia Answell

Mia Answell has exactly two goals in life — to do precisely as little as possible to get by, and to inherit her father's barge, *I Regretfully Decline*. Thanks to her father being a relatively soft touch, Mia has done an admirable job of achieving the first of these goals. Unfortunately for her father, this dubious success has made Mia impatient to get to the second. Should the right group of ne'er do wells come along, Mia invents all sorts of tales about her father in an attempt to convince them to install her as the barge's new captain. That such a group would be just as likely to take the vessel for themselves is unlikely to occur to her until it is far too late.

ELIAS ANSWELL
HUMAN TRADER AND BARGESWAIN (SILVER 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	34	33	36	41	44	38	41	35	41	49	15

Traits: Armour (Leather Jack) 1, Weapon (Sword) +7
Skills: Consume Alcohol 55, Dodge 48, Endurance 51, Haggle 57, Gossip 58, Lore (Riverways) 45, Melee (Basic) 41, Row 51, Sail 66, Swim 53
Talents: Blather, Doomed (*No Master but the River*), Nose for Trouble
Trappings: Abacus, Crossbow with 10 bolts, Leather Jack, Hand Weapon (Sword), 1d10 jars of pickled murderfish, 2d10 Gold Coins

MIA ANSWELL
HUMAN BOAT-HAND (SILVER 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	35	33	36	41	37	33	38	26	35	25	14

Traits: Weapon (Dagger) +6
Skills: Consume Alcohol 46, Charm 36, Dodge 37, Endurance 46, Gossip 35, Melee (Basic) 40, Row 44
Trappings: Dagger, Doomed (*Thy tears shall salt the Reik*), Outrageous Sense of Entitlement, 3d10 Brass Pennies

FISHING BOAT

Fishing boats are a common sight in the more populated areas of the Empire, as the great rivers — the Reik, the Stir, the Talabec and the Aver — are important sources of fish. Most fishing boats are no more than ordinary rowing boats, owned and crewed by a single riverman, but where the rivers are half a mile or more wide, larger fishing boats the size of small traders are found, owned and operated by families or, near large towns and cities, by fishing companies. Rod-and-line fishermen are only encountered within five miles of a settlement.

Fishermen have an intimate knowledge of the stretch of river on which they work, and are able to tell the Characters about all the hazards and local gossip from an area of about five miles either side of the point at which they are encountered, and they are generally willing to sell fresh fish to anyone passing by.



ENCOUNTER SEED: IT DIDN'T GET AWAY

As the Characters' vessel passes by, a fisherman catches an aquatic monster of some description; perhaps a Bog Octopus (WFRP, page 318), a Stirpike (page 88), or a Reik Eel. The Characters may decide to lend a hand before the fishing boat is destroyed.



Sofia Fischer

Sofia's little fishing boat, *Three Lines Deep*, is the culmination of both her childhood dream to make her living on the river, and a testament to her poor understanding of high interest money lending. While a life fishing the waters of the Reik is as fulfilling as she had hoped, there is simply not enough trout in the Reik to service her accumulating debt. If Sofia doesn't land something valuable soon — perhaps a good haul of valuable Two-bearded Mulus — she is certain to lose the boat, if not her head.

SOFIA FISCHER HUMAN GREENFISH (BRASS 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	34	33	36	30	44	33	41	35	41	49	13

Skills: Athletics 43, Consume Alcohol 46, Dodge 43, Endurance 46, Gossip 51, Outdoor Survival 41, Row 45, Swim 52

Talents: Doomed (*Like the stars in the sky*), Fisherman, Strong Swimmer

Trappings: Bucket, Fishing Rod and Bait, Leather Leggings, A Sizable Debt, 1d10 Brass Pennies

PASSENGER BOATS

A passenger boat is essentially similar to a trading boat but has extra cabin space in place of the hold. They can vary from ferries run along the same lines as coaches to private pleasure vessels owned by nobles and other wealthy people. Some ferries are operated by small independent owners, who carry small cargos to make up the load, while others are run by local companies similar to the coaching companies. A typical fare on a passenger boat is a shilling a mile, more or less — usually rounded off to the next whole or half Crown.

An average passenger craft has a crew of 3-4, and is carrying 1d10+2 passengers, with some small items of cargo stored in empty cabins. A pleasure craft has a crew of 4-6, and is carrying 2-4 passengers, usually the owner and his/her family or friends. The passengers and crew on a ferry are cautiously friendly, although they are wary of strangers in areas which are known for Pirates or Beastmen, while those on private pleasure vessels are less willing to associate with the riff-raff on trading boats and other vessels.



ADVENTURE SEED: A FLOATING PARTY

A luxurious private boat plays host to a noble party, celebrating a recent political alliance. Almost all present are horrendously drunk, and they indulge in such high-spirited fun as throwing peasants in the river to see how long they float, attempting to ram other vessels to see who gives way first (the Character steering the boat must make a successful **Challenging (+0) Boat Handling Test** in order to avoid a collision), and so on. A couple of the nobles might jump onto the Characters' boat and try to ransack it in search of alcohol; if the Characters resist, a brawl ensues.

After a few minutes, a River Patrol boat appears, following complaints from other river users. The Shipsiswords try to defuse the situation by offering the nobles an escort, to keep them out of trouble until they reach the nearest town. Remember that the nobles are almost certainly richer and more influential than the Characters, so the River Patrol at least appear to take their side in any argument. They may pretend to arrest the Characters — which could give them some anxious moments — but either let them off with a small fine or release them outright once the nobles have gone on their way. Anything that has been stolen by the nobles cannot be recovered, and the Characters receive no compensation for any damage that they have caused.



Uwe Wasserhund

Uwe and his friends are endlessly fond of 'romping', as they call it, up and down the Empire's riverways. Romping involves closely passing a smaller vessel in one's swift (and expensive) racing yacht, causing small boats to rock precariously in the water and unwary passengers to fall overboard. At the end of the night whoever tipped the most victims into the river is declared the winner. Uwe genuinely does not realise the distress this causes, honestly believing that *'It's all in good fun, old chap!'* Despite this bravado, Uwe's recent encounter with one Etelka Herzen left him shaken — there was something disturbing about the woman, and the games so enjoyed by his fellow nobles have not seemed quite as care-free ever since.

UWE WASSERHUND – HUMAN SCION (GOLD 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	45	32	33	34	26	31	25	31	26	28	11

Traits: Weapon (Foil) +7

Skills: Bribery 35, Consume Alcohol 41, Gamble 33, Intimidate 34, Lore (Heraldry) 36, Melee (Fencing) 55

Talents: Doomed (*In fine scents he choked*), Etiquette (Nobles), Noble Blood, Read/Write

Trappings: Courty Garb, Foil, Jewellery worth 3d10 GC

PERSON OF CONSEQUENCE

While petty nobles may seem powerful and intimidating, they are ultimately ten a penny in the Empire, and most will only ever exercise authority over a few provincial peasants. Occasionally, however, the Character's path may cross with someone of actual note.



Altgräfin Emelia Luneburg

Though a fair woman at heart, the lady Luneburg does, from time to time, find it expedient to remind the lower classes precisely who it is who rules the Empire. She is fond of making up quite bizarre demands for her staff, from a single red apple with a worm at its heart, to a songbook of Bretonnian hymnals. She cares little for the specifics and is unlikely even to inspect what is given to her — she merely needs to see that the effort was undertaken, and that due deference to her rank was made at every step. If this was the case, she rewards those involved handsomely, at least twice the value of the offered goods. If not, well, the Altgräfin keeps a loaded blunderbuss concealed in her voluminous gown, and is acknowledged to be an uncommonly good shot...

ALTGRÄFIN EMELIA LUNEBURG HUMAN MAGNATE (GOLD 5)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	25	46	24	33	41	32	36	28	45	41	12

Traits: Ranged (Blunderbuss) +8

Skills: Bribery 52, Consume Alcohol 43, Gamble 33, Intimidate 34, Lore (Heraldry) 35, Melee (Fencing) 35, Play (Lute) 37, Ranged (Blackpowder) 63

Talents: Doomed (*Powder and Smoke*, *Twist and Choke*)

Trappings: Courtly Garb, Blunderbuss and 6 loads of shot, Pleasure Barge, 200 GC in Coin, Jewellery, and Promissory Notes



ADVENTURE SEED: A MATTER OF IMPORT

Older and more senior nobles are more sedate in their habits but can be no less challenging to encounter. There are one or two nobles on board, accompanied by a full crew of boatmen, a squad of guards, a staff of servants — including a personal physician in the case of elderly or infirm personages — and, depending on the business at hand, one or more litigants, advisors, and similar retainers. Along with 'the bare minimum' of baggage brought behind in a small, liveried cargo barge, the whole party can consist of three or four vessels in addition to the luxuriously-appointed passenger boat.

Just as younger nobles are obsessed with having an obnoxious good time, older ones are determined to receive the respect and obedience due to their station. They may have a herald posted on the bow of the lead vessel, continuously bellowing the names and stations of the august persons on board and ordering all other shipping to pull to the bank and make way; there may also be one or two guards armed with crossbows, blunderbusses, or swivel guns (see page 68), charged with firing warning shots at those vessels that are slow to comply.

If any of the travelling nobles needs or wants anything — from a fresh peach to a skilled surgeon — the herald hails all passing vessels demanding to know if they have the desired article or person on board. If the passengers learn, or even suspect, that whatever they want is close by, the guards are ordered to board the suspect vessel and seize it. Prompt and respectful compliance is rewarded with a handful of coins, which may even be enough to cover the cost of whatever it is; any reluctance or resistance is met with force, and no payment can be expected.



SHOWBOAT

It is not uncommon for groups of entertainers to travel by river and canal rather than by road, and some troupes actually maintain their own boats.

Showboats are usually converted large traders, with accommodation for the entertainers, storage for props, costumes and other equipment, and a couple of cabins given over to common rooms. The deck may be converted so that it can be used as a stage, and the very largest showboats have the entire hold converted into a covered theatre. As well as entertainers, some gamblers, charlatans and other shady types may travel on showboats, making a living by fleecing the gullible along the rivers and moving on before any unpleasantness develops. Entertainers on a showboat are always happy to stop and gossip, especially in a place where they can put on a show and make a few Crowns.



ADVENTURE SEED: THE RUNAWAY

The Characters encounter a showboat, a couple of hours off from the last town it visited. It has been stopped and is being searched by the River Patrol, who are looking for a child missing from the town: Hanna Hochburger, the daughter of the town's mayor. Hanna decided that life as an entertainer would be much more fun than living in a small town and stowed away aboard the showboat when it left. The entertainers on board the showboat have not yet discovered her, and she tries to slip off the showboat and swim unseen to the Characters' boat, stowing away there until the River Patrol has gone away. The Characters notice her slipping aboard on a successful Challenging (+0) Perception Test.

Unfortunately for Hanna — and for the Characters — the River Patrol also stop and search the Characters' boat. If she is discovered, Hanna makes up a lurid tale about being kidnapped by the entertainers, in order to avoid trouble when she is returned home. This could lead to the entertainers getting into a great deal of trouble with the authorities, unless the Characters can persuade her to tell the truth.

ADVENTURE SEED: OLD SCORES

The Characters arrive at a small town or village where a showboat has just moored. The entertainers are in the process of setting up for a show, when they find their boat surrounded by angry villagers intent on lynching one of their number. There can be several reasons for this: possibly there is a gambler or charlatan aboard, who reduced one of the town's citizens to poverty, or perhaps one of the entertainers is faced with a young woman who holds up a child, claiming that he is the father.



Simone L'Escalier

Brettonnia can be a difficult place for a free-spirited youth to find their way in the world, and Simone has found the relative laxity of the Empire's social mores, especially those on the river, to be a true breath of fresh air. Yes, people mostly still farm pigs, but the pigs in the Empire have ... a different air about them. The young troubadour would be almost completely free of worry were it not for her harp. Simone 'acquired' the beautiful wood and silver-stringed instrument from a distracted Elf some few months back and has the sense of being watched from the shoreline ever since.

SIMONE L'ESCALIER HUMAN BUSKER (BRASS 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	25	33	26	34	44	35	38	29	31	38	11

Skills: Athletics 45, Charm 46, Entertain (Acting) 50, Gossip 47, Haggle 41, Language (Reikspiel) 45, Perform (Harp) 46, Sleight of Hand 48

Talents: Attractive, Noble Blood

Trappings: Bowl, Exquisite Elf Harp (worth at least 45 GC, more to an interested collector), Troubadour's Outfit, 3d10 Brass Pennies

The Characters may recognise the entertainer in question; they may have met him in a previous encounter, or at the Schaffenhest in Bögenhafen; the gambler may be Phillipe Descartes from *Mistaken Identity* (Enemy in Shadows, page 23).

The town's authorities — if any — are doing nothing to prevent the lynching, and the Characters may be able to resolve the matter without bloodshed (see *Public Speaking*, WFRP, page 120) — or, if they, too, have a grudge against the entertainer, they can stand by and cheer. If they rescue the entertainer, they have a friend for life, who may be able to help them in future adventures.



Sigrund Dopplewasser

There was a time when Sigrund was aware that his cure-alls did no such thing, but that time has long since passed. A few chance recoveries, a little dabbling with his own concoctions, and an ever credulous public desperate for relief have led to him adopting the moniker of 'Sigrund Dopplewasser, Physician of Widespread Renown', which is the only way in which will now refer to himself. Sigrund is convinced his potions, balms and cures are truly helpful, and should they prove otherwise he is always quick to find an excuse. Perhaps the cockerel the feathers came from wasn't plucked while facing south, or powdered mouse droppings were actually from a rat? Always on the lookout for new and exciting remedies, Sigrund has recently come into possession of a bottle of a lauded panacea from the village of Wittgendorf and is terribly excited to try it out.

SIGRUND DOPPLEWASSER HUMAN SWINDLER (BRASS 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	25	46	24	33	41	32	36	28	45	41	12

Skills: Bribery 56, Charm 55, Consume Alcohol 45, Entertain (Storytelling) 56, Gamble 35, Haggle 53, Sleight of Hand 44

Talents: Doomed (*Physician, Fool Thyself*), Read/Write

Trappings: Backpack stuffed with 'medical' supplies, Bottle of Wittgendorf Rotgut, 3d10 Brass Pennies

ENCOUNTER SEED: THE MEDICINE SHOW

Charlatans with who specialize in fake medicines – and, more rarely, enterprising apothecaries selling their own 'miracle cures' may travel with a small entourage, setting up at every town and village they pass, selling whatever they can, and moving on before their customers can put the goods to the test. Often there are entertainers in the group, to help draw a crowd for the plucking.

If the Characters need treatment for wounds, diseases, or poisoning, there is a chance that someone in a travelling medicine show is able to help them – and, perhaps, a greater chance that the treatment they offer has some unexpected consequence, ranging from a rash to hair loss to a dramatic change in skin colour. More than 'respectable' physicians – which, of course, they insist that they are – this class of traveller are willing to accept bartered goods or favours in exchange for treatment, making them a good source of adventures among the river's moving underworld, and in the shadier parts of the towns and cities along the way.



ENGINEERS' GUILD PROTOTYPE

The Dwarven Engineers' Guild is the source of many impressive inventions, including some that are safe to operate. The Characters encounter a heavily-modified boat that is engaged on a test run to prove the worth of some new and radical piece of equipment: a steam engine, perhaps, or a self-steering mechanism that makes crews obsolete, or something else. The precise nature of the new technology is up to the GM, but for the most memorable encounter, it should be something that is capable of going haywire with spectacular and dangerous results. An engine may explode or refuse to throttle down; a self-steerer may set the experimental vessel on a collision course with another vessel and resist all attempts to correct it; and so on.

Whatever happens, the Characters have to deal with a very angry group of Dwarf engineers, most of whom loudly deny that their machine was to blame in any way for whatever havoc their vessel wrought: it was improperly operated by unqualified staff; the other vessel or vessels did not act within normal parameters; rival engineers or jealous Manlings committed some act of sabotage — anything rather than admit to any flaw in the design or construction of the device.



This can be a challenging encounter for any group of Characters, but coupled with another type of encounter — with a senior noble whose boat is damaged, for example — it can plunge the Characters into a diplomatic minefield: for example, a noble whose own vessel is damaged beyond immediate repair might decide to requisition the nearest operable craft, which just happens to belong to the Characters, or an Elf Character might be accused of sabotaging the Dwarf vessel by magic, and either taken to the law or handed a more immediate retribution.



Sven Stoutbeard

'*Make another gun,*' they said. '*Guns are always handy.*' The Engineers' Guild of Middenheim, being entirely landlocked, never had much enthusiasm for Sven's boat designs. It didn't matter how clever the mechanism for propulsion, or how detailed his calculations for buoyancy, or exactly how fast he believed the boat could go — he was never going to get the funds he required in the Undercity. Instead, Sven went to the Reikland, where they appreciated a good boat. Now if only his design for the water brakes had survived the trip south...

SVEN STOUTBEARD DWARF DWARVEN ENGINEER (SILVER 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	42	31	43	42	32	21	34	36	52	22	17

Traits: Ranged (Repeater Pistol) +8

Skills: Consume Alcohol 53, Cool 55, Endurance 48, Language (Classical 43, Khazalid 56), Lore (Engineer) 46, Perception 37, Ranged (Blackpowder 38, Engineering 43), Trade (Engineer) 53

Talents: Magic Resistance, Night Vision, Read/Write, Resolute

Trappings: Engineer's book (*Ceaseless Travails on Watere II*), Guild License, Trade Tools, Repeater Pistol and 12 shots, 2d10 Silver Shillings

EXPEDITION

In **Enemy in Shadows**, the Characters heard of the expedition of Prince Hergard von Tasseninck to the Grey Mountains. The good prince is not alone in such endeavours, and the Characters may encounter a fully fitted-out expedition setting out from Altdorf or another great city, or making its way up the remote headwaters of any of the Empire's rivers.

An expedition may be academic or military in nature. The former type is headed by a scholar from one of the universities and made up largely of junior scholars. A military expedition is usually led a noble and made up of guards and soldiers in that noble's employ, perhaps rounded out with a few mercenaries. Any expedition is also accompanied by a staff of guides, scouts, artisans, and others to maintain and repair equipment.

The expedition consists of one or more barges, with smaller vessels — rowing boats, canoes, or coracles — stowed on deck or towed behind. When the river becomes impassable to the barges, they are left behind with some guards and a skeleton crew to act as a base camp, while the expedition continues upstream in the smaller vessels.



Bella Hornwhistler

Just like her mother promised, Bella has already begun to regret leaving the Mootland. Ever since returning from the expedition, the young student has recognised that some terrible miasma has followed her party. Though she herself bears a Halfling's usual resistance to the corruption of Chaos, those around her are not so fortunate. Bella is certain that at least one of her companions has something to hide, though she is not yet ready to put a name to her suspicions. She is desperate for help, to be away from the boat, and for a good half dozen of her mother's famous spiced eel pies.

ENCOUNTER SEED: THE RELIC



As the Characters go upriver — perhaps to the Barren Hills in Chapter 4 of **Death on the Reik** — they encounter a couple of small barges coming the other way, each towing a canoe or two. As they pass, the barge crews hail the Characters' boat, asking if they have a physician or any other kind of healer on board.

In conversation with the expedition's members, the Characters hear a strange tale. Initially, all went well, and the expedition found the ancient burial mounds that its leader sought: tombs dating to the time before Sigmar, when the Empire was a collection of scattered and barbaric tribes. The runes on the lintel of one mound were not like any kind the scholars had ever seen, but the expedition's leader insisted that they were in the script of the ancient Teutogens (or whichever tribe originally inhabited the area) and opened the mound.

After a battle with some odd-looking Skeletons — the light was too poor within the mound to see them clearly enough for more precise details — the lead scholar emerged holding a dagger of chipped stone set in an antler hilt, which was inscribed with swirling, formless patterns that seemed to move and crawl when viewed from the corner of the eye. Ever since then, the returning expedition has been plagued by every kind of misfortune from nightmares to Beastmen; several scholars are dead, and more are wounded.

The script — although the Characters probably never see it — is in the Dark Tongue of Chaos, the guardian Skeletons were those of Mutants, and the dagger was chipped from warpstone and imbued with hellish magic by the long-dead, ancient Champion of Chaos who owned it. Every hour spent within 10 ft of the crate containing the dagger constitutes minor exposure to Corruption: at least one of the surviving scholars has succumbed to the influence of Chaos, and is either hiding a physical mutation or enduring a mental one. To make matters worse, the ancient weapon has sent out a psychic call that draws every Mutant and Beastman within a radius of several miles: they do not know what calls them, only that something powerful is on the move, and must be found.

BELLA HORNWHISTLER HALFLING STUDENT (SILVER 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	42	32	43	42	32	21	34	36	33	32	11

Traits: Resistance (Chaos), Weapon (Dagger) +5

Skills: Consume Alcohol 44, Entertain (Storytelling) 46, Gamble 46, Gossip 39, Haggle 41, Language (Classical) 49, Lore (Chaos) 51, Research 51

Talents: Read/Write

Trappings: Mootish Book (*Staying Far Away - Anecdotes of the Ruinous Powers*), Writing Kit, A Nameless Dread

PILGRIMS

The Empire is a land of many gods — despite what the devout Sigmarites of Altdorf might have to say — and there are many holy places that draw pilgrims of one faith or another, or those in particular need of a particular type of divine favour. On land, pilgrims travel in great processions, led by a priest of some kind and following on foot, donkey, horse, or in vehicles, according to their means. On the rivers, pilgrims hire boats to take them on their pious travels.

Depending on the religion and the size of the group, pilgrims may be encountered in a single barge or a motley flotilla of vessels: pilgrimage tends to be more popular in troubled times. In the great riverside cities and the larger riverside towns, it is not uncommon for a temple or a group of temples to own and maintain one or more vessels, which is hired out to pilgrims in return for 'pious donations.'

Wherever they go, pilgrims are constantly singing, chanting, and engaging in other acts of worship, and some may reach such a state of religious fervor that they become subject to *Animosity* against the followers of other religions — especially rival ones — and a loud annoyance for everyone else. Innkeepers along the way regard such ragtag groups with a fatalistic distaste, for they completely take over an inn given half the chance, and demand all manner of food, drink, and other services as a tribute to their deity rather than being prepared to pay for it. Worse still, they often get into dogmatic altercations with other patrons, which can escalate into dangerous and damaging near-riots.



Agrin 'The Blood of the Flagellant is Sigmar's Own' Losburg

The life of a Zealot is usually not terribly long, which makes Agrin something of a curiosity. Pushing 70, but with the vigor of a man half his age, Agrin enjoys telling tales of the pilgrimages of his youth. The youth of today, in his estimation, are not a patch on those of the 2470s — they hardly know which end of a flail to hold! While others in his position might have risen to positions of note, Agrin has avoided all such temptations as harmful to his humility. He is never happier than when squatting around a modest fire, praising holy Sigmar by the rending of his own flesh.

AGRIN 'THE BLOOD OF THE FLAGELLANT IS SIGMAR'S OWN' LOSBURG HUMAN ZEALOT (BRASS 0)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	42	33	32	51	33	28	22	34	72	36	20

Traits: Weapon (Flail) +8

Skills: Dodge 34, Endurance 72, Heal 35, Intimidate 41, Intuition 43, Lore (Sigmar) 39, Melee (Flail) 52, Outdoor Survival 53

Talents: Doomed (*By Faith Sustained, By Doubt Delivered to Morr*), Frenzy

Trappings: Flail, The Clothes on His Back, Carefully Hidden Jar of Blister Ointment

PILOT BOAT

Wherever the river turns treacherous and there is money to be made guiding boats past the worst hazards, local Huffers will be found ready to help out for a price. There is no central guild or organization, but by the custom of the river they all fly a yellow pennant from their rowing boats, bearing the sign of a ship's wheel and a fish.

Pilot boats normally wait by the riverbank, half a mile or so from the hazardous stretch where they work — their 'strand,' as it is known in river jargon, even if it does not consist of sandbanks. When hailed by a passing vessel, they row out and throw up a pair of ropes — one attached to the stem of their rowing boat and one to the stern — so that their vessel can be brought safely aboard while they themselves climb onto the client vessel. Once clear of the hazard, they take their payment and depart the same way they boarded. Most wait for a vessel coming in the other direction, but in times or particularly heavy one-way traffic, they put their boats on their backs and walk back to their original waiting-spots.

In some of the larger cities, such as Marienburg and Altdorf, Huffers are employed and regulated by the Lord Harbourmaster to prevent disruptions to river traffic arising from accidents or local hazards. Many merchant houses employ their own Huffers in cities where their boats dock frequently or maintain arrangements with those attached to the Lord Harbourmaster's office.



ENCOUNTER SEED: LOOSE BOAT

The boat is a deserted trader which has broken free of its moorings or been left adrift after its crew was wiped out in a pirate or mutant attack. The Characters may take the boat in tow, halving the normal movement rates and imposing a -10 to **Boat Handling Tests**; they may be able to return it to its owners and claim a reward equal to 1% of the value of the boat's cargo. Alternatively, they can hand the boat over to the River Patrol and receive a standard salvage fee of 100 GCs, to be taken out of a fine levied on the boat's captain for negligence in allowing the boat to drift free of its moorings and constitute a hazard to navigation.



Krazold Ironhand

Unusually laid back for a Dwarf, Kraz, as she prefers to be called, took up the life of a Huffer after her own barge ran aground on a sandbank. Kraz still lives out of the barge, the sight of which does little to inspire confidence in those who would hire her to guide their own vessels. Still, Kraz knows her strand well, and the mishap with her own boat was her last to date. While she tells her family in Grissenwald that she is saving to have the boat hauled out of the river and repaired, Kraz has heard only bad things about the conditions there, and she has no intention of returning just yet.

KRAZOLD IRONHAND DWARF RIVERGUIDE (BRASS 4)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	35	38	41	45	33	29	42	28	36	45	15

Traits: Weapon (Boat Hook) +8

Skills: Consume Alcohol 55, Gossip 55, Intuition 38, Lore (Local 35, Riverways 45), Perception 37, Row 52, Swim 46

Trappings: Hand Weapon (Boat Hook), River Maps and Charts, Storm Lantern and Oil, Stranded Barge (*Look Out Below*)

CHAPTER 9

THE IMPERIAL SEMAPHORE SERVICE

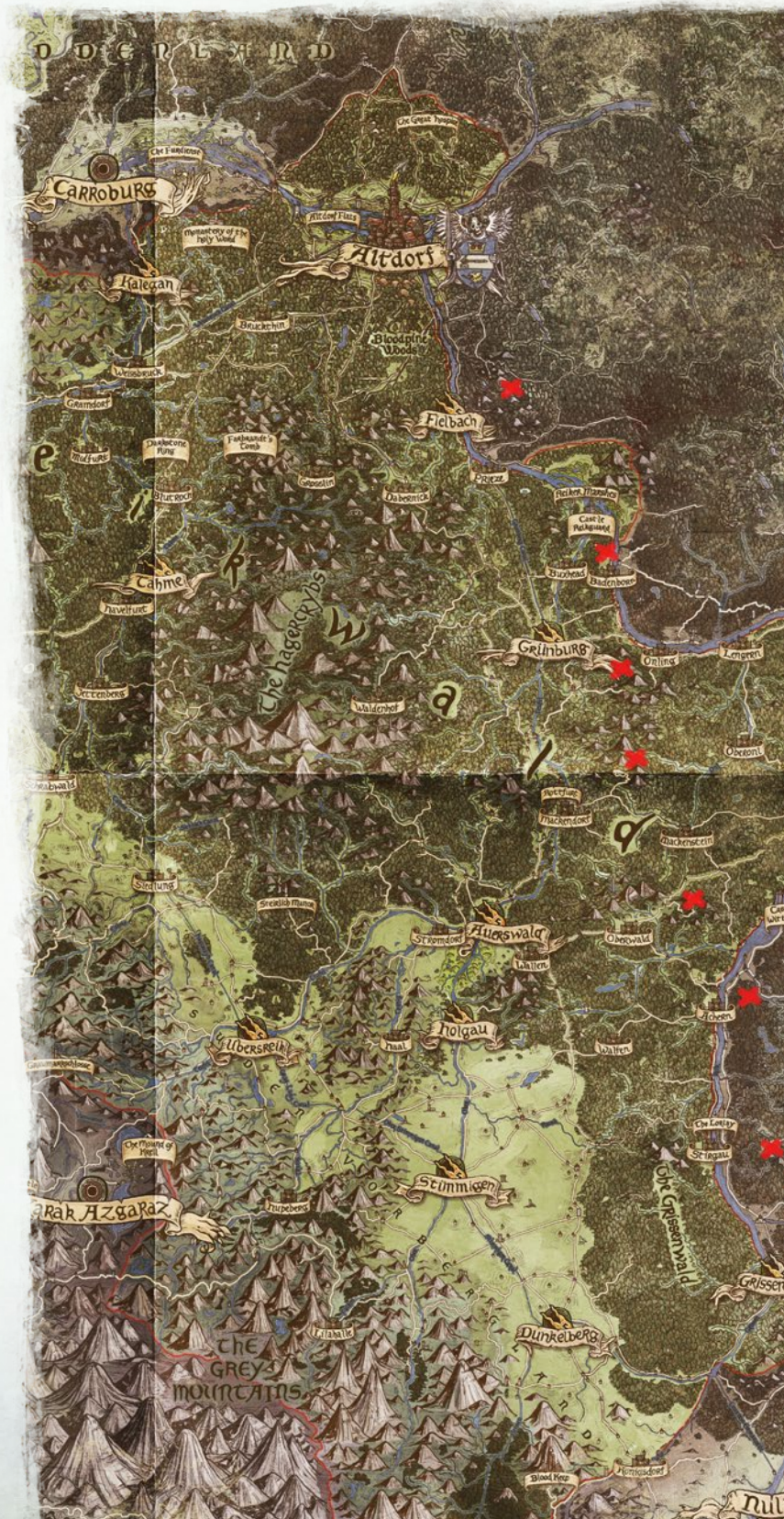
THE SIGNAL TOWERS

The Signal Tower built on the remains of Dagmar's hidden laboratory plays an important role in the events of **Death on the Reik**, but it is not a singular creation. There are currently several of the devices being built across the Empire, with the initial line designed to connect Altdorf and Nuln. If your Characters take an interest in the effort by assisting the Dwarf workcrew, you can use the material in this chapter as a basis for further exploration of the Semaphores which, to the average Imperial citizen, appear to operate by what is essentially magic.

Communications within the Empire are typically slow. News travels at the speed of a coach or a river barge, and until recently, military dispatches were limited to the speed of a rider on a fast horse. While some magical communications exist — certain Colleges use them, and the temples of Verena are known to be in regular contact with each other regardless of distance — the Emperor decided that a new, quicker form of communication was needed, that did not rely on magic and the uncertain loyalties of organizations that are not directly under his control. Thus, by a decree of 2510, Emperor Karl-Franz instituted the Imperial Semaphore Service.

So far, one chain of signal towers has been substantially completed, running in nine stages between Altdorf and Nuln. It has been estimated that a message from one city can reach the other in less than an hour, and initial tests are planned as soon as construction is complete. Building crews from the Dwarven Engineers' Guild, like the one the Characters encounter near Castle Reikguard, are hard at work finishing the great structures, while Imperial surveyors are scouting locations for further chains connecting the capital to the Empire's other great cities, and beyond them to key border forts and passes.

When the network is complete, it is estimated that an alarm from anywhere in the Empire will be able to reach Altdorf in less than half a day, allowing Electoral and Imperial forces to respond to any threat — from armies of Chaos pushing through Kislev to Greenskin hordes pouring through Black Fire Pass — with a speed and flexibility previously unknown.



CONSTRUCTION

Situated on hilltops and other prominences within sight of each other in clear weather, the signal towers are built of stone using the strongest and most durable Dwarven techniques. They vary in height, but the apparatus at the top is always the same.

SPIRAL RAMP

Running around the outside of the tower's base, a spiral ramp allows personnel and supplies to reach the lowest level. The door at the top of the ramp is heavily fortified and is winched up and down rather than opening on hinges. In the event of an attack, the crew need only lower it to be relatively safe: it is too heavy for outside forces to raise, and the ramp outside is too narrow to permit the use of a battering ram.

LIVING QUARTERS

The towers are designed for a crew of six: two officers and four observer-operators, divided into two twelve-hour shifts of three people each. The living quarters are sufficient for three people: an economy that pleases the Imperial treasurers more than the crews themselves.

THE BEACON

A great fire, backed by a huge mirror, is laid behind an iron shutter, which opens on the side of the tower that faces the capital. This allows urgent messages to be sent to Altdorf even at night, although messages from the capital must wait for daylight and are sent using the semaphore paddles.

THE PYLON

The tower is topped by a circular wooden structure, equipped with a Dwarf-built crank-and-gear mechanism that allows it to be rotated to face either one of its neighbours. There is an observer's post with a telescope and an operator's post with controls for the semaphore paddles. Each position is equipped with a writing surface, and a locked strongbox holds a pair of code-books — one for the operator and one for the observer — along with a supply of parchment, pens, and ink. The key to the strongbox is held by the duty officer, who is also charged with destroying the code-books in the event of an attack. Picking the lock on the strongbox requires 5 Success Levels with a **Challenging (+0) Pick Lock** Test: attempts to break it open must overcome its Toughness of 50 and 25 Wounds.

SUPPORT AND SUPPLY

Because the towers are often built in remote places — the greater part of the Altdorf to Nuln chain runs through dense and dangerous forests — they and their crews must be able to hold out for weeks or even months without seeing another soul. Each tower is equipped with a capacious cellar beneath the floor of its living quarters, capable of holding enough non-perishable supplies for three months.

The Emperor's plan calls for fresh supplies to be brought every four weeks from the nearest town or city, if necessary in armoured carts escorted by local troops. This has not yet been put into practice, and some Imperial counsellors worry that local forces from a small town or village could not guarantee to get supplies through in the event of an attack by Beastmen, or — in some cases — even prolonged bad weather. This part of the plan is under review, and among the options being considered is the construction of garrisoned depots at the settlements in question, with supplies and relief troops ready to respond to any alarm. However, many questions remain to be answered, including how these depots will be paid for and how, exactly, the tower can raise an alarm that will be heard at a depot several leagues away.

CAREERS

Crews for the semaphore towers are still being recruited, largely from the local military forces in their home areas. Most successful recruits have at least one level as a Soldier or Scout; all are required to have the *Read/Write* Talent, and before taking up their assignments all are trained in the Imperial semaphore alphabet and the use of a standard code-book.

While a posting at a remote signal tower does not offer many possibilities for wide-ranging adventures, Characters may wish to join a semaphore crew temporarily for some adventure. As mentioned above, all applicants must be literate. Those with Leadership are eligible to be officers. Other Skills and requirements are for the GM to decide, depending on how important the posting is to the adventure: military backgrounds are considered desirable, but in remote or especially dangerous places the authorities take whomever they can get.

ADVENTURE SEEDS

In **Death on the Reik**, the Characters encounter a semaphore tower that is built on the ruins of an earlier structure with an unknown past and some dangerous inhabitants. Other towers might offer different possibilities for adventure. Here are some ideas.

STATE SECRETS

Each tower is equipped with a code-book that holds the standard Imperial codes for transmitting military secrets and other sensitive information. Truly sensitive messages are transmitted down the line using top-secret ciphers that are not in the standard books, so that the crews do not know the contents of the messages that they are passing on.

Even so, there are some people who would pay well for a current set of Imperial codes, ranging from disaffected Electors to would-be rebels, cultists bent on causing confusion, and the spies of foreign powers.

While the Characters are at a signal tower — forced there by bad weather or marauding Beastmen, perhaps, or having gone there on some other errand — they contend with a spy or thief who tries to steal the tower's code-book. Alternatively, the Characters themselves might be hired to steal the book, or — a little farcically — to replace a faulty volume with a corrected one without the crew's knowledge. This might be because the authorities want to avoid the embarrassment of admitting to a mistake, or it might be an exercise to expose an enemy agent who has been intercepting signals with the help of an accomplice at the tower.

THE ALTDORF IMPERIAL SOCIETY OF PIGEON FANCIERS

While the towers are poorly understood, many are quick to talk up their supposed capabilities. It is generally presumed that they will make many forms of communication, such as writing, or perhaps speaking, obsolete. Many are put out by this suggestion, but few more so than the Altdorf Imperial Society of Pigeon Fanciers. They have come up with various plans to interfere with the towers, culminating in the despatch of a half dozen pigeons laden with small incendiary bombs to roost in the tower! One fire has already started, and the smell of roast fowl abounds. Can the Characters prevent the entire tower from going up in smoke?

BESIEGED!

The forests of the Empire are full of Beastmen and worse things, and Characters travelling through the deeper woods may find themselves pursued. They may be taking supplies or equipment to a new tower, or engaged in some other adventure in the area, but suddenly they find themselves pursued by a horde of enemies so numerous that their only hope lies in flight. They reach a signal tower mere minutes ahead of their pursuers and must persuade the crew to open the door and let them in before the enemy arrives. An alarm is set up and sent down the line, but it takes a day or more for a relief force to arrive and the tower must be defended until then.



The first wave of attackers breaks on the near-impregnable tower, and a period of quiet follows as the enemy leaders consider their options. There may be drumming and chanting in the woods, infiltrators and assassins climbing the walls, destructive spells, summoned Daemons, and other forms of attack, all of which the Characters must thwart. For added fun, perhaps one of the tower's crew is a secret cultist, who decides to throw in his lot with the Chaotic horde outside and begins a series of grisly, ritual murders in secret.

KING OF THE HILL

The foot of the tower stands on a small hill that the Imperial surveyors took to be a natural feature — but in fact, is an ancient burial mound going back to pre-Sigmarite times. The mound's owner, a Ghost, Cairn Wraith, Tomb Banshee, or other powerful Undead creature, sets out to destroy the tower and punish its crew.

The creature may be alone, or it may be the remains of an ancient chieftain or chieftainess who was buried with a retinue of servants and warriors — now lesser Undead creatures, such as Skeletons and Zombies — who climb the tower and try to dismantle it stone by stone while their leader deals with the terrified mortals within. To make things even more horrific, the Undead leader may have a rare Trait which causes those he or she kills to rise as Zombies or other Undead creatures a few Rounds after their deaths.



CHAPTER 10

DECK IT OUT



The standard boats shown on pages 32-33 represent the typical vessels encountered on the Empire's waterways, but there are many ways to modify a craft, if one has the money. Modifications may add to Vehicle Encumbrance, for every added point of Vehicle Encumbrance lose a point of Carries.

HULL

ARMOUR PLATING

Cost: 150 GC (Bronze); 200 GC (Iron) per 10 feet of length.

Weight (per 10 feet of length): +100 Encumbrance points (Iron); +115 Encumbrance points (Bronze).

A thin sheet of bronze or iron adds 1-2 Armour Points to a boat's hull, but it increases a boat's weight and needs regular maintenance, which involves hauling the boat completely out of the water and scraping the hull.

Bronze: 1 AP; must be scraped at least once every three months or oxidation reaches a point where the surface becomes pitted and riddled with river weed, increasing drag and reducing manoeuvrability (M -1, **Boat Handling** Tests -10). This does not affect armour value.

Iron: 2 AP; must be scraped at least once per month or blooms of rust erupt, increasing drag and reducing manoeuvrability (M -1, **Boat Handling** Tests -10). Failure indicates that the iron plates have rusted, losing all armour value.

THE FASTEST BARGE ON THE REIK

These rules allow for Characters to customise their barge to their liking, increasing its speed, defensive, and offensive capability. You will notice that prices are quite high – this is both because skilled artisans don't work for free, and because Characters engaged in a good deal of trading up and down the Reik may have an excess of gold from which they must be parted.

These upgrades work best if you provide your Characters with some opportunity to benefit from them. Make use of the river encounters found throughout this book to challenge your Character's presumed mastery of the Empire's waterways. Should they be overwhelmed and robbed by pirates, they may well wish to deck out their barge with some weaponry and armour in the future. If they do, be sure to have the pirates revisit, haughtily setting upon a known 'easy mark,' only to find hidden guns and armoured plating awaiting them...

RACING HULL

Cost: 220 GC per 10 feet of length.

Weight: -50 Encumbrance points per 10 feet of length.

Wealthy nobles are addicted to contests and wagering, as everyone knows. In an effort to outdo their fellows, some wealthy boat owners have sunk immense sums into research and craftsmanship, in search of the perfect hull shape for speed. A racing hull is as smooth as glass and cunningly shaped to reduce drag to a bare minimum, allowing the boat to travel at up to twice its normal Movement rate.

A boat with a racing hull is tricky to control, though, and requires a **Difficult (-10) Boat Handling** Test every hour. On a Marginal (-1 SL) or Normal Failure, Movement cannot exceed the normal rate; on an Impressive Failure (-4 SL), Movement is half normal; and on an Astounding Failure (-6 SL or less), the hull is damaged and the boat cannot exceed half normal Movement until it is repaired at a cost equal to half the cost of the hull, as above.

Normal repairs to a racing hull cost twice the normal rate given on page 30, and require finer craftsmanship: all relevant Tests are one step more difficult than usual.

SMOOTHING

Cost: 40 GC per 10 feet of length.

Weight: None

Less radical than a racing hull is the process of smoothing a boat's hull with sand and abrasive rocks, to remove any irregularities that might cause unnecessary drag. Initial smoothing of a hull takes at least a week at a boatyard and gives the boat M +1.

Repairing a smoothed hull costs 50% more than normal (see page 30); cheaper repairs lose all the benefits of the smoothing.



STEERING

BROAD RUDDER

Cost: 5 GC (row boat); 25 GC (fishing skiff); 50 GC (typical barge or patrol boat); 120 GC (large barge).

Weight: 5 Encumbrance Points (row boat); 20 Encumbrance points (fishing skiff); 40 Encumbrance points (typical boat or patrol boat); 80 Encumbrance points (large barge).

A larger rudder improves steering, but requires a stronger helmsman because of increased water resistance. Every **Boat Handling** Test must also be accompanied by a **Strength** Test; if the **Strength** Test is successful, its SLs may be added to those of the **Boat Handling** Test. There is no penalty for an ordinary failure on this additional **Strength** Test. However, an Astounding Failure or Fumble results a sudden swing of the runner sending the unfortunate Character head first into the water!

FORE-AND-AFT RUDDER

Cost: 8 GC (row boat); 30 GC (fishing skiff); 60 GC (typical barge or patrol boat); 120 GC (large barge).

Weight: 35 Encumbrance Points (small fishing boat; small river boat); 55 Encumbrance Points (medium river boat); 95 Encumbrance Points (large river boat).

For maximum manoeuvrability, a second rudder may be added to the bow of the boat. This reduces the boat's Movement score by -1, but given a trained crewmember at both rudders, all **Boat Handling** Tests involving steering receive a +20 bonus.

WATER BRAKES

Cost: 10 GC (row boat); 45 GC (fishing skiff); 75 GC (typical barge or patrol boat); 140 GC (large barge).

Weight: 15 Encumbrance Points (row boat); 40 Encumbrance points (fishing skiff); 50 Encumbrance points (typical boat or patrol boat); 110 Encumbrance points (large barge).

This apparatus consists of two broad wooden flaps that can be unfolded from the sides of the boat. When going upstream, opening the brakes increases drag and reduces Movement by 1-2 points, depending on whether they are opened halfway or fully. Going downstream, they catch the current and increase Movement by a similar amount.

SUPERSTRUCTURE

ARMOURED WALLS

Cost: 15 GC (row boat); 60 GC (fishing skiff); 120 GC (typical barge or patrol boat); 300 GC (large barge).

Weight: 15 Encumbrance Points (row boat); 40 Encumbrance points (fishing skiff); 80 Encumbrance points (typical boat or patrol boat); 160 Encumbrance points (large barge).

The walls of any cabin or other superstructure are reinforced with iron plates. Any Character or NPC behind an armoured wall counts as being in Hard cover (**WFRP**, page 161) and ranged attacks against them are Very Hard.



GUN PORTS

Cost: 15 GC (small); 85 GC (large).

Weight: +0 Encumbrance points.

Cut into a boat's raised gunwales (see below) or the walls of a superstructure, gun ports are closable hatches that allow a missile weapon to be fired from behind cover. Large gun ports can accommodate cannon, ballistae, and other crew-served weapons, while small gun ports are intended for single-user guns, bows, and crossbows.

Opening or closing a gun port counts as a single action.

LUXURY CABINS

Cost: 155 GC per cabin.

Weight: 40 Encumbrance points per cabin.

The Empire's wealthy like to travel in comfort and the kind of cabin that one finds on a noble's barge is very different from one on a trading or passenger vessel. For the indicated cost, and taking the space of two normal cabins, a traveller can ply the rivers in comfort and style. At your discretion, any **Fellowship Tests** made by the owner of a luxury cabin gain a +10 bonus, provided they are made within the cabin itself.

RAISED GUNWALES

Cost: 5 GC (row boat); 15 GC (fishing skiff); 30 GC (typical barge or patrol boat); 45 GC (large barge).

Weight: 5 Encumbrance Points (row boat); 20 Encumbrance points (fishing skiff); 35 Encumbrance points (typical boat or patrol boat); 60 Encumbrance points (large barge).

The hull extends upward to about waist height on a Human character. As well as blocking high waves from washing onto the deck and potentially swamping the boat, gunwales offer medium cover to anyone crouching on the deck (**WFRP**, page 161); ranged attacks against them are Hard.

STRIPPED

Cost: 20 GC (row boat); 50 GC (fishing skiff); 150 GC (typical barge or patrol boat); 250 GC (large barge).

Weight: -10 Encumbrance Points (row boat); -15 Encumbrance points (fishing skiff); -45 Encumbrance points (typical boat or patrol boat); -80 Encumbrance points (large barge)

A boat can be stripped of all cabins and superstructures, either to lighten it or to maximize cargo space. Stripping a standard boat costs the indicated amount; building a stripped boat costs 75% of the normal price. Weight is reduced as shown above, and cargo space is increased by 75% over the normal capacity.



RIGGING

FLYING JIB

Cost: 5 GC (row boat); 20 GC (fishing skiff); 40 GC (typical barge or patrol boat); 80 GC (large barge).

Weight: 5 Encumbrance Points (row boat); 25 Encumbrance points (fishing skiff); 45 Encumbrance points (typical boat or patrol boat); 70 Encumbrance points (large barge).

A flying jib is an extra foresail and requires a bowsprit to be added to the boat; this increases length by 10%. Unfurled in a tailwind, the flying jib gives the boat an extra +5% Movement over the amount given in the wind table (page 28). It has no effect in sidewinds, and doubles the Movement penalty for a headwind.

RACING RIG

Cost: 8 GC (row boat); 30 GC (fishing skiff); 60 GC (typical barge or patrol boat); 120 GC (large barge).

Weight: 5 Encumbrance Points (row boat); 15 Encumbrance points (fishing skiff); 25 Encumbrance points (typical boat or patrol boat); 50 Encumbrance points (large barge).

As well as developing racing hulls (see above), the wealthy boat-owners of the Empire — or rather, the talented boat-builders in their employ — have developed a system of sails and rigging designed for speed, at the expense of some sturdiness. A racing rig allows a boat an extra +10% Movement over the amount given in the wind table (page 28), but only in a tailwind or a sidewind. In a headwind, the Movement penalty is reduced by -5%.

A racing rig includes a flying jib (see above), and the advantages of the two do not stack.

This speed comes at a cost, though. The complex racing rig requires an expert crew, imposing a penalty of -10 to all **Boat Handling Tests**. In addition, all hits to the rigging cause double normal Damage.

OARS

CLOSED ROWLOCKS

Cost: 5 GC each.

Weight: 5 Encumbrance points each.

A rowlock is a kind of bracket that holds an oar on a rowing vessel. Most are either C-shaped wooden stops built into the gunwale or U-shaped iron fittings that swivel with the oar's movement. In either case, an oar can come out of its rowlock if a **Row** Test is failed, taking one action to replace it before rowing can resume. Closed rowlocks solve this problem. The oar may be threaded through a hole in the gunwale, or lashed to a standard rowlock with leather straps, but in either case it physically cannot come out.

SPOONS

Cost: 5 GC each.

Weight: 0 Encumbrance Points each.

Standard oars have long, narrow blades, which are good for most purposes. Spoons, as their name suggests, have a shorter, wider, curved blade that can exert more pressure on the water — but they require strength to operate properly. When using spoons, a rower may make a **Strength** Test when speed is required, and if successful may add his or her Strength Bonus in yards to the boat's Movement for that round.

WEAPONS

CONCEALED WEAPONS

Some pirates, and others who want to appear harmless, conceal their boat-mounted weapons behind hatches and inside false crates, only revealing them when ready for action. Any of the weapons in this section can be made concealable, by increasing both the cost and encumbrance by 10%.

Even some honest folk do the same — while a visible gun can do a good job of frightening off potential attackers, it also attracts the attention of passing Riverwardens.

BALLISTAE

Ballistae are giant crossbows that fire iron-capped bolts the size of fence posts. They can spit a person or creature like a chicken, or punch a nice, neat hole in a boat's hull. Ballistae are normally mounted on swivels, allowing them a wide arc of fire.

CANNON

Cannon are hard to come by, dangerous to use — and terrifying to anyone looking down their barrels. The largest cannon are restricted to fortresses, but small and medium weapons can be mounted on boats. The River Patrol tends to take a dim view of cannon-armed vessels that are not clearly attached to some kind of military force, and adventurers found in possession of cannon will have to work quite hard in order to prove that they are not pirates.

Cannon can take three different kinds of load:

Ball is a standard cannonball, which smashes into its target with terrible effect. A cannon loaded with ball gains the *Impact* Quality. This is the load of choice when trying to damage or sink another vessel or demolish a building.

Grapeshot is a bag of lead balls that turn the cannon into a giant shotgun. A cannon loaded with grapeshot gains the *Blast* 5 Quality. This load is used against groups of enemies — for example, to clear the decks of a vessel before boarding.

Chain Shot consists of a pair of iron balls connected by a chain. Fired from a cannon, they scythe through the air, slicing through soft targets and wrapping violently around hard ones. A cannon loaded with chain shot gains no new qualities but causes an automatic Critical Hit to the Rigging location if the Ranged Test achieves an Impressive Success (+4 SL) or better. Chain shot was developed to destroy an enemy vessel's sails quickly, leaving it dead in the water.

Cannon may be mounted in the prow of a boat, or the stern, or on one or both sides. Unlike a ballista, a cannon cannot swivel and may only fire straight ahead, astern, or abeam, depending on its location.



CATAPULTS

Catapults are indirect-fire weapons that throw rocks, bombs, or incendiaries in a high arc, bringing them crashing down on the heads of the targets. They are simple to build but tricky to aim, especially against a moving target. Catapults are not easy to aim, requiring 2–3 actions to move them, according to their size.

MORTARS

A mortar is the blackpowder equivalent of a catapult, firing a heavy ball or a bomb in a high arc. On the battlefield, they are used mainly in sieges, throwing explosives over castle walls to wreak damage in the courtyard. They are rarely seen on boats, except those employed as floating siege batteries by the navies of the Old World's wealthier nations. As with cannon, possession of a mortar is sufficient to arouse deep suspicions on the part of the authorities.

Like medium catapults, mortars require 3 actions to move them, making them awkward to aim precisely.

MUSKET RESTS

Cost: 1 GC each.

Weight: 1 Encumbrance point each.

Forked poles set up along a boat's rail support the barrel of a blackpowder longarm, such as a blunderbuss, a Hochland long rifle, a repeater handgun, or a volley gun. This makes the weapon easier to aim (+10 to hit) but requires an action to place the weapon in the rest after reloading.

RAM

Cost: 15 GC (small river boat); 30 GC (medium river boat); 60 GC (large river boat).

Weight: 30 Encumbrance points (small river boat); 60 Encumbrance points (medium river boat); 120 Encumbrance points (large river boat).

A metal ram can be fitted to the front of a boat, ensuring that in any head-on collision, the other vessel takes all the damage. It also gives the boat 5 AP at the front. Possession of a ram is taken by the River Patrol and other authorities as evidence of the crew's intent to ram and sink other vessels, and anyone with a ram on their boat had better be able to produce a letter of authorization from a local noble or some other power unless they want to be taken for pirates.

SWIVEL GUNS

A swivel gun is similar to a blunderbuss, but larger. Because of its weight, it is normally mounted on a swivel or tripod, although some Ogre mercenaries have been known to use them hand-held.

VOLLEY GUNS

The volley gun looks similar to a repeating handgun, but all the barrels are set to fire at once. There are normally seven barrels: one in the middle, with six more clustered around it in a hexagonal shape. While deadly to those in front of it, a volley gun can also be dangerous to an inexperienced user. Every time it is fired, the user must make an **Average (+20) Endurance** Test, suffering 1 Wound for each level of Failure as the weapon kicks violently against the shoulder. On an Astounding Failure, the user takes a Critical Hit to the shoulder: use the Arm Critical Wound Table (**WFRP**, pages 175–176), adjusting details as necessary to reflect a shoulder hit.

BOAT-MOUNTED WEAPONS

Weapon	Price	Enc	Availability	Range	Damage	Qualities and Flaws*
Ballista	30 GC	20	Scarce	100	+12	Accurate, Impale, Penetrating, Reload 3
Cannon (small)	40 GC	30	Scarce	50	+10	Blast 2, Damaging, Dangerous, Reload 4
Cannon (medium)	100 GC	50	Exotic	75	+14	Blast 3, Damaging, Dangerous, Reload 6
Catapult (small)	20 GC	25	Scarce	50	+10	Damaging, Impact, Imprecise, Reload 3
Catapult (medium)	40 GC	40	Scarce	75	+15	Damaging, Impact, Imprecise, Reload 3
Mortar	50 GC	50	Exotic	30	+20	Blast 5, Damaging, Impact, Dangerous, Reload 4
Swivel Gun	20 GC	5	Rare	30	+15	Blast 2, Dangerous, Reload 4
Volley Gun	10 GC	5	Exotic	50	+9	Blast 2, Dangerous, Reload 7

These weapons belong to the Engineering specialisation. **Note:** Ballista and Catapults don't have the Blackpowder quality.

PROPULSION

MAGICAL

For a price, some Wizards will enchant a boat so that a wind blows constantly into its sails, or the water moves constantly under its hull, increasing its M score by up to 3 points and/or making it immune to weather and other factors that normally impede a boat's Movement. These enchantments are normally temporary and always fantastically expensive, and it is left up to you to decide whether or not the Characters can have access to them at any time.

On very rare occasions, normally tied to the main plot of an adventure, a group of Characters might be loaned a magical boat by an Elf or Dwarf ruler, or perhaps by the head of one of the Colleges of Magic — but they will never be sold or given one outright.

That said, though, it can be fun for Players to experiment with spells and see how they can use them to improve their vessel's performance, sturdiness, and other features, and this should be encouraged, especially between adventures. Success can bring some small temporary benefits, and failure should be entertaining as well as frustrating.

STEAM

Cost: 500 GC.

Weight: 200 Encumbrance points.

The Dwarf Engineers' Guild and the Imperial Engineers' School have both been developing steam engines, and one could be adapted to drive a boat. Of course, a steam engine is large and heavy, and will take up a considerable amount of space that could otherwise be devoted to cargo and/or passengers: about half of a boat's carrying capacity seems about right. This includes storage for enough coal to keep the boat running for a week, or enough wood to keep it running for two days.

A boat powered by a steam engine can maintain its standard Movement rate for as long as the fuel holds out, regardless of wind direction. It requires tending by a qualified engineer, with **Trade (Engineer)** Tests made in place of **Boat Handling** Tests. Steam engines can be unreliable, though, and despite their size and bulk their mechanisms are easily upset. Whenever a double is rolled on a failed **Trade (Engineer)** Test, or the result is an Astounding Failure, or the boat takes a Critical Hull Hit, roll on the following table:

STEAM ENGINE MALFUNCTIONS

D100 Roll	Result
01–40	Stutter: The engine judders a little and loses steam. For the next 1d10 rounds, the boat drifts downstream at 25% of its normal Movement rate.
41–60	Steam Leak: A jet of steam shoots out from the boiler. Whoever is tending the engine must make an Initiative Test or be scalded for 1d10 – 5 Wounds (minimum of 1), regardless of armour.
61–80	Pressure Loss: The engine stops working. The boat drifts downstream at 25% of its normal Movement rate until a successful Challenging (+0) Trade (Engineering) Test is made to re-start the engine. After the engine is restarted, it takes 5 – SL rounds until the steam pressure builds back up sufficiently to propel the boat.
81–90	Fire Out: Water somehow gets into the engine's fire-box, putting it out and preventing the engine from working. It takes 2d4 rounds to rake out the sodden coals and replace them with dry fuel; then a successful Trade (Engineering) Test is made to re-start the engine. After the engine is restarted, it takes 5 – SL rounds until the steam pressure builds back up sufficiently to propel the boat.
91–95	Tank Rupture: An important plate in the engine's workings springs, releasing all the steam. The engine cannot be repaired until it has cooled, which requires raking out the coals (see above) and a wait of 20 + d10 minutes. Then, a successful Difficult (-10) Trade (Engineering) Test must be made to repair the engine, and another, Challenging (+0) Test to restart it. After the engine is restarted, it takes 5 – SL rounds until the steam pressure builds back up sufficiently to propel the boat.
96–00	Explosion: The boiler explodes, destroying the engine and causing Critical Hits to both hull and superstructure (see page 29). Anyone in the same compartment as the engine suffers 12 points of Blast and Impact Damage.

CHAPTER 11

TRADING RULES



The roads and waterways of the Empire are bustling with trade, and in **Death on the Reik** the Characters have plenty of opportunities to do some trading. The following rules are designed to help you handle this.

It should be noted that most trading groups have established relationships and long-standing contracts to ship bulk goods. These contracts are the reserve of talented merchants, litigants, the nobility, and others of means, and as such are inaccessible to the typical adventuring party. In any case, the profits are quite modest. Such trades are best handled by a Character in the Merchant Career, using the Income Endeavour on **WFRP** page 198.

These rules represent the casual trading opportunities that Characters may take on during their travels on the waterways of the Reikland. It is at your discretion if the gold made from these trades is exempt from being lost to the *Money to Burn* rules presented on **WFRP** page 195. If you choose to allow Characters to accumulate vast amounts of wealth, remember that the cost of living, taxation, banditry, boat repairs or upgrades (see **Chapter 10**) and lock fees should all take their toll on any profits that are generated. While some Characters will find the accumulation of wealth a worthy goal in its own right, it is

possible that they may gather more money than they know what to do with, trivialising major purchases, and ultimately giving rise to the question of why such wealthy individuals partake in the dangerous business of adventuring at all...

THE MERCHANT LIFE

There are three basic steps to any trade — buying a good cheaply, taking it somewhere else, and selling it for a profit. Rules for this are given below, but it's important to remember that most steps are somewhat abstracted. While the Character may simply ask the question as to what's for sale, they must actively hunt around for (somewhat) honest merchants, test goods for quality, arrange stevedores to load crates onto their barge, and so on. These details are typically not the stuff of grim and perilous adventure, but it may be worth mentioning a little of the process for time to time to give flavour to the proceedings. If the Characters are hard done by at one settlement by a canny merchant, feel free to remind them of the sniggers of the dockhands the next time they return. Conversely, if they make a killing selling grain to hungry townsfolk, mention the shifty glances they receive or the inflated harbour fees they are charged when next they visit. Never let the business of business eclipse the character and flavour that the Old World has to offer.



BUYING

In most cases, the carrier will actually buy a cargo at one end and sell it at the other, rather than simply being paid for carrying it. This is mainly to protect the merchant — after all, paying an otherwise unknown barge crew to deliver a cargo risks the loss of both the merchant's fee as well as their goods! When the Characters arrive at a place looking for a cargo, there are four things that they will want to know: whether a cargo is available; what it is; how much there is; and how much it costs.

1. AVAILABILITY OF GOODS

To decide whether there is a cargo needing to be carried, refer to the Produces column in the Gazetteer of the Reikland (page 75). Any listing other than Subsistence means that there is the possibility of a cargo of that type. Trade means that there may be a variety of goods available. Such 'bulk' goods are typically regarded as Common (WFRP, Chapter XI). To determine if a cargo is available, look to the Size and Wealth columns for that settlement.

The Size and Wealth ratings are added together, then multiplied by 10 to determine the odds of finding a cargo to trade. For example, a Hamlet with a population of just 72 people Size (1) with a Wealth Rating of Average (2) would have a combined total of $3 \times 10 = 30\%$ chance of having a cargo for trade on any given day. Roll 1d100, and if the result is less than or equal to this figure, the Characters locate a merchant with a cargo to sell.

If a Settlement has Trade listed in the Produces column, then it is a local trade hub, with merchants of all sorts using the docks to route their cargo across the Reikland. You should roll twice for such Settlements — once to see if any local goods are available, and again to see if another, random cargo is available (see Type of Cargo).

2. TYPE OF CARGO

If the Settlement where the cargo is being picked up has a particular type of bulk goods listed in the Produces column of the Gazetteer, then this is the type of cargo on offer. Where more than one commodity is listed, choose one at random.

If the place has no bulk goods listed in the Gazetteer, either select a cargo or generate one randomly from the Cargo Table. Settlements with Trade listed in the Produces column as well as at least one other bulk good have a chance of both having a local cargo on offer, as well as a chance of a second bulk good available, chosen at random from the Cargo Table.

3. SIZE OF AVAILABLE CARGO

For the purposes of these rules, the size of a cargo is measured in Encumbrance points. Your barge, cart, or horse carries an amount of Encumbrance determined by the Carries capacity listed on page 33, or WFRP, page 306. To determine how many Encumbrance points of cargo are available, add the Settlement's Size and Wealth together, and multiply by the result of rolling 1d100 and rounding that result up to the nearest 10. For example, Dorchen is a Village Size (2) with an Average Wealth (2), giving a total of 4. Rolling a d100, we get a result of 36, which rounds up to 40. Multiplying this by 4 gives a result of 160, which is the final size of the cargo available for trade in Dorchen.

Trading Centres

If a place is listed in the Gazetteer as deriving its Wealth from Trade, you should reverse the result of the d100 roll used to determine the size of the cargo and choose the larger of these two results. In the example above, the result of 36 would be reversed to 63, which would be rounded up to 70 to give a final cargo size of 280.

COMMUNITY SIZE

Settlement Type	Population	Size Rating
Hamlet	Up to 200	1
Village	Up to 1,500	2
Town	Up to 10,000	3
City	Greater than 10,000	4

WEALTH AND AVAILABILITY

Wealth	Wealth Rating
Squalid	-
Poor	1
Average	2
Bustling	3
Prosperous	4

WHERE'S MY BRASS AND SILVER?

For the sake of convenience, the prices above are quoted entirely in Gold Crowns, as this makes the math required more straight forward. Naturally, merchants will quote their prices in Brass, Silver and Gold, and you may convert to these denominations if you wish (WFRP, page 288). For those of us more familiar with decimal currency, however, the above system is a little easier to work with.

CARGO TABLE

When you need to generate a random cargo, simply roll a d100 and consult the table below. As some goods vary in availability throughout the year, use the row opposite the current season to determine the result.

RANDOM CARGO TABLE

Chance of Finding:	Grain	Armaments	Luxuries	Metal	Timber	Wine/Brandy	Wool
Spring	01–09	10–15	16–20	21–30	31–55	56–75	76–00
Summer	01–19	20–23	24–29	30–39	40–74	75–85	86–00
Autumn	01–35	36–40	41–44	45–60	61–80	81–95	96–00
Winter	01–19	20–23	24–29	30–44	45–60	61–95	96–00

Once you have determined what cargo is available, either by using the chart above or by consulting the Produces column on the Gazetteer, use the chart below to determine the price of the final cargo. Make a note of the cargo type, the volume modifier, and the base price.

BASE PRICE TABLE

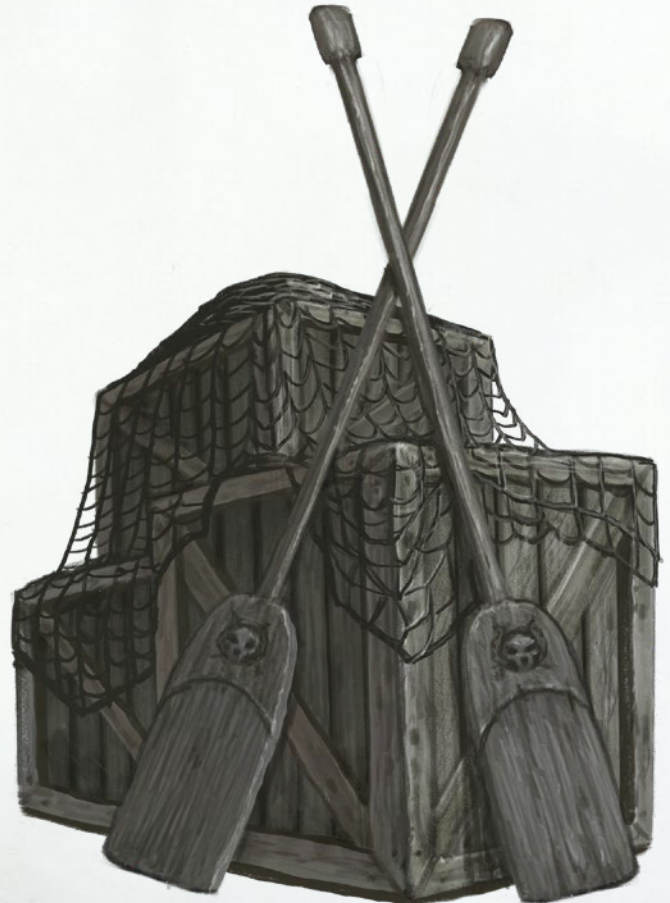
	Grain	Armaments	Luxuries	Metal	Timber	Wine/Brandy	Wool
Spring	1	12	50	8	3	n/a	1
Summer	.5	10	50	8	1.5	n/a	1.5
Autumn	.25	8	50	8	2	n/a	2
Winter	.5	10	50	8	3.5	n/a	3

Price is given in GCs per 10 Encumbrance points of cargo.

WINE AND BRANDY

Wine and Brandy are a special case, as the quality varies widely, and is quite subjective – as is the price. When purchasing a cargo of Wine or Brandy, determine the quality in secret. Note that some areas, such as Kemperbad, produce higher quality products that attract a higher price – increase the quality of such cargo by two steps on the chart below. Honest merchants quote a price that reflects the quality (see below). Unscrupulous merchants often try to pass off lower quality products as better than they actually are, charging accordingly. Using the table below, determine the final price of the cargo in the usual way, and then have a character make a **Challenging (+0) Evaluate Test** to determine the actual quality. If the Character has a Consume Alcohol skill of 50 or more, this Test becomes Average instead. If they fail, give the Character a false result proportionate to their degree of failure.

d10	Quality	Price / 1 cargo
1	Swill	.5 GC
2-3	Passable	1 GC
4-5	Average	1.5 GC
6-7	Good	3 GC
8-9	Excellent	6 GC
10	Top Shelf	12 GC



Cargo Types

Grain: A catch all term for general agricultural products of all sorts, from fish, barley and wheat, to legumes, root vegetables, and even some dried meats. The price is lowest in harvest time, and gradually rises throughout the year, into the so-called 'hungry gap' of early spring.

Armaments: Refined weapons and armour suitable for arming a militia or standing army. Available anywhere which lists Metalworking in the Produces column. These are in demand in spring, the typical time for military campaigning, but are sadly always in demand. These are typically hand weapons, leather armour, or bolts, as more exotic (and dangerous) items such as cannon and blackpowder are hauled by specialised barges. Shipping Armaments is perfectly legal, though riverwardens can't help but take an interest in who, exactly, you intend to supply.

Luxuries: This category is basically a catchall for those items only produced in specific locales (for example, textiles, pottery, glass, bricks) and genuine, imported luxuries (for example, spices, silks, etc.), or particularly fine examples of other materials, such as Mithril or Bugman's infamous XXXXXX ale.

Metal: A cargo consisting of valuable ore or processed ingots of purified copper, iron, steel, or other useful materials. The price is generally stable year-round, but an additional 10% is added to the sale price if the settlement lists Metalworking in the Produces column.

Timber: Building materials drawn from the great forests of the Empire. The price is usually best in Winter and Spring, when inclement weather makes it harder for foresters to ply their trade.

Wine and Brandy: These products both vary widely in quality and reputation, and connoisseurs will pay well for their favourite tittle. See the box Wine and Brandy for details on the highly variable price of these products.

Wool: The prime component of clothing across the Empire, wool is always in demand. Its price dips in spring when sheep are shorn.

Subsistence: Some small settlements produce almost nothing of value to trade.

4. HAGGLING

Once the type, size and base price of the cargo has been established, the Characters may negotiate with the vendor over the price by making an opposed **Haggle** Test with the merchant. This can raise or lower the price by 10%, or up to 20% if the Character has the *Dealmaker* Talent. This procedure is described in detail on page 291 of the **WFRP** rulebook.

If you wish to avoid the trouble of generating a new NPC merchant for each trading session, the Haggle Skill of a typical small merchant is usually between 32–52 — you may roll 2d10+30 to determine this, or select a score, as you prefer.

If the Characters cannot afford to purchase the entire cargo, or do not wish to, the base price per 10 Encumbrance points should be increased by 10%, to compensate the merchant for the inconvenience of splitting the load. Merchants are not at all interested in selling cargo of less than 10 Encumbrance points and will direct Characters to a general store instead.

SELLING

Once the Characters have a cargo, they can try to sell it at any place they come to. For this, they need to know whether there is a demand for the cargo, and how much will be offered.

DEMAND

Villages (Size 1 Settlements) typically have no demand for any goods, excepting grain during the spring, when carefully hoarded coins will be spent to stave off starvation. At your discretion, up to 1d10 Encumbrance points of other goods may be traded in a village, which otherwise ignore the rules below for determining Demand.

A Settlement doesn't usually have any demand for a commodity which it produces itself. The exception is Top Shelf Wine and Brandy, for which a buyer of at least d10 Encumbrance points worth will always be found on any given day.

Furthermore, Characters can never sell a cargo in the location at which you bought it — if a buyer were available, the better-connected local merchant would have found them! Characters must move on to attempt to find a buyer for any goods they have purchased or wait at least a week before attempting to sell them in the current location.

Once the Characters have arrived in a likely port, they can begin searching for a buyer for their cargo. This might be a local merchant, who will move the goods on to their final retailers, or individual business and individuals in the town. To calculate the chance of finding a buyer, multiply the Size of the Settlement by 10, adding +30 if the Settlement has Trade listed in the 'Produces' column. Roll a d100, if the result is less than or equal to the final number, a buyer is found. Failure indicates that there is no demand for the size of cargo Characters are trying to sell. If they wish, they may offer half the cargo instead — roll again against the number above. If this second attempt fails, there is simply no interested merchant offering a reasonable rate.

If a buyer is found, they make an offer for the cargo based on the table below. This is called the Offer Price.

Settlement Wealth	Description	Offered
1	Squalid	50% of the base price
2	Poor	-20%
3	Average	Base price
4	Bustling	+5%
5	Prosperous	+10%

After the Offer Price is been determined, Characters may make an opposed Hagggle Test against the buyer to increase the price, as per the rules on **WFRP**, page 291. When both sides agree on a price, the sale is complete. If the Characters are unhappy with the price available, they are, of course, free to walk away from the sale.

If the Characters have a cargo, they simply can't shift in a timely manner but which, for whatever reason, they want gone, there are always merchants on the lookout for desperate traders. Characters may always sell a cargo at any settlement with Trade listed in the Produces column for half of its base price.

EXAMPLE

The Characters call at Grünburg. This is a Town (pop. 2,900, Size rating 3), with an average Wealth (Wealth rating 2). The result of these two ratings is 5, which indicates a base 50% chance of finding a cargo. Rolling 23, you announce that the Characters are approached by Herr Schmidt, a local merchant.

As Grünburg is not known for producing any Trade in the Produces column, roll a d100 to determine what is offered. You roll a 65 — checking the Random Cargo Table, and noting that it is currently Spring, this indicates a cargo of Wine or Brandy. You decide that Herr Schmidt is a Wine dealer. You roll a d10 to check for the Quality, getting a result of 6, indicating a wine of Good Quality, with a base price of 3 GC per 10 each Encumbrance point of cargo.

To determine the amount of wine offered, you roll a d100, multiplying the result by 5 for Grünburg's Size and Wealth. The result is 46, rounded to 50, which is multiplied by 5 giving a result of 250. This is quite a sizable cargo of goods, with a base price of 750 GC.

Artur, the Merchant among the Characters, Haggles over this price with Herr Schmidt, succeeding and lowering the price by 10% to 675 GC. Happy with this deal, the goods are loaded and money changes hands.

Arriving at Kemperbad, the Characters attempt to sell their cargo. Kemperbad has a Size rating of 3, indicating a base chance of finding a buyer of 30%. Adding +30 as Kemperbad lists Trade in the Produces column gives a final result of 60%. Rolling a 45 indicates that a buyer is found.

Kemperbad has a Wealth of Prosperous (Wealth rating 4) giving an Offer Price of +5% of the original Base Price of 750 GC. This already represents a tidy profit, but a quick opposed Hagggle Test by Artur nets an additional +10%, for a total of +15% on the Base Price. The Merchant makes a final offer of 862.5 GC (862 GC and 10 shillings). The result is a final profit of 187 GC and 10 shillings. A tidy sum indeed!

THAT FEELS LIKE A LOT OF MATHS

While the rules as presented can be used to generate a supply of goods, it is ultimately up to the Characters where they attempt to find the demand. This approach has its benefits — the Characters can build their life as traders around other, more adventurous activities. However, if you wish you may use the Rumour Table as a means of sending your Characters across the Reikland in search of profitable trades. This system also has the tidy benefit of doing away with a lot of calculations, should you find them slowing down your game.

Any time the Characters stop at a likely inn, they may make a Difficult (-10) Gossip Test. If they succeed, roll a d100 to determine a location using the gazetteer on the following pages, and roll on the Rumour Table on page 78 to generate a trade rumour. Each rumour is a hint at what kind of cargo might be in high demand at that location. You should let the players try to guess what this might be — the Goods column is for the GM only. Whenever Characters bring the appropriate good in response to a rumour, they may sell as much as they wish for twice the base price for that cargo.

GAZETTEER OF THE GRAND PRINCIPALITY OF REIKLAND (2512 I.C.)

d100	Settlement	Size	Ruler	Pop	W	Produces	Garrison/ Militia	Notes
1-8	ALTDORF	4	Emperor Karl-Franz I Holswig-Schliestein	1,000,000	5	Trade, Government	1800a/ 26000b	Imperial Capital, Great Cathedral of Sigmar
9	Autler	2	Emperor	124	2	Timber, Grain	-/10c	Ferry
10	Blutroch	ST	Emperor	0	-	-	-	Wiped out by Red Pox in 2511
11	Braunwurt	1	Emperor	75	1	Luxuries (Textiles)	-	
12	Bundesmarkt	2	Emperor	105	1	Grain	-/5c	
13	Dorchen	2	Emperor	105	2	Grain	-	
14	Frederheim	2	Emperor	116	1	Grain, Wool	-	Great Hospice of Shallya nearby.
15	Furtild	1	Emperor	90	1	Subsistence	-	
16	Geldrecht	1	Emperor	56	1	Timber, Grain	-	Ferry on River Reik
17	Gluckshalt	1	Emperor	87	2	Grain	-	
18	Grossbad	1	Emperor	83	2	Grain	-/10c	
19	Hartsklein	1	Emperor	78	1	Luxuries (Pottery)	-	
20	Heiligen	1	Emperor	70	2	Grain	-	
21	Hochloff	1	Emperor	98	2	Grain	-	
22	Kaldach	1	Emperor	63	1	Subsistence	-/10b	Ferry
23	Rechtlich	1	Emperor	51	1	Subsistence	-	
24	Rottefach	2	Emperor	105	2	Grain, Wine	-	Ferry
25	Schlafebild	1	Emperor	46	1	Grain, Wine	-	
26	Teufelfeuer	1	Emperor	55	1	Subsistence	-/5c	Once burnt to the ground by the Witch Hunter Fabergus Heinzdork.
27	Walfen	2	Emperor	181	2	Bricks, Grain	-	Ferry
28-29	CASTLE REIKGUARD	3	Emperor	300	4	Government	200c/-	Seat of the Grand Prince, fortress
30-34	DUNKELBURG	3	Emperor	8,900	2	Grain, Wool	20b/150c	
35	Barfsheim	1	Emperor	77	1	Subsistence	-	Ferry
36	Gemusenbad	1	Emperor	56	1	Subsistence	-	Ferry
37	Harke	1	Emperor	37	1	Subsistence	-	Ferry
38	Ruhfurt	1	Emperor	90	2	Grain	-/10c	
39	Schattental	1	Emperor	86	2	Grain	-/15b	
40	Steindorf	1	Emperor	70	1	Subsistence	-/10c	Ferry

d100	Settlement	Size	Ruler	Pop	W	Produces	Garrison/ Militia	Notes
41	DIESDORF	2	Emperor	210	2	Grain	-/25c	
42-45	EILHART	3	Graf Johann von Hardenburg	3,200	3	Grain, Wine	25b/125c	
46-49	GRÜNBURG	3	Emperor	2,900	2	Trade, Boatbuilding	25b/100c	Ferry
50	Aussen	1	Emperor	95	1	Subsistence	-	Ferry
51	Hornlach	2	Emperor	120	2	Timber, Grain	-/5b	Ferry
52	Kleindorf	1	Emperor	40	1	Grain	-	Ferry
53	Silberwurt	2	Emperor	110	2	Grain, Wool	-/10c	
54	Wörlitz	2	Emperor	105	2	Grain	-/10c	
55-58	KEMPERBAD	3	Town Council	9,600	4	Armaments, Trade, Wine, Brandy	20b/500b	Ferry. Finest Brandy in Empire from this area, Freistadt status
59	Berghof	1	Kemperbad Town Council	85	2	Grain	-/20c	
60	Brandenburg	1	Kemperbad Town Council	95	3	Wine, Brandy, Grain	-/20b	“Echte Brandenburger,” Emperor’s favourite brandy; Ferry
61	Jungbach	2	Kemperbad Town Council	105	3	Brandy, Wine	-/15b	Ferry
62	Ostwald	1	Kemperbad Town Council	88	3	Brandy, Wine	-/15b	
63	Stockhausen	2	Kemperbad Town Council	117	3	Brandy, Wine, Wool	-/30b	
64	Merretheim	1	Graf von Falkenhayn	67	1	Subsistence	-/10c	
65	Misthausen	1	G. von Falkenhayn	43	1	Subsistence	-	Ferry
66	Naffdorf	1	G. von Falkenhayn	75	1	Subsistence	-/10c	Ferry
67	Pfeiffer	1	G. von Falkenhayn	60	1	Subsistence	-/5c	
68-74	UBERSREIK	3	Emperor	7,500	4	Armaments, Trade, Metal, Metalworking	40b/500c	Ferry
75	Buchendorf	2	Emperor	158	2	Grain, Wool	-/10c	Ferry
76	Flussberg	1	Emperor	95	2	Grain	-/15c	Ferry
77	Geissbach	1	Emperor	66	2	Grain	-/10c	
78	Halheim	1	Emperor	49	1	Subsistence	-	
79	Hugeldal	2	Emperor	316	3	Metal	50b/75c	
80	Messingen	2	Emperor	111	3	Grain, Armaments	-/20b	By Hugeldal Mine
81	Wurfel	1	Emperor	75	2	Grain	-/15c	
82	WEISSBRUCK	2	Emperor (ruled and owned by Gruber family)	359	2	Trade, Luxuries	-	Ferry, Lock House on Altdorf Canal
83	Wittgendorf	2	Baroness Magritta von Wittgenstein	150	1	Subsistence	25b/-	

GAZETTEER OF THE FREISTADT OF BÖGENHAFEN (2512 I.C.)

d100	Settlement Name	Size	Ruler	Pop	W	Produces	Garrison/ Militia	Notes
84-86	BÖGENHAFEN	3	Graf Wilhelm von Saponatheim	10,500	3	Trade, Wine, Timber	-/500c	Local market centre
87	Ardlich	2	Graf von Saponatheim	155	2	Grain, Wool	-/5c	
88	Finsterbad	2	Graf von Saponatheim	140	3	Grain, Wine, Wool	-/10c	Ferry
89	Grubevon	1	Graf von Saponatheim	90	2	Grain	-/5c	
90	Herzhald	2	Graf von Saponatheim	140	2	Timber	-	
91	Castle Grauenburg	2	Graf von Saponatheim	350	4	Government	50a, 100b/-	Seat of the von Saponatheim lands, fortress

GAZETTEER OF THE FREISTADT OF AUERSWALD (2512 I.C.)

d100	Settlement Name	Size	Ruler	Pop	W	Produces	Garrison/ Militia	Notes
92-94	AUERSWALD	3	Graf Ferdinand von Wallenstein	5,000	3	Trade, Metal	50b/400c	Ferry
95	Dresschler	1	Graf von Wallenstein	76	2	Grain, Wool	-/10b	Ferry
96	Gladisch	1	Graf von Wallenstein	50	1	Wool	-	Ferry
97	Hahnbrandt	2	Graf von Wallenstein	250	3	Armaments, Metal	50b/75c	
98	Koch	2	Graf von Wallenstein	115	2	Armaments, Grain, Metal	-/20b	Near Hahnbrandt Mine in the Hagercrybs
99	Sprinthof	1	Graf von Wallenstein	87	2	Grain, Luxuries (Cheese)	-/10c	Coaching inn, best smoked cheese in Reikland
100	Steche	1	Graf von Wallenstein	75	2	Grain, Wool	-/15c	Ferry

d100: Use this column so select a random settlement, when required.

Size: 1=Hamlet, 2=Village, 3=Town, 4=City. W=Wealth (page 71).

Garrison/Militia = A Garrison are made up of standing, professional soldiers, available at most times.

A Militia is raised from the local populace, and available only seasonally.

The letter after the number indicates soldier quality. **a**=properly drilled, well trained and equipped soldiers.

b=average troops, moderately trained and equipped. **c**=poorly trained troops, possibly required to bring their own equipment, which is generally old and/or of poor quality.

TRADE RUMOUR TABLE

D100	Rumour	Goods
1-5	That's some wedding they have planned, wot? The snootiest folk in Reikland set to attend, but they say the 'appy couple ain't ever even met! Nobles are weird, eh?	Luxuries, Wine, Grain
6-10	They say some noble has been having awful trouble with a rival - showed up one day with a sworn affidavit of royal birth and a dozen witnesses to boot! Probably nothing will come of it, but I hear some the troops are drilling just the same...	Armaments
11-15	Apparently there was a fire at a grain store. Bushels and bushels burned to ash. Going to be a hungry season out that way...	Grain, Metal, Timber
16-20	Did you hear? A new temple to Sigmar was just commissioned. Lots of Imperial money for that, though they say the locals aren't all pleased about it...	Timber, Luxuries
21-25	The Blue Pox took whole herds of cattle last season. The herdsmen are only just getting back on their feet now.	Grain, Wool
26-30	Did you hear? There's going to be a pie eating contest organised by some local Halfling. Sounds like it's going to be a laugh, especially for the bakers!	Grain
31-35	Apparently some fanatic is encouraging the locals to donate every bit of metal they have to the Engineer's Guild. Claims Morrslieb is going to fall and the Empire'll need a big old cannon to shoot it back up! Funny, but the locals don't even have a pan left to cook on...	Armaments, Metal
36-40	Did you hear? A Wizard 'as gone and moved in up the river! From a college in Altdorf, they say. Weird sort, but they 'ave some gold. Paying half the town to build a big old tower. Makes sense, don't it? Wizards gotta have a tower.	Metal, Timber, Luxuries
41-45	There's bandits at work, they say, rustling every animal wot aint nailed down. The 'torities don't give a wet pickeral. The locals are up in arms - or they would be, if they 'ad any...	Armaments, Grain
46-50	You know, they say that woods are haunted over that way.. don't laugh! There ain't a single forester working as they should be, and even the poachers ain't going after deer in them forests.	Grain, Timber
51-55	There's a strange lot settling down there. Unusual names, unusual tastes. Dancing naked under Morrslieb they say! Still, plenty of crowns to pay folk to look the other way. One good Witch Hunter'd put them right though...	Luxuries, Wine
56-60	Did you hear about the Elf over the way? Came from Ulthuan they say, looking to find some old Elf bones, or ruins, they say, and paying good money to anyone with a strong back to dig it out. Can't see why there'd be anything there to find though. This is the Empire, not some Elf forest!	Timber, Metal
61-65	Did you hear there's a Witch Hunter abroad? They burned half the town down trying to set a pyre to burn some goat that predicted the future, only it turned out the goat got it wrong so everything was alright.	Timber, Metal
66-70	They say there's famine brewing beyond. Bad harvests and some kind of big rats got into the stores... They had to call in some gang of Ratcatcher from three towns over to deal with 'em. Must have been big rats, eh?	Armaments, Grain, Wool
71-75	Some 'artist' has apparently set up a 'retreat' up the river. Going to host a big display of their art, and invited half the province! Still, they say the art has an odd effect on folk who lay eyes on it, so lucky for me I've only the one eye anyway!	Luxuries, Wine
76-80	A gang of Dwarfs fresh from the mountains has moved in just down the river. They say they got into some scuffle in the bar on their first night, and now owe the proprietor some kind of life debt! Anyway, they're remodelling the whole inn for her by way of apology - be nice when it's done.	Tool, Timber, Wine or Brandy
81-85	There's trouble brewing over that way! I heard Beastmen have been spotted but the militia have been disbanded on account of a bad harvest last year! Bad news, I say.	Armaments, Grain
86-90	Did you hear that the watch there has hired an Ogre! I know. Can barely keep the thing fed, and an honest criminal can't hardly make a living for fear of being eaten...	Armaments, Grain
91-95	Some Dwarf smith has moved in - no idea why she chose there. Been smithing like crazy ever since, and selling all she makes for next to nothing. Some says those pots are cursed, but I got one and it only leaks a little bit!	Metal
96-100	Did you hear? Some pack of second sons and disinherited wastrels are preparing for a trip out to the Border Princes. Packing their carts sky high with goods, it's said.	Armaments, Grain, Luxuries, Timber, Wine or Brandy, Wool

CHAPTER 12



WRECKERS, SMUGGLERS & PIRATES



Not all of the dangers on the river come from natural hazards or resident monsters. Wreckers, smugglers, and pirates operate in many places — sometimes with the tacit support of the local authorities — and can be as dangerous as any other foe.

WRECKERS

Wreckers take advantage of treacherous stretches of the river, luring boats to their doom on rocks or sandbars so that they can move in and steal the cargoes. Some allow their victims to escape before moving in, while others prefer to leave no witnesses.

Wreckers' tactics depend on their location and temperament. A few of the more common are listed below.

FALSE BEACONS

This method is normally used only at night, although some gangs have been known to use a daytime variant, moving flags that are set up to warn river traffic of a hazard.

The Wreckers' false beacons of flags seem to mark out a safe route through a series of rocks or sandbanks. In fact, they lead boats onto them, and once a vessel runs aground (taking damage as described on page 30), the Wreckers emerge from the shadows on all sides and seize the cargo.

In most cases, they offer an unresisting crew the chance to escape, knowing that they and the cargo will be long gone by the time anyone comes back to the scene with the River Patrol.

BOGUS PILOT

As the Characters' vessel approaches a treacherous stretch of the river, a huffer approaches in a small rowing-boat, offering to guide the boat through for the standard fee. A successful **Perception** Test, opposed by the Wrecker's Charm, Lore (Riverways), Perform (Act), or other suitable Skill, reveals that something — some turn of phrase or detail of uniform — is not quite right about the huffer. At the GM's option, Characters with Lore (Riverways) can use this Skill for the **Opposed** Test if they choose, and Characters gain a +5 bonus for every level of a Riverfolk Career that they have completed.

If challenged, the false huffer attempts to flee, leaving the Characters to navigate through the hazard on their own. If the deception is not discovered, the Wrecker guides the boat straight onto the rocks or sandbank (causing damage as described on page 30), jumping overboard at the last minute. The Wreckers will then surround the boat as described above.



ARTIFICIAL HAZARDS

Some Wreckers go so far as to create hazards of their own if the river does not provide anything for them. The crudest versions consist of artificial reefs made of rocks and other debris dumped into the river; more sophisticated versions include removable log barriers, which are sometimes fitted with iron spikes, or heavy chains that can be laid across the river to block passage. Unless the Wreckers are working with a local robber baron, these traps are usually cleared by the River Patrol as soon as they are reported, but since they do not appear on river charts and the locals either do not know of them or choose to say nothing, they can be a nasty surprise for unwary navigators.

WRECKER GANGS

The number of Wreckers should be handled carefully. Either the Characters should stand a chance of fighting them off, or there should be so many that it is obvious — even to the most unobservant or battle-hungry Character — that resistance is useless. In either case, the Characters are able to return and reclaim the boat, which can be patched up.

In most cases, a Wrecker gang do not destroy a boat once they have stripped it of its cargo and other valuable contents, so that the crew can make temporary repairs and attempt to refloat it so they can limp to the nearest boatbuilder for help.



ADVENTURE HOOK: THE POWER STRUGGLE

Bathilda Fischer is ready to make her play for the leadership of her Wrecker crew, but Dederick Ritter, the current captain, still commands too much support to make a head on attack possible.

Playing the part of a 'concerned citizen,' Fischer tips off the Characters that they are about to sail into one of Ritter's ambushes. Fischer tells them all about the planned attack — the location of traps and attackers, their weapons, etc. Canny Characters may in fact realise that she is a little too well informed. If the Characters are hesitant, she reminds them of all the coin the wrecking crew will have gathered.

If the Characters dive into the ambush, Fischer will call off those crew members that are loyal to her, leaving Ritter outmatched by the Characters. Of course, once they have dealt with Ritter, Fischer will make it her business to take care of the Characters as well...



Bathilda Fischer

From a very early age, Bathilda had a notable cruel streak. Ousted from one job after another as people grew either tired or afraid of the young Reiklander, it was all but inevitable that she would fall in with a criminal enterprise of one sort or another. Bathilda expected to find kindred spirits among the Wreckers but was dismayed to learn that they preferred to let their targets live so long as they cooperated. Since then, she has eyed the captain's position carefully, certain that should she manage to seize it, she will show the Reik what a Wrecker really is...

BATHILDA FISCHER – TYPICAL HUMAN WRECKER

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	37	30	42	32	37	29	38	28	37	24	13

Traits: Prejudice (The Weak), Weapon (Sword) +8

Skills: Climb 47, Consume Alcohol 37, Dodge 34, Endurance 37, Row 47, Melee (Basic) 45, Outdoor Survival 33, Swim 47

Talents: Break and Enter, Criminal, Doomed (*When forked tongue and owl's eye meet, Morrslieb grins*)

Trappings: Crowbar, Hand Weapon (Sword), Large Sack, Bag of Human Teeth, 22/5



Dederick Ritter

Few willingly chose the life of a Wrecker. Dederick was left with very little option after the barge he was piloting stuck a reef, sinking along with the 3,000 Crowns in Kemperbad's finest brandy he was carrying for the Kliendorfer Trading Company. What should have been a simple matter for his insurers turned into a midnight flight down the Weissbruck, a burning inn and three bodies left in Dederick's wake. Now Dederick makes his living as he must, his old crew and a few new hires — some more desperate than others — making the most of it by passing their misfortune on to others.

DEDERICK RITTER – HUMAN WRECKER CAPTAIN

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	46	39	43	31	40	37	29	38	40	34	14

Traits: Armour (Leather Jack) 1, Prejudice (Kliendorfer Trading Company and associates), Ranged (Crossbow) +9, Weapon (Boat Hook) +8

Skills: Bribery 44, Climb 48, Consume Alcohol 55, Dodge 42, Endurance 41, Haggle 44, Row 48, Melee (Basic) 56, Outdoor Survival 43, Perception 50, Ranged (Crossbow) 44, Stealth (Rural) 42, Swim 53

Talents: Etiquette (Criminals), Pilot, Menacing, Waterman

Trappings: Crossbow and 12 bolts, Leather Jack, Riverboat (*The Frederika II*), Three Manacles, Hand Weapon (Boat Hook), Wrecker Crew

FAMOUS PIRATES

The waters of Averland, often neglected by authorities more concerned with protecting lucrative cattle and horseflesh, are home to several competing Pirate fleets. Most notorious are the vicious Black Bulls, whose reputation ensures that they rarely even have to step off their horned barges; most passing traders pay any 'tithes' they demand rather than allow themselves to be boarded.

Worse, in many eyes, is the Pirate chief known only as 'The Don,' who is said to be an Estalian of noble blood. His crew reportedly ply the busiest trade route of them all: Altdorf to Marienburg. The Don's motto, 'Riches or Death!' is left scrawled on the corpse-filled wrecks he leaves in his wake.

The Altdorf command of the River Patrol are under increasing pressure from Wastelander merchants, but after two years of hunting him they are no closer to their goal. This has led to whispers that The Don is not an Estalian after all, but the scion of some noble Altdorf family, whose influence keeps him out of the law's hands.

Others suggest that he cannot be found because he does not exist. Perhaps, they argue, he is nothing more than a slogan and an excuse for violence, whose name and reputation is used by several different pirate crews.

PIRATES

River Pirates are an ever-present threat on the waterways of the Empire, despite the efforts of the River Patrol. Most who take to piracy do so out of desperation. Unable to feed themselves and their families through honest work for one reason or another, they do what they must. Such crews typically number from five to ten and work from a single barge. They are unlikely to be killers, preferring to threaten and trick their victims, and rarely attack vessels with any obvious defences.

A few, though, are ruthless murderers who make a profession of piracy. These bloodthirsty rogues band together in gangs of twenty or more, spread across a handful of boats. Although huge fleets of River Pirates may have been active in the past, the River Patrol and other Imperial forces have managed to eradicate them in most places, and fleets of more than five boats are rare. They use any trick they can think of to board a vessel and kill anyone who shows even a hint of resistance. Wealthy victims are ransomed back to their families, and those with useful skills may be 'impressed' — effectively enslaved — to work for bed and board maintaining the pirates' vessels and other equipment, tending their wounds, and providing other services according to their abilities. Most such Pirates are eventually tracked down by the River Patrol and Electoral forces, for they cost too much in lost taxes and revenue to ignore.

PIRATE FLEETS

Some Pirate fleets are independent, sailing 'against all flags' as the nautical expression has it.

Others are protected by local town councils who turn a blind eye in exchange for a cut of the profits and a guarantee that locally-based boats will never be attacked. More common in the past but far from unknown today, some Pirate leaders are feared enough to demand protection money from towns or merchant shipping operations.

Still others are private navies under the command of local robber barons, especially in remoter waters where the effectiveness of Imperial authority is debatable, or self-styled 'privateers,' accepting secret payments from wealthy merchant families — and occasionally, even nobles — to harass and kill their rivals.

PIRATE CAREERS

Pirates are a diverse lot, but most have at least one level in a Riverfolk Career. Many are boatmen or riverwomen, and some turn to piracy to supplement the income from their more legitimate labours. Many — though not as many as commonly supposed — are Wreckers or Seamen, and a few are former riverwardens. Some of the more corrupt Pirate leaders even recruit Mutants and Beastmen, although they are not necessarily followers of Chaos themselves.



Boris Landsmaan

Boris mucked out pig pens for twelve years. One day, transporting the swine to market by barge, Pirates raided, took the pigs, what little coin they had, and Boris. They weren't a bad lot, and just needed him as a hostage while they scarpered a few miles downriver. They offered to drop him off at Dunkelberg — he could have walked home in a few hours. Back to the pigs. Back to the muck. He told them to keep sailing. Boris doesn't muck out pig sties anymore.

BORIS LANDSMAAN TYPICAL HUMAN PIRATE (BOAT-HAND)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	36	30	38	44	24	37	37	29	28	32	13

Traits: Prejudice (Landlubbers), Weapon (Boathook) +7

Skills: Consume Alcohol 54, Dodge 42, Endurance 49, Gossip 37, Melee (Basic) 41, Melee (Brawling) 46, Ranged (Throwing) 40, Row 43, Sail 42, Swim 43

Talents: Dirty Fighting, Doomed
(*What eats you is what you eat.*)

Trappings: Hand Weapon (Boat Hook),
Leather Jack, Pole

ADVENTURE HOOK: WHEN HOME BACONS



The Characters come across Isabelle Landsmaan, Boris' sister, waving them down from the river bank. She begs them to help her talk her brother Boris into leaving the gang, who lie in wait just ahead. She offers what modest coin she has, and 'as many pigs as you can fit on this 'ere barge!' Boris is willing to listen, at least until his sister mentions that the pigs miss him too...



Reginhard Vieth

Reginhard Vieth put away more Pirates than most folk would ever see, dragging them to the cells beneath Castle Reikguard or leaving the river to carry their bodies away. Why shouldn't he have been allowed to keep a little of their loot on the side? A riverwarden's pay was a paltry sum when compared to the holds of coin and goods he found amongst his prey. Thoughts like this ate at Reginhard, until at last one ungrateful merchant too many saw Vieth and his most loyal officers start a new life on the other side of the law. Now Vieth is the terror of his stretch of the Empire's waterways and the shame of his comrades in the riverwardens.

REGINHARD VIETH HUMAN PIRATE CAPTAIN (SHIPSWORD MASTER, GOLD I)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	36	43	40	39	34	31	24	39	33	31	14

Traits: Ranged (Pistol) +9, Mutation (Sharkfin), Weapon (Sword) +8

Skills: Athletics 41, Bribery 41, Charm 41, Dodge 41, Endurance 49, Evaluate 44, Intimidate 60, Leadership 54, Melee (Basic) 56, Navigation 44, Perception 44, Ranged (Blackpowder) 63, Row 50, Sail 51, Swim 115

Talents: Criminal, Doomed (*Thou Need no Larger Boat*), Fearless (Riverwardens, Wreckers), Gunner, Kingpin, Strong Swimmer

Trappings: Hand Weapon (Sword), Pistol with 10 shots, Pirate Fleet and Crew (Three River Barges, 18 Pirates)

Special: Vieth is never without his hat, made from the skin of a shark that almost took his leg. However, this headwear serves a purpose beyond boastful pride, as it hides the mutated shark fin and gills that have emerged from his neck and back. Thanks to these, Vieth is able to breath underwater, and swim with unnatural skill.

PIRATE BOATS

Pirates use all kinds of boats, including some captured from their victims. Most are armed, some have been stripped down so prey cannot outrun them or armoured so they can challenge richer and better-defended targets. Many are armed with ballistae or cannon. The chapter **Deck it Out** in this book (pages 64-69) will give the GM some options.

Most Pirate vessels are captured or stolen traders, which appear to be normal trading barges until the prey is too close to escape. Sometimes, pirates lure their prey close enough for an attack by pretending to be traders in distress.

A PIRATE ATTACK

The Characters encounter an apparently deserted boat (see **Loose Boat**, page 60), drifting down the river. As their boat draws level with it, its pirate crew springs into view. There will be two pirates for each combat-focused Character on the victim boat, and one each for every other Character. Half of the pirates will toss grappling hooks at the Characters' boat, while the remaining Pirates keep up a withering fire of arrows and crossbow bolts as the two boats are pulled together.

It takes 4 rounds for the boats to be pulled together, and the Characters escape if they can clear all the grappling-lines within this time. Each rope has a TB of 3 and 8 Wounds; a Character who tries to cut a line is exposed to the pirates' fire while trying to do so - some of the grappling hooks may even be caught high in the boats sail or rigging!

Every time one of their number is killed or seriously wounded (reduced to zero Wounds), and whenever magic is used against them, the pirates' leader must make an **Average (+20) Leadership** Test, breaking off the attack if the Test is failed.

If the Characters do not repel the pirates or cut the grappling lines before the two boats are pulled together, the surviving pirates attempt to board and attack the Characters. In order to keep fighting, the pirates' leader must make a **Challenging (+0) Leadership** Test every time one of their number is killed or seriously wounded and whenever magic is used against them. The pirates will automatically flee if more than half of those who boarded the victim's boat are killed.

ADVENTURE HOOK: AN HONEST PIRATE

Marisella Gurt is a worshipper of Stromfels, and became convinced that Reginhard Vieth is the embodiment of that forbidden god after catching a glimpse of his fin. Now the woman haunts his every step, and he is desperate to be rid of her and her fellow cultists. He is so desperate, in fact, that he will spare the Characters from any theft or harm at all if they can just figure out a way to convince her that Vieth is nothing more than an honest pirate.



SMUGGLERS

Wherever goods are moved and taxed, there are those who make a living out of avoiding those taxes — and the rivers are the arteries of trade throughout the Old World. In addition, there are always those who will transport illegal and unsavory cargoes if the fee is high enough.

Some Smugglers travel by regular river vessels, with small (and usually high value) contraband items concealed in their baggage or covered by falsified documents. Others use specially adapted vessels that appear to be regular traders, but have concealed spaces for hiding contraband; some may also be stripped of unnecessary weight so they can outrun the River Patrol.

While they do not advertise their profession, Smugglers are as happy to exchange news and gossip with the Characters as any other river travellers, but they will try to avoid encounters with the River Patrol or other forms of authority.

CONTRABAND

The most common contraband at present is Bretonnian brandy, which only comes into the Empire illegally since the Emperor passed the Edict on Foreign Drink at the behest of the Brewers', Vintners', and Distillers' Guilds of all parts of the Empire, acting in concert for the only time in their history.

Many magical supplies are illegal, and some Smugglers specialize in moving them; they generally have contacts with suppliers at one end of their journey and buyers — or resellers — at the other. The same is true of those who carry 'sleeping passengers', as Smugglers call dead bodies, to satisfy the constant demand by physicians and others — including necromancers.

ENCOUNTERS

Smugglers can be met under a variety of circumstances, and an imaginative GM can devise many different kinds of encounter. Here are a couple of ideas:

Guilt by Association

The Characters encounter what appears to be a normal trading boat, whose crew are happy to spend some time talking about river conditions and general gossip. A River Patrol vessel appears in the distance, and the 'trader' takes off at high speed. It outruns the River Patrol easily, but the patrol boat pulls the Characters' boat over to the bank, and the riverwardens demand to know what dealings the Characters have had with this gang of known Smugglers. The Characters' boat is searched from stem to stern, but the patrolmen find nothing (unless the Characters have something to hide), and after a little over an hour the Characters are allowed to go on their way.

Do Us a Favour

As above, the Characters encounter what appears to be a normal trading boat. The captain asks the Characters to take a small amount of cargo to a nearby town which lies on their route, offering them 25 GC now and 25 GC on delivery. If the cargo is investigated — which the Smugglers warn the Characters not to do — it is found to contain the finest Bretonnian brandy.

Whether or not the Characters decide to carry the cargo, they encounter the Smugglers again at the next lock, where the riverwardens are taking their boat apart, while the Characters are allowed to pass unhindered. If the Characters deliver the cargo they are paid as promised. Of course, greater profits can be had by double crossing the smugglers...



Sophie Van Haagen

Somewhat the black sheep of the family, Sophie hails from the illustrious (and obscenely wealthy) van Haagen family — one of ten ruling houses of Marienburg, and one of the main powerhouses of Bögenhafen. However, Sophie sees her family's focus on more standard luxury goods as contrary to her own entrepreneurial spirit, and has set out on the Empire's roads to find truly exotic goods. Of course, these tend to be supplied from the worst sort of folk, but Sophie doesn't seem to mind.

SOPHIE VAN HAAGEN HUMAN MERCHANT (SILVER 5)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	33	32	28	31	37	41	26	50	49	50	12

Traits: Weapon (Dagger) +4

Skills: Animal Care 55, Bribery 65, Charm 60, Consume Alcohol 36, Drive 46, Evaluate 60, Gamble 55, Gossip 55, Haggle 60, Language (Guilder) 60, Language (Wastelander) 60, Perception 47

Talents: Briber, Dealmaker

Trappings: Abacus, Dagger, Illegal Goods, Various Forged Guild Licenses, 5d10 Silver Shillings and 20 Gold Crowns

CHAPTER 13

A RIVER BESTIARY



RIVERS OF PERIL

The mundane, if frightening, threat of wreckers and pirates is more than enough to make any trip on the Empire's waterways a daunting prospect. However, there are more monstrous foes lurking beneath the water — often quite literally! This chapter presents a selection of terrifying creatures and new creature Traits to keep your Characters on their toes.

AMOEBAE

Amoebae are simple, single-celled creatures that resemble formless slime or jelly. They either creep slowly or, for speedier movement, extend pseudopods that can reach up to half their length. They feed on organic material, allowing metals and minerals to pass through them. They are inexorable and without mind, simply existing to move and absorb food, whether this be leaves, dead animals, fungus or sleeping adventurers. Amoebae are drawn to warmth, which they associate with sustenance, but shy away from extremes of temperature that can damage their cell membrane. They are otherwise without senses.

AMOEBAE

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	30	-	30	50	30	10	-	-	-	-	13

Traits: Amphibious, Bestial, Creeping (see below), Dark Vision (detects movement and body heat), Die Hard, Engulf (see below), Hungry, Immunity to Psychology, Painless, Swamp-strider

Optional: Corrosive Blood, Regenerate, Size (Little to Enormous), Wallcrawler



REIK EELS

The Reik Eel is found in river Reik and its many tributaries. It commonly grows up to 12–15 feet in length and has a ridge down the length of its green-grey back. Some can grow to truly terrifying sizes, and there are tales — only a little exaggerated, of Reik Eels swallowing entire row boats.

Reik Eels of size Enormous will typically Constrict their victims (WFRP, page 339) before attempting to drag them beneath the water to drown.

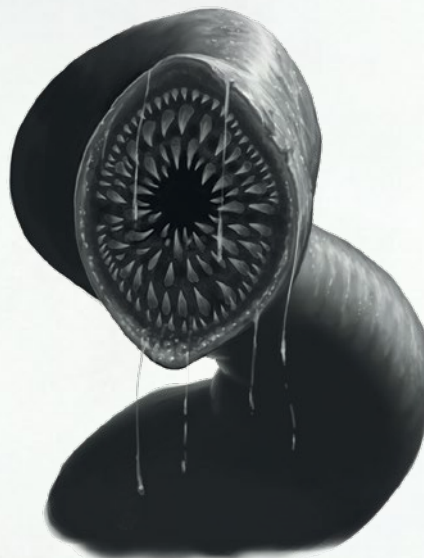
REIK EELS

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	55	-	65	40	30	30	-	5	45	-	36

Traits: Aquatic (see below), Bestial, Bite +8, Cold-Blooded, Night Vision, Size (Large), Swamp-strider, Weapon (Razor Sharp Teeth) +10

Optional: Constrictor, Hungry, Size (Enormous)

GIANT LEECHES



Giant Leeches hunt in marshes and near rivers, and typically grow to between one and three feet in length. They can detect vibrations, heat, and light with sensory organs on their heads. They are aggressively predatory when not satiated.

The Analgesic Saliva of a Giant Leech may be harvested (carefully) from a living specimen. Turned into a Poultice (see page 10) it grants +1 SL to any Heal Test made to treat a critical wound.

GIANT LEECHES

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	45	-	20	20	30	10	-	-	14	-	2

Traits: Afraid (Salt), Analgesic Saliva, Anticoagulant, Aquatic, Attach and Feed, Bestial, Bite +4, Creeping, Distracting, Hungry, Immunity to Psychology, Size (Little), Weapon (Teeth) +3

Optional: Die Hard, Size (Small-Average), Hallucinogenic, Stealthy

CHAMELEOLEECHES

Chameleoleeches have glands near their heads that secrete a powerful *Hallucinogen* (see page 90). This only affects sentient mammals, who are plagued by hallucinations of their greatest desires. Some find these delusions addictive.

TREE LEECHES

These creatures have the *Amphibious* and *Arboreal* Traits rather than *Aquatic*. They conceal themselves among the hanging vines and foliage of wetlands areas, waiting to drop onto a passing source of body heat.



THE LORLAY

Naiads are rare in the Empire — so rare, indeed, that their very existence is debated. They appear in folktales from most parts of the Empire, though, mostly as dazzlingly beautiful women whose sole desire is to lure men to their doom on rocks and other hazards. Of all these tales, the best-known is that of the Lorlay, immortalized by the poet Franz-Heinrich Holzer:

*'I see the maiden sitting
Atop jagg'd mount, so fair.
Her white eyes are a-glist'ning,
As she combs her golden hair.*

*With gentle hands a-preening,
She sings songs as old as time.
They're powerful, appealing,
And so full of wondrous rhyme.
Hark, there, a boatman staring,
Enraptured by echoed ache,
Ignores cliffs without caring
That barge will share his fate.
The Reik too soon devours
Both boat and man this day,
Now we witness the power
Of my high-voic'ed Lorlay.'*

A large igneous rock formation, the Lorlay stands in the flow of the Reik, some 40 miles downstream of Grissenwald. It splits the great river in two, and the flow on either side is very fast indeed. Although it would be possible to bridge the spot, one has never been built. The travel inn close by capitalises on the romantic legend of the Lorlay and has become a popular spot for affluent Altdolfers to spend their last nights before marriage.

There have been no reports of Naiads on or near the rock in recent centuries, and some scholars have proposed that the reports of their singing arose from the sound of winds whistling through gaps in the jagged peak. Others stoutly maintain that Naiads once lived there and may yet return: from time to time a theatrical impresario stages a choral event atop the rock, with singers dressed as a costumer's idea of Naiads. If the creatures are still there, they have not responded to these events, despite the fears of many locals.



NAIADS

Naiads are beautiful and elusive nature spirits that inhabit some rivers of the Old World. They usually appear as slender, elfin-looking women with pale, blue-tinged flesh and white or blue hair and eyes — but they are natural shapeshifters and can assume a terrifying war-form. Naiads prefer seclusion and defend their territory ferociously from perceived threats. They are inscrutable creatures, with deep passions that are quick to rise without warning.

NAIADS

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
8	45	30	40	35	40	65	40	60	45	60	14

Traits: Amphibious, Capricious (see below), Naiad War-Form (see below), Night Vision, Weapon +8

Optional: Chill Grasp, Cunning, Magical

NAIAD WAR-FORM

The Naiad can change into a fearsome creature of living water, a personification of a river's malice. Doing so is a free action and confers the *Fear 2* and *Armour 2* Traits. The latter Trait represents weapons passing through the Naiad's watery body, rather than physical armour.

When in their war-form, Naiads fluctuate wildly, one moment appearing still, the next a frothing mass of turbulent rage. Each Round, a Naiad may choose one of the following aspects, always changing with each new Round.

Flood: The Naiad's watery body swells and ripples, appearing as if it may burst. The Naiad gains +1 SL to any test involving Strength or Toughness, and the damage of its *Weapon* Trait increases to +10.

Meandering: The Naiad weaves unpredictably to the left and right, making it very hard to predict her movements. The Naiad gains +2 SL to any roll involving its WS.

Rapids: White froth whips across the surface of the Naiad's form as she becomes a whirlpool of foaming activity. The Naiad's Movement increases to 10, and it gains +1 SL when using its Agility score to Dodge incoming attacks.

Still Water: The Naiad's watery flesh becomes calmed and nearly featureless as she turns cold and dispassionate. The Naiad gains the *Immunity to Psychology* Trait.

STIRPIKES

Although the mottled, grey-green Stirpikie has almost been wiped out in Stirland, it is still found in some lakes and rivers elsewhere in the Empire. It is one of the largest freshwater predators in the Old World, capable of reaching lengths of some 20 feet and weights in excess of 4,000 pounds. It eats anything foolish enough to cross its path, but its primary diet is a mixture of fish, eels, and leeches. Immature Stirpikes, called Pickerels, are believed to have various medicinal qualities, and are much sought after.

STIRPIKES

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
8	55	-	55	50	40	40	-	10	50	-	20

Traits: Aquatic, Animosity (Everything), Belligerent, Bestial, Bite +8, Cold-Blooded, Immunity to Psychology, Night Vision, Stride

Optional: Frenzy, Hardy, Hatred (Everything), Hungry, Size (Large-Monstrous), Tough



ADVENTURE HOOK: OLD THREE EYES

There is a legend among the Riverfolk of Reikland about a monstrous mutant Stirpikie with a third eye set perfectly in the creature's forehead. It is said to haunt the river not far from the village of Wittgendorf, its extraneous eye poking above the water's surface, searching for victims.

Many have tried to take the creature, whether by net, spear, or hook, but all who have attempted to do so have failed. There are standing bounties on Old Three Eyes in half the river inns in the Reikland, and many have been lured to their doom by the promise of fame and a purse of gold crowns.

In fact, Old Three Eyes is a legend that Riverfolk have used to tease outsiders with for decades. Many make their living taking witless nobles on fishing trips to the waters that the monstrous stirpikie supposedly haunts. However, in recent years, a few of these fishing trips have vanished, and people are beginning to wonder if there might be some truth to the old tale. Is Old Three Eyes real, or has something else crawled out from beneath Wittgendorf castle to trouble the honest Riverfolk of the Reikland?

RIVER TROLLS

Trolls are described in general terms on page 324 of the **WFRP** rulebook. The following description and rules can be used for River Trolls.

River Trolls are rare in the Empire, but not unknown. They are most common in the remote headwaters of the Empire's great rivers, and a few are known to dwell in mountain lakes, but from time to time a River Troll will appear unexpectedly in a more populous area, lying in wait for passers-by under a bridge or in a bankside cave. A River Troll somewhat resembles the bottom of the river, if that riverbed is particularly coated in sediment, slime, rotting vegetation, fish carcasses, and other detritus. Its smell has been compared (unfavourably) to that of a rubbish-strewn mud-flat at low tide.

RIVER TROLLS

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	30	15	55	45	10	15	15	10	20	5	30

Traits: Amphibious, Armour 2, Bite +8, Die Hard, Distracting (Smell), Infected, Night Vision, Regenerate, Size (Large), Stupid, Swamp-strider, Tough, Vomit, Weapon +9

Optional: Belligerent, Bestial, Big, Brute, Frenzy, Hardy, Hungry, Infestation, Magic Resistance, Mutation, Painless, Size (Enormous), Stealth, Territorial, Tough



NEW TRAITS

The following Traits reflect the abilities of the creatures in this chapter, but at the GM's option can be applied to other creatures.

ANALGESIC SALIVA

The creature's bites cause no pain, which allows it to attach to sleeping victims undetected. This effect wears off 10 – Toughness Bonus Rounds after the creature detaches.

ANTICOAGULANT SALIVA

The victim of the creature's bite gains one *Bleeding* Condition.

AQUATIC

The creature can breathe underwater and moves at its full Movement rate in water. It cannot move on land.

ATTACH AND FEED

If the creature makes a successful Bite attack, it becomes attached to the victim, clamping tight with surprising force. It then extracts blood, causing the automatic loss of 1 Wound every Round it is attached. Victims reduced to zero Wounds gain an *Unconscious* Condition as they pass out from blood loss.

The creature will only free itself when full, which happens after it has extracted its TB in Wounds; it then retreats to digest the meal.

The creature can be pulled off with an **Opposed Strength** Test, but doing so inflicts 1 Wound on the victim. If the creature has the appropriate Trait, anything it fears makes it release its hold immediately.

CAPRICIOUS

The creature's temper swings from one extreme to the other. When any creature makes a **Fellowship** Test in dealing with the creature, roll on the following table:

1d10	Result
1	Subtract 2 from SL
2-3	Subtract 1 from SL
4-7	Use indicated SL
8-9	Add 1 to SL
10	Add 2 to SL

CREEPING

This creature is relentless, but slow. They cannot take any Run actions.

ENGULF

If the creature is of sufficient size, any successful attacks it makes engulfs a victim, even if they cause no Damage, inflicting one *Entangled* Condition with a Strength equal to that of the creature. At the beginning of each Round, engulfed victims gain one more *Entangled* Condition, and automatically lose 1 Wound as powerful enzymes begin digestion. If the creature is not of sufficient size to fully engulf a victim, it may still be large enough to immobilise a struck location. The creature can make no more attacks against fully engulfed victims, but it can still attack others if they are close enough.

HALLUCINOGEN

The creature exudes a hallucinogenic musk. Victims within 2 yards (more, at the GM's discretion, if the victim is downwind) must pass an **Average (+20) Willpower** Test or succumb, gaining one *Stunned* Condition for each level of failure.





CHAPTER 14

WATERBORNE DISEASES



The waterways of the Empire vary from sparkling mountain streams to fetid tidal marshes. Rivers that pass through cities can be virtual open sewers, full of human effluent, rotting refuse, dead cats and worse. Whenever someone drinks river water that has not been boiled first, there is a chance of catching a disease or ingesting a parasite.

Drinking is not always a voluntary action, of course: a Character who fails a Swim Test accidentally swallows some water if they fail a **Challenging (+0) Willpower Test**.

At the GM's option, Characters with open wounds may also risk exposure if they fall or jump into the river.

EXPOSURE

Every time a Character risks exposure to disease from river water, they may have to make a **Challenging (+0) Endurance Test**, modified by the circumstances. Consult the following tables: all modifiers are cumulative.

ARE WE HAVING FUN YET?

The Diseases presented in this Chapter vary from the disgusting, to the annoying, to the actual debilitating. They serve to remind Characters of the day to day difficulties, and even horrors, of living in the grim and perilous world of Warhammer Fantasy Roleplay. After all, the only thing worse than fending off Beastmen is doing it with a severe case of Reikworms.

However, you should still take care in applying these rules too liberally. A careless Character constantly splashing about in the Reik's murky waters should certainly call for a few Endurance Tests to see if they picked up any unwelcome visitors. Conversely, having Characters roll a Test for various diseases every time they take a drink with their meal at an otherwise clean (for the Empire) inn is going too far. If the entire party is constantly debilitated with an assortment of ailments, this will quickly get in the way of actual gameplay.

However, this Chapter and Hortensia Puddlefoot's various herbal cures and remedies given in Chapter 2 do give you some leeway here. If the party includes a herbalist or other healer who can treat the Character's ailments, then these diseases are less likely to derail your game, and will make the herbalist Character very popular indeed.

EXPOSURE TABLE 1: WATER SOURCE

The following modifiers apply to ingestion and immersion.

Location	Modifier
City; swamp	-30
Within 5 miles downstream of city; town	-20
Within 2 miles downstream of town	-10
Countryside	0
Headwaters, above highest settlement	+10

EXPOSURE TABLE 2: WOUNDS AND CONDITIONS

The following modifiers apply to immersion only.

Condition	Modifier
1 Wound or less remaining	-30
5 or more Wounds lost	-20
0-5 Wounds lost	-10
Per <i>Bleeding</i> Condition	-10
Per <i>Stunned</i> Condition	-5
Per <i>Entangled</i> Condition	-5
<i>Unconscious</i>	-20

If the Endurance Test is failed, roll on the following table, with a +10 modifier for each level of failure.

WATERBORNE DISEASES TABLE

1d100	Disease
01-40	Galloping Trots
41-60	The Gripe
61-70	Minor Infection ¹
71-75	Festering Wound ¹
76-80	Cavity Worms
81-90	Reikworms
91-00	The Bloody Flux

¹ Re-roll if the Character is unwounded.

DISEASES AND PARASITES

Any diseases not described below can be found in **WFRP**, pages 186–188.

CAVITY WORMS

The Cavity Worm is a disturbing parasite that infests dirty water and spoiled foodstuffs. About an inch long, and a quarter of an inch wide, the worm has a mottled green-brown hide that forms a strange pattern of a skull near its head. Mothers tell stories of Cavity Worms to frighten their children into keeping their mouths clean, so most Old Worlders dismiss these creatures as nothing more than cautionary tales. They are quite wrong to do so.

Contraction: Exposure to dirty water or spoiled food; Test as above.

Incubation: 5 + 1d10 days.

Duration: 1 week.

Symptoms: Special (see below).

Effects of Cavity Worms

Once ingested, a Cavity Worm burrows into the soft tissues of the mouth or throat. It secretes an anaesthetic fluid that instantly numbs the affected area. Each day, the victim may make a **Challenging (+0) Perception** Test to notice the worm growing. On a success, the worm's presence is noticed. A Physician or other skilled Character can make an **Average (+10) Heal** Test to remove the worm; unskilled Characters make a standard **Dexterity** Test. Characters trying to treat themselves need a mirror and suffer a –10 penalty. On a failed Test, the sufferer gains one *Bleeding* Condition.

Once ensconced in the victim's mouth, the Cavity Worm feeds on breath: the essence of the spirit. For as long as this parasite remains, the host suffers a –10 penalty to all Tests.

After a week, the parasite begins its route to the victim's brain. Each day, the victim may make an **Average (+20) Perception** Test to notice a small quantity of blood leaking from their mouth. Removing of the Cavity Worm at this stage requires a **Difficult (–10) Surgery** Test.

If the Cavity Worm is not removed within three more days, it is no longer possible to remove it without killing the host. As the worm burrows into the brain and prepares to lay its eggs, the victim must make a **Toughness** Test each day. Each day the Test is failed, roll 1d10, add the number of levels of failure, and consult the following table:

Modified 1d10 Roll	Result
1–2	–1d10 Initiative
3–4	–1d10 Intelligence
5–6	–1d10 Willpower
7–8	–1d10 Fellowship
9	Gain <i>Skittish</i> Trait
10	Gain <i>Stupid</i> Trait
11–12	Gain <i>Bestial</i> Trait
13	Death

The Cavity Worm's eggs hatch 1d10 days after being laid, oozing out of the victim's nostrils to find a new host. For those who survive the process, all penalties are permanent, and can only be restored by magical or miraculous means.



THE GRIPE

The patient is seized by the sharp abdominal pains that give the disease its name. They strike without pattern or warning, and may be accompanied by Fever, Flux, and Vomiting.

Almost every herbalist and rural crone in the Empire claims to have an infallible cure; they all take the form of a broth or tea, and while ingredients vary, none seems to be more effective than any other. The only real treatment for this disease is liquids to replace those lost, and time.

Contraction: Exposure to dirty water; Test as above.

Incubation: 2 hours.

Duration: 2d10 days.

Symptoms: Gripes, Fever, Flux (Moderate), Nausea.

REIKWORMS

Any body of water can carry the Reikworm, and different healers have all kinds of bizarre methods that supposedly keep them at bay, including swirling water around the mouth six times before swallowing it (a common superstition in Ostermark), or never drinking untested water when Morrslieb is visible (Nordland).

When the tiny larva of the Reikworm enters the body, it burrows deep into the guts of its host, where it feeds and grows. Soon, the host's immune system is diminished, decreasing resistance to other diseases.

After three months, the worm has grown to four feet in length and is ready to start the next phase of its life cycle. The first visible sign of the parasite is a massive blister that forms on the surface of the skin. After a week, the blister bursts, causing an intense burning pain. Commonly, sufferers plunge their hot wounds into cooling water for relief. If this happens, the mature Reikworm emerges and spits forth a new batch of young as a sickly yellowish fluid, which soon disperse in the water, ready to infect new hosts. After this, the worm dies.

Contraction: Exposure to dirty water; Test as above.

Incubation: 85 + 1d10 days.

Duration: 1 week.

Symptoms: Special (see below).

Effects of Reikworms

For every full 30 days of infection, the Character suffers a -5 penalty to all **Endurance** Tests to resist disease. This penalty is reduced by 1 point per day after the worm dies.

To determine where the worm surfaces, roll for Hit Location as in normal combat. When the blister forms, the patient suffers a -5% penalty to all **Agility** Tests due to the constant irritation; further, if the blister is in a visible location, the Character also suffers a -10 penalty to **Fellowship** Tests.

On the seventh day after the blister appears, the sufferer must make an **Endurance** Test every hour. On the first failure — or on the last hour of the day if all Tests are passed — the blister bursts wetly, inflicting 1 **Wound** and causing one *Stunned* Condition owing to the almost unbearable burning sensation that results. This persists until the wound receives medical attention but may be allayed temporarily if the site of the blister is immersed in water.

There is no known treatment for infestation with Reikworms, other than to let the cycle run its course. Some physicians have tried to cut it out of a patient once the blister forms and the parasite's location becomes apparent, but this approach usually does more harm than good, and the patient takes longer to recover from it.

NEW SYMPTOMS

GRIPES

Severe abdominal cramps grip the patient intermittently, causing them to double over in pain.

Suffer a -20 penalty to all Tests owing to distraction from the painful cramps.

When any Test results in regular **Failure** or worse, double over in pain, unable to move or act for the next Round, and gain one *Stunned* Condition.

On an **Impressive Failure** or worse, make a **Willpower** Test or fall down, gaining a *Prone* Condition.

On an **Astounding Failure**, pass out from the pain, gaining an *Unconscious* Condition.

Treatment: A tincture of willow bark can help a little (+10 bonus to all Tests resulting from gripes for 1d4 hours), but there is not much else to do except wait for the disease to run its course.

CHAPTER 15

THE RED CROWN: A GAMEMASTER'S GUIDE

SHEPHERDS OF MONSTERS

Cultists of the Red Crown are minor antagonists in **Death on the Reik**, competing with the Characters to search for Warpstone in the Barren Hills. While the cult of the Purple Hand (described in the **Enemy in Shadows Companion**) is the main 'enemy within,' the Red Crown can also be a useful source of challenges and problems — not least because they and the Purple Hand are bitter rivals, despite serving the same Ruinous Power.

The cult of the Red Crown is dedicated to safeguarding Mutants and Beastmen and preparing for a sign from their Chaotic patron that will trigger a violent uprising across the Empire and the Old World. Less pragmatic than the Purple Hand, their agents are sometimes involved in Beastman raids and Mutant-related atrocities. To many who are reeling from the horror of discovering a mutation, facing rejection from society and the flames of the Witch Hunters, Red Crown agents present themselves as friends and helpers, introducing them to a secret world they never knew existed.

Those who are blessed will no longer hide, and those who are lowest will be highest.

The Mark of the Changer will remake the world, and the Bearers of the Mark shall be His harbingers.

In the darkness and the shadows, we prepare for the glorious day.

We bear the lash of scorn and fear willingly, for it strengthens our souls for the glory to come.

We know the strength of the Changer, and we feel His power within us.

The day is coming when we shall rise up and cast down our oppressors.

The day is coming when His favour will be shown, and the unfavoured will tremble.

Njawr'thakh 'Lzimbarr Tzeentch!

—from the *Liber Mutandis*



ORGANISATION

Red Crown cultists operate in even smaller cells than those of the Purple Hand: a typical cell consists of a Wizard and one or two Apprentices, with a handful of contacts among local Mutants and Beastmen. The cells are usually unaware of each other to ensure security; their small size and widespread nature ensure that different cells rarely come into contact with each other.

The head of this cult is known as the Master of Change. Although there have been many Magi over the life of the cult, the title never changes. It is believed that the cult's headquarters are in Altdorf, though every effort to uncover them has met with failure. It is known, though, that senior members sometimes wander the land, recognizing fellow cultists and communicating with them through recognition codes.

The cult augments its membership by using sympathisers, hangers-on, and cat's-paws. These include agitators who argue for Mutant rights, and those who run secret sanctuaries to keep blameless Mutants out of the hands of the Witch Hunters. Some are followers of Tzeentch themselves, but many more are well-meaning souls who know nothing of any Chaos cult — although the Red Crown's local leadership may be grooming them for induction into the cult, slowly revealing secrets until their minds are ready to accept the philosophy of Tzeentch.

THE *LIBER MUTANDIS*

This blasphemous text is revered by all cultists of Tzeentch, especially those of the Purple Hand. A character with Read/Write and Speak Language (Classical) takes three hours to read it fully, if they make a successful **Difficult (-10) Intelligence Test**. Failure means that they have been overwhelmed by the ideas the book contains, and must read it again from the beginning.

At the end of reading the book, the character must make a second **Intelligence Test**, this time unmodified. If the Test is failed, nothing happens: the character has not been able to grasp the concepts contained in the tome but may try again by re-reading it and repeating both Tests. If the Test is passed, the reader may spend Experience Points at any time thereafter to gain the Lore (Tzeentch) Skill, regardless of the character's current career and Skill options. However, the character must then make a successful **Willpower Test** or suffer from exposure to corruption. This exposure is **Minor** on a Marginal or Regular Failure, **Moderate** on an Impressive failure, and **Major** on an Astounding Failure. All mutations arising from reading this book are rolled on the Mental Corruption Table (WFRP, page 185).

The *Liber Mutandis* is banned throughout the Empire, and any character found in possession of a copy is immediately suspected of being a Chaos cultist.

SYMBOL

A red crown design, worked subtly into clothing, is a common sign of membership, and so is a piece of jewellery in the shape of a crown, set with a red stone such as garnet; these signs are not unique to the cultists, however, and there are pass-phrases and hand signals to confirm the identity of a fellow member. Most travelling members spend some time secretly observing a possible fellow cultist before making contact, watching for signs of sympathy towards Mutants in their words and actions.

METHODS

The Red Crown's members move among the Mutants and Beastmen, telling them that their condition is a mark of favour from the Changer of the Ways and organizing them into a force that can strike across the Empire when the time is right. Their plan, although they do not know it, complements that of the Purple Hand: when Chaos strikes from without, those Imperial forces that are not crippled by the Purple Hand's fifth column will be overwhelmed by Beastman attacks and Mutant uprisings. Between these two internal enemies, the Empire will be unable to mount a meaningful defence against the incursion from without.

In the cities, they are often active in any local efforts to support and protect Mutants, and some experts believe — wrongly, as it happens — that the cult of the Red Crown is somehow responsible for the Emperor's recent Mutant Edict.



FOR GROGNARDS: THE ENEMY WITH US, RED CROWN EDITION

Adventurers lead risky lives, and before too long – especially after surviving Castle Wittgenstein – one or more of the Characters may be sporting a mutation. This can lead to all manner of stress as the Character tries to keep their condition hidden from the authorities – and even, perhaps, from other party members – while seeking out some way to be rid of it.

The Mutant Edict notwithstanding, anyone who openly shows signs of mutation can expect a rough time, and enquiries will have to be made very discreetly. They may lead the Characters to discover a whole underground society of Mutants and those who help them – and bring them to the notice of local Red Crown agents.

If the GM and players are fond of tense and intricate roleplaying, the Red Crown agents can be sympathetic and helpful, introducing the mutated Character to local ‘friends’ who are willing to help by providing a safe place to live and other kinds of support. They promise to help find a cure, but always have a reason to delay: the right person is out of town at the moment, or local Mutant-hunting gangs make enquiries too dangerous. After a while, with the mutation getting worse rather than better, the Character may realise that help will never be forthcoming; in addition, the helpful NPCs start to console the Character, explaining that life as a Mutant is not so bad, that support and help are readily available, and that there really is nothing to worry about. The mutation is not the Character’s fault, of course, and nothing bad will be allowed to happen. This is the first stage of grooming the Character to become a member of the Red Crown; the GM can make the process as fast or slow as the game requires, and after they get over the shock of realizing that this is the same cult that tried to kill them in the Barren Hills, some players may realise what is happening and have their Characters play along in order to learn about the cult and destroy it.

For a more straightforward option, the Red Crown agents have been alerted to the Characters by Etelka Herzen, Ernst Heidelmann, or some other survivor of their cell (Dumping Hayfoot might not be so innocent as she seems: everyone tends to underestimate Halflings) and be preparing a terrible revenge: either luring the party into a situation where they can be mutated further and left with no option to join their new ‘friends’ in the cult, or simply setting up a chance to murder them all.



RED CROWN CULTISTS

The GM should custom-design important NPCs from the Red Crown to fit the required background and role in a particular adventure. Less important cult NPCs, or cultists which are needed in a hurry, can be designed according to these notes.

Most Red Crown cultists fall into one of the following categories:

JUNIOR CULTISTS

Basic profiles for cultists can be found on page 333 of the **WFRP** rulebook. They all have the Skills Lore (Chaos) and Secret Signs (Red Crown) and have a 25% chance of Language (Dark Tongue).

If the GM needs to create a junior cultist in more detail, add a day-to-day Career and the *Secret Identity* Trait.

A junior cultist also has a 50% chance of 1d3 mutations (**WFRP**, pages 183–5): if a physical mutation is indicated, roll on the Tzeentch column of the Mutation Table on page 66 of the **Enemy in Shadows Companion**.

SENIOR CULTISTS

Senior cultists are mostly silver-tier Academics, Burghers, and Courtiers. Instead of starting with the cultist profile, create the NPC as normal and then add the Skills Lore (Chaos), Lore (Tzeentch), and Secret Signs (Purple Hand) at an appropriate level as well as a 50% chance of Language (Dark Tongue). They also have the *Secret Identity*, *Corruption (Moderate)* Traits and a 25% chance of *Controlled Corruption* (see below).

A senior cultist has a 75% chance per Career level of 1–3 mutations (**WFRP**, page 183–185): if a physical mutation is indicated, roll on the Tzeentch column of the Mutation Table on page 66 of the **Enemy in Shadows Companion**.

CULT WIZARDS

Many senior members of the Red Crown are cult Wizards, and junior members can be their apprentices.

In addition to their day-to-day Career, a cult Wizard also follows the Wizard Career (**WFRP**, page 60), gaining all the associated Skills and Talents. Alternatively, you may wish to use the Cult Magus of Tzeentch Career found on page 77 of the **Enemy in Shadows Companion**.

A cult wizard has a 50% chance per Career level of a mutation (**WFRP**, pages 183–185): if a physical mutation is indicated, roll on the Tzeentch column of the Mutation Table on page 66 of the **Enemy in Shadows Companion**.

Note that a cult Wizard may have a day-to-day Career as a Wizard in another school — requiring him or her to follow two Wizard Careers at once!

MUTANTS

Basic profiles for Mutants can be found on page 333 of the **WFRP** rulebook. Those affiliated with the Red Crown have mutations taken from the Tzeentch column of the Mutation Table on page 66 of the **Enemy in Shadows Companion**.

Depending on how deeply they are involved with the cult, Red Crown Mutants can range from monstrous fanatics to frightened victims — and, of course, the latter are usually able to masquerade as the former to throw Characters off their guard.

BEASTMEN

Basic profiles for Beastmen can be found on pages 331–332 of the **WFRP** rulebook. Those affiliated with the Red Crown have mutations taken from the Tzeentch column of the Mutation Table on page 66 of the **Enemy in Shadows Companion**.

Hiding in the forests of the Empire, bands of Beastmen regularly attack road traffic and isolated farmsteads. Most bands follow one or other of the four Ruinous Powers, but a few revere a vague and unified concept of Chaos. Those that follow Tzeentch are often in touch with local Red Crown cultists, who give them aid and support by leaving supplies, guiding new Mutants to them to swell their ranks (or their bellies), and misdirecting hunting parties away from them. Beastmen are seldom, if ever, inducted members of the cult, but a Red Crown Wizard and a Beastman leader or Bray-Shaman will happily use each other if they see a mutual advantage. The more devout Red Crown cultists revere Beastmen, thinking them higher in Tzeentch's favour because of their more extensive and obvious mutations.

CHAOS SPAWN

When a Mutant or Beastman gains so many mutations that mind and body become warped beyond recognition, they become a Chaos Spawn. Some Beastman bands include one or two of these creatures, who are valued for their mindless ferocity but feared for the destruction they can wreak: they are normally kept confined to cages, and herded along on raids by three or four Gors or Ungors equipped with torches to drive them forward.

To create a Chaos Spawn, start with a standard Mutant or Gor profile and add 2d10 mutations taken from the Tzeentch column of the Mutation Table on page 66 of the **Enemy in Shadows Companion**, plus the following other Traits: *Bestial*, *Corrupted (Major)*, *Fear 2*, and *Frenzy*.

And at the appointed time we shall pour forth from the forests to slay and burn. Our brethren shall rise from their secret places and throw down the towns and cities of The Empire. Chaos will cover the land and we, the chosen servants, shall be exalted in HIS eyes.

*Hail to Tzeentch, Changer of the Ways –
Njawr'thakh 'Lzimbar Tzeentch!*

*Excerpt from The Book of Transmutation
The Dark Tongue and The Beast Tongue*



THE LORE OF TZEENTCH

Some spells from the Lore of Tzeentch are given in the **Enemy in Shadows Companion**. While those are most commonly used by the cult of the Purple Hand, the GM is free to make some or all of them available to cultists of the Red Crown, according to personal taste. The spells presented below are more commonly associated with the Red Crown.

PETTY SPELLS OF TZEENTCH

Beast Tongue

CN: 0

Range: You

Target: You

Duration: Willpower minutes

You can speak and understand the Beast Tongue of Beastmen, even without having the corresponding Skill.

Eyes of the Beast

CN: 0

Range: You

Target: You

Duration: Willpower Bonus Rounds

Your eyes glow with an unholy green light, enabling you to see as if you had the *Night Vision* Trait. If you already have *Night Vision*, the range of your vision doubles.

Sign of the Beast

CN: 0

Range: You

Target: You

Duration: Willpower Bonus Rounds

Your face shifts subtly, displaying the mark of Tzeentch and the signs of bestial nature; Beastmen of Tzeentch know you as a friend and ally. Gain +20 to all **Fellowship** Tests when dealing with such creatures. Any followers or creatures of Khorne or Slaanesh suffer *Animosity* toward you, while those of Nurgle regard you with *Hatred*.



ADVENTURE SEED: AN UNWELCOME TALENT

Petty Magic often manifests spontaneously in those with the aptitude for it. Wizards and Witch Hunters use this to identify those with a talent for magick, albeit for starkly different reasons. One unfortunate soul in a rural village has been 'gifted' an ability they barely understand, and can now cast Sign of the Beast. They have used it many times to protect their village from a local tribe of Tzeentchian Beastmen. Now, the Red Crown, a College Wizard, and a Witch Hunter are searching for the villager, who would very much prefer to be left alone...

THE DARK TONGUE

The Dark Tongue, sometimes called the Black Speech, is the language of Chaos, spoken by its servants and followers. The Dark Tongue is rich in phrases and words that express the complex nature of Chaos. Many make the mistake of attributing basic meanings to the words, but each holds far greater meaning and significance than a translation can supply. Each word encompasses a broad range of concepts, each with a different connotation depending on their arrangement with other words in the language and the addition of prefixes and suffixes, revealing different and deeper meanings held within the root – and, of course, mutating the root yields even more meanings.

Beastmen have a difficult time forming the words of the Dark Tongue with their bestial maws. As a result, they use a crude mixture of Dark Tongue, body movements, grunts, clicks, pops, shrieks, howls, and bleats. The Beast Tongue is beyond the ability of any species without bestial mouths and tongues. In the rare instances when Beastmen deign to talk with Humans and others, they use a mix of basic Dark Tongue, body language, and gestures. Bray Shaman often have a basic grasp of Reikspeil or another human tongue, but like their kin, they turn to Beast Tongue when frustrated – and usually killing if they become seriously frustrated.

ARCANE SPELLS OF TZEENTCH

Bension of Tzeentch

CN: 9

Range: You

Target: You

Duration: Willpower Bonus minutes

You call upon the favour of Tzeentch and gain a temporary +10 bonus to one of the following Characteristics: Weapon Skill, Toughness, Agility, or Willpower.

Bestial Rage

CN: 6

Range: You

Target: You

Duration: Willpower Bonus Rounds

You summon up the fury of the beast, temporarily gaining the *Fury* Trait.

Climb

CN: 5

Range: You

Target: You

Duration: Willpower Bonus minutes

Your fingernails and toenails become short claws, not long enough to serve as weapons but sufficient to make climbing much easier. When barefoot and without gloves, you gain the *Scale Sheer Surface* Talent for the duration of the spell.

Enrage Beast

CN: 6

Range: Willpower yards

Target: 1

Duration: Willpower Bonus Rounds

Your eyes flash with unwholesome light as you inspire fear in a single ordinary animal within 12 yards (6 squares). The target animal is entitled to a **Willpower** Test to resist this spell. On a failed Test, it acts strangely. Roll 1d10 on the following table to see what it does.

1d10 Roll	Result
1-2	The animal gains a number of <i>Broken Conditions</i> equal to the number of Success Levels on the Casting Test.
3-4	The animal gains the <i>Unconscious</i> Condition.
5-6	The animal enters <i>Frenzy</i> and attacks the nearest other creature.
7-8	The animal releases a tremendous burst of flatulence. All characters within 4 yards must succeed on Toughness Tests or take a -10% penalty to all Tests for as long as they remain in the area. The cloud disperses in 1d5 rounds. Roll again on the following round.
9-10	The poor beast becomes so terrified that its heart explodes in its chest, and it dies.

Slave to Chaos

CN: 18

Range: Willpower yards

Target: 1

Duration: Willpower Bonus Rounds

You send your consciousness into another living creature, which can attempt a **Willpower** Test to resist your intrusion. On a failed Test, you take control of the subject's actions for the duration of the spell. If you command the subject to act in a suicidal way, the target receives another **Willpower** Test to break the effect. While in possession of another body, your own body lies in a deep sleep. When the spell ends, the subject must make a **Challenging (-10%) Willpower** Test or gain one mutation from the Tzeentch column of the table on page 66 of the **Enemy in Shadows Companion**.

Gift of the Beast

CN: 8

Range: You

Target: You

Duration: Willpower Bonus minutes

You call upon the favour of Tzeentch and gain a temporary mutation: consult the following table.

1d10 Roll	Description	Effect
1	Animalistic Legs	+1 M
2	Beaked Face	<i>Bite</i> +3
3	Claws	<i>Claw</i> +3
4	Fur	<i>Armour</i> 1, all locations
5	Horns	<i>Horns</i> +4
6	Tail	<i>Tail-lash</i> +3
7	Webbed Feet	<i>Amphibious</i>
8	Wings	<i>Flight</i> 60
9-10	Roll twice	

Subvert Strength

CN: 11

Range: Willpower Bonus yards

Target: You

Duration: Willpower Bonus Rounds

Your hand glows with strange blue spots. The next non-magical, inanimate object you touch loses its hardness, becoming soft and malleable. Steel bends; glass folds; rock becomes putty. If you cast this spell on a weapon, it bends or even breaks if used in combat. Armour affected by this spell ceases to offer protection, losing all armour points in the affected location (and if it takes a hit, armour there is destroyed). You may only affect an object of up to two cubic yards. You can shape this material as you like, though the GM may require an appropriate **Trade** Test.

Transformation of the Beast

CN: 12

Range: You

Target: You

Duration: Willpower Bonus Rounds

You channel the power of Tzeentch, and your body transforms into that of a Gor (WFRP, page 331). You gain the following temporary benefits:

Characteristics: use your own characteristic or that of a Gor, whichever is better.

Traits: gain *Armour 1*, *Fury*, and *Horns +6*

Skills: gain *Beast Tongue* but lose the ability to speak intelligibly in any other language.

Tremor

CN: 8

Range: You

Target: Area of Effect

Duration: Instant

Your foot transforms briefly into a great hoof wreathed in purple flame. The ground shakes as you stamp; all creatures within a radius equal to your Willpower Bonus in yards (except you) must make an **Agility** Test or fall down, gaining a *Prone* Condition.

SERVANTS OF THE CHANGER

In *A Guide to the Purple Hand* (**Enemy in Shadows Companion**, page 77) you can find the Cult Magus of Tzeentch, a powerful magic user. While the Red Crown and the Purple Hand both serve the same Ruinous Power, their approaches are vastly different. The Purple Hand infiltrates the highest levels of Imperial Society, a cankerous rot aimed at the heart of the Empire. The Red Crown, on the other hand, guides less subtle tools of the Changer — the mutants and Beastmen that Imperial society shuns and fears.

On the following page you will find the Warrior of Tzeentch career, a more militant servant of the Changer of Ways that better suits the philosophy of the Red Crown. You may wish to use this template to represent a senior cultist, a powerful regional leader of the cult, or a Chosen Chaos Warrior sent from the Chaos Wastes to aid the Red Crown in a deed of particular importance.

The following Career is intended for NPCs only, but follows all the standard rules, so can be used by PCs with GM permission.



Ascent to Power

It is not enough merely to spend the required experience points to advance in this Career — the Ruinous Powers demand more from their chosen followers. A great act of corruption and change is required as an offering to Tzeentch each time you wish to advance to a new tier. This might be as simple as recruiting a former stalwart citizen to the cause of change, or it might require the fomentation of a rebellion that sees entire duchies riven from the Empire's bosom. The specifics are up to your GM — only they can judge Tzeentch's satisfaction with your Character's fell deeds. To follow the path of Tzeentch to its most bitter and mutable end, worthy challenges are likely to be found only in the dread Chaos Wastes itself...

NEW TALENT: WILFUL CORRUPTION

The favoured of Tzeentch are masters of magic, and gain a small measure of insight and control over the horrific gifts their patron bestows. When you gain a mutation, you roll any dice twice and pick the preferred result.



Warrior of Tzeentch

Human

Tzeentch is the Architect of Fate, the Great Conspirator. Change itself is Tzeentch's domain, and you have given yourself over to it body, mind, and soul.

While Tzeentch delights in change brought about by secret conspirators and callous seekers of knowledge, The Great Mutator does not neglect the role of violence may play in bringing forth change. Many of his most favoured mortals are deceitful warriors or cunning generals who force violent, bloody change upon the Old World. These more militant servants wield steel and magic in service to their blasphemous god, carving a path of smoking ruin toward their promised ephemeral future.

'We are both puppets of the gods, priestling. The difference between us is that I see the strings. As surely as you dance for your precious Sigmar, you will now dance for my master. But first, you will dance for me.'

—Manfred Schuster, Chosen of Tzeentch

Unlike their counterparts in the Purple Hand, cultists of the Red Crown often find that might and malice are better suited to winning the loyalty of the mutants and beastmen that they carefully tend to on their master's behalf. To this end, they pursue both magic and martial prowess. The greatest of them ultimately receive a summons to the wastelands of the North, there to prove themselves at last to the capricious power they serve.

WARRIOR OF TZEENTCH ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
+		🛡️	+		💀		+	⚔️	

CAREER PATH

✚️ Initiate of the Mysteries – Brass 1

Skills: Athletics, Charm, Gossip, Consume Alcohol, Language (Magick), *Melee (Basic)*, Perception, Stealth (Rural)

Talents: Dual Wielder or Shieldsman, Strike Mighty Blow, Etiquette (Beastmen), Wilful Corruption

Trappings: Crude Hand Weapon, Leather Jack, Religious Symbol (Talisman of Tzeentch)

⚔️ Favoured of Tzeentch – Brass 5

Skills: Bribery, Dodge, Endurance, Intimidate, Intuition, Language (Dark Tongue)

Talents: Menacing, Petty Magic, Schemer, Reversal

Trappings: Mail Shirt, Tome of Forbidden Knowledge

💀 Warrior of Tzeentch – Silver 4

Skills: Channelling, Leadership, *Melee (Any)*, Lore (Any)

Talents: Arcane Lore (Tzeentch), Furious Assault, Strike to Injure, War Wizard

Trappings: Grimoire of Dark Magicks, Plate Armour and Helm, Spell ingredients for 5 spells

🛡️ Chosen of Tzeentch – Gold 1

Skills: Cool, Lore (Any)

Talents: Cat-Tongued, Instinctive Diction, Slayer, Warleader

Trappings: Cohort of Chaos Warriors, Daemon-bound Weapon, Daemonic Familiar, Severed heads of two or more enemy commanders





THE EMPEROR LUITPOLD



BONUS SHORTS

Down the years, a lot of excellent short adventures have been written for WFRP, appearing in *White Dwarf* magazine in the 1980s and in various collections and anthologies since. The following pages present one classic reprint, updated for 4th edition, and one adventure developed from a part of James Wallis's renowned 'Carrion up the Reik' to form the first part of an all-new sub-plot which will be continued in the later volumes of this series.

The *Emperor Luitpold* was inspired by Jack Yeovil's seminal Warhammer novel *Drachenfels* and details a luxury river liner and its sister vessels. Characters who can afford to travel in style will find intrigue, mystery, and adventure aplenty aboard.

Vengeance of the Gravelord started as a section of 'Carrion up the Reik,' but its own mother — or should I say author — wouldn't recognise it now. For one thing, it now features actual Carrion, and it faces the Characters with a mysterious and elusive necromancer whose flair for the theatrical is almost as strong as his thirst for revenge. As an optional sub-plot for the rest of the campaign or as an episodic adventure in its own right, the pursuit of the Gravelord will worry, frustrate, and intrigue Players in equal measure.

The *Emperor Luitpold* is a luxury river liner, named after the father and predecessor of Karl-Franz I. Run by the large and powerful Hindelin Lines of Altdorf, it plies the River Talabec from Altdorf to Bechafen near the Worlds Edge Mountains. Built by the Spee boatyards in Altdorf in 2510, the *Luitpold* and its sister-ships the *Emperor Wilhelm* (Altdorf-Nuln) and the *Emperor Magnus* (Altdorf-Marienburg) give Hindelin Lines an unrivalled luxury fleet. The 'Imperial-class' river liners are much favoured by wealthy merchants, those on Imperial business and the lesser nobility.

The *Emperor Luitpold* has two passenger decks; the upper passenger deck holds eight luxury staterooms and 14 three-berth servants' cabins, while the lower holds 16 twin-berth luxury passenger cabins. Fares are as follows.

FARES

Cabin Type	Full Journey	Talabheim to Altdorf	Other (per 10 miles)
Stateroom	50 GC	20 GC	1 GC*
Passenger	5 GC	3 GC	6/-
Servants'	3 GC	2 GC	1/-

A stateroom must be booked for a minimum of one week's travel, calculated at 30 GC downstream and 24 GC upstream.

The fares cover the cabin plus three meals a day. All other services — drinks and snacks during the day, for instance — are 'extras', and a bill for these is presented at journey's end.

The captain has the discretion to discount fares *en route* but is forbidden by company regulations to offer a discount of more than 10% on the full fare. If all passenger cabins are full, they may offer passengers any spare servants' cabins at the servants' fare.

Passenger and servants' cabins may be equipped with an extra folding bunk on request, but only if all other cabins of the same class are full. There is a 25% surcharge for this service.

THE JOURNEY

The *Emperor Luitpold's* downstream journey starts at Berghafen, a small town on the upper Talabec a few miles beyond the edge of the forest; this is the highest point on the Talabec which can be reached by large river traffic. By transferring to smaller craft and then to mules, it is possible to follow the Upper Talabec all the way to the Dwarfholds of Karak-Kadrin and Karak-Ungor.

There are few regular stops along the first part of the route, mainly for fresh supplies, but the *Emperor Luitpold* will stop to pick up and set down passengers as required. Flagpoles are set up on wharves along the route to signal the boat to stop for passengers. Once the *Emperor Luitpold* reaches Talabheim, the journey becomes more regular. The boat always stops at Ahlenhof and Schoppendorf, and often at Volgen as well.

The *Emperor Luitpold's* combination of sails and oars makes it a rapid means of travel. Its 750-mile trip takes around 2 weeks downstream and 2 ½ weeks upstream: an average of 45 and 38 miles per day respectively.

RULES OF PASSAGE

All the laws of the Empire apply aboard the *Emperor Luitpold*. For legal purposes, the liner is treated as being within the jurisdiction of the legal authorities of Altdorf. There are also certain rules which passengers are expected to observe while on board:

Weapons: All passengers are permitted to carry one sword and one dagger while on board. All other weapons — including hand weapons other than swords, unless the passenger can plead a special case — and all armour must be handed over to the purser for safe-keeping in the liner's strongroom, although they are available on request if passengers want them for shore visits along the way, or in the event of the liner being attacked.

Magic: Spellcasting of any kind is forbidden on board without the express permission of the captain. This includes the use of magical items. In practice, this rule is difficult to enforce, but anyone openly casting spells will be reported to the captain.

Morality: All passengers are expected to observe 'common decency'. Basically, this means not doing anything in public which is liable to shock, offend, embarrass or outrage one's fellow passengers. The captain is the final judge of such matters.

Religious Observance: After dinner each day, the captain leads the company and passengers in a five-minute period of prayers to Sigmar, Ulric, and Taal. Attendance is not compulsory, but those who do not take part are considered impolite (Fellowship Tests become one step more difficult when dealing with any member of the crew). Passengers are free to make any observances demanded by their particular religions, subject to the laws of the Empire, but animal sacrifice of any kind on board is banned.

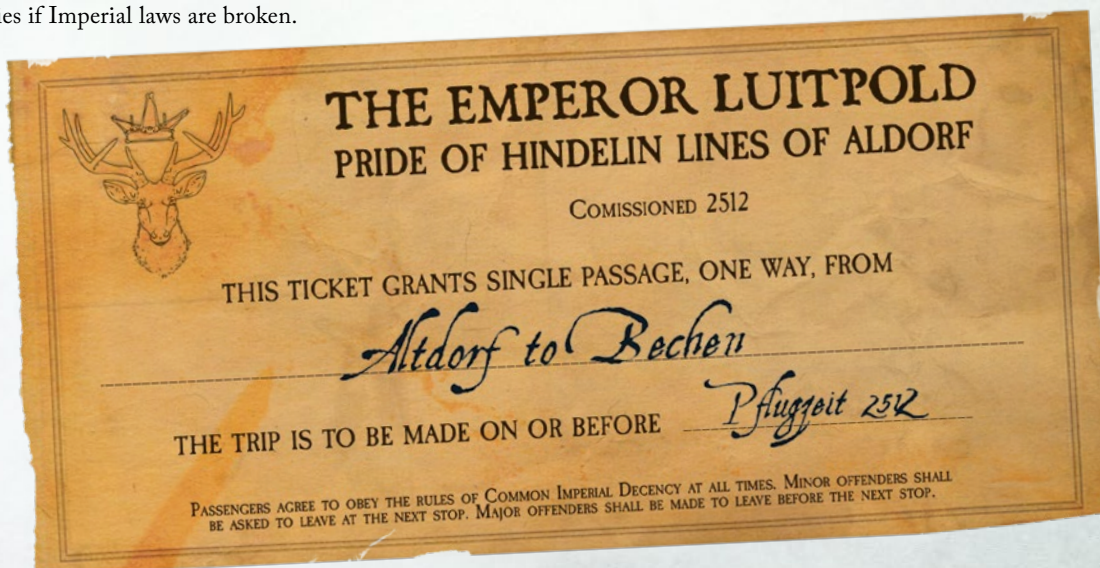
Passengers who flout the rules of passage will be given one warning, except in extreme cases. The captain has the power to put offenders off at the next stop, handing them over to the local authorities if Imperial laws are broken.

A TYPICAL DAY

A day aboard the *Emperor Luitpold* revolves around mealtimes. Breakfast is served an hour after dawn, lunch at noon, and dinner at 7pm. Mealtimes are announced by the boat's stewards, who walk the length of the passenger deck ringing small handbells. Meals are served in the passenger lounge, but passengers may arrange to take some or all meals in their cabins. No charge is made for this, but a tip of at least 5/- per person per meal is customary. Between meals, the passengers are left largely to their own devices. The passenger lounge is closed for 20 minutes before and after each meal as the stewards convert it from a dining-room back to a lounge, clearing away the folding tables and so on.

Light meals and water is available in the passenger lounge throughout the day, and wines and spirits are served from noon till midnight, though ales are only normally available on board if the crew has had prior notice of a Dwarf dignitary travelling, or if a paying stateroom passenger has specifically requested they be available. These are all 'extras' and must normally be paid for at the time, although a request for an account, to be settled at the end of the trip, is seldom refused. The *Emperor Luitpold* has a bill of fare comparable to that of a high-class restaurant in a large Imperial city, both in range and price.

During the day, various deck games are available for those who wish to play, and weapons practice and friendly duels (to first blood) are permitted on the promenade deck by prior arrangement. Those wishing to engage in friendly competition must inform the captain or purser before any fight. If the crew are not aware of any prior arrangement, they will treat the incident as a common brawl and step in to restrain the combatants.



After dinner, entertainments are staged in the passenger lounge: it is common, for example, for a musician or other entertainer to work his passage in return for a reduced fare. The standard fare reduction is 50% and is not subject to negotiation. A Character wishing to strike this kind of deal must make a successful **Difficult (-10) Perform** or **Play** Test, modified as follows for each of the listed skills:

Reaction Mod.	Activity
Forbidden	Fire Breathing
-10	Clowning, Miming, Bagpipe, Horn
+0	Acrobatics, Juggling, Rope Walking, Lute
+10	Dancing, Harpsichord, Violin

You can derive modifiers for other specialisations following this pattern. Anything involving fire is banned since the *Emperor Luitpold* is built almost entirely of wood. Animal acts are not generally acceptable, since an unfortunate incident three years ago involving a dancing bear, and more 'refined' arts and instruments are favoured over more 'rustic' or 'vulgar' entertainments. No entertainment may include material that is insulting to the Emperor, the nobility, or any of the major religions, or which is in any way 'in bad taste' (as decided by the captain). These rules are explained to every entertainer at the outset, and any breach results in the captain disallowing part or all of an entertainer's discount. If an offending Character protests that he or she cannot pay the full fare, the captain hints darkly that they have contacts on the staff of the notorious Munsden Keep debtors' prison in Altdorf.

THE CREW OF THE *EMPEROR LUITPOLD*

Any post aboard the *Emperor Luitpold* is a prestigious position, and most crew members are viewed with a certain envy, and even awe, by those who meet them. This is reflected in a higher Status for many crew than their Career level would typically merit.

Captain Regina Willendorf – Human Barge Master, former Huffer and Attendant (Gold 1)



As well as being in command of the *Emperor Luitpold*, with an authority second only to that of the Emperor himself, Captain Willendorf is the public face of Hindelin Lines and must be a gracious host as well as a firm leader. Her primary social duty is to dine every night at the captain's table and make conversation with the liner's most distinguished passengers, but she is also called upon from time to time to arbitrate disputes between passengers without causing offence to either party. It is a demanding role, but she has both the navigational and social skills to pull it off and holds one of the most sought-after positions on the river.

Appearance: Height 5'9", build athletic, light brown hair, blue eyes.

Personality: Formal, polite, punctilious, efficient.

Motivations: A trouble-free trip and contented passengers.

Sample Dialogue: *'Enjoying the journey, I trust?'*

CAPTAIN REGINA WILLENDORF HUMAN BARGE MASTER, FORMER HUFFER AND ATTENDANT (GOLD 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	37	33	49	55	45	53	40	44	42	44	18

Traits: Armour (Mail Shirt) 2, Prejudice (Peasants), Weapon (Sword) +7, Ranged (Blunderbuss) +8, Ranged (Pistol) +9

Skills: Animal Care 57, Athletics 65, Charm 64, Climb 69, Consume Alcohol 75, Cool 55, Dodge 78, Drive 73, Endurance 80, Entertain (Singing 54, Storytelling 64), Evaluate 64, Gamble 54, Gossip 82, Haggle 74, Heal 54, Intuition 65, Language (Wastelander) 54, Leadership 64, Lore (Local 54, Reikland 49, Riverways 74), Melee (Basic) 75, Navigation 65, Perception 75, Row 69, Sail 73, Stealth (Rural) 73, Swim 74, Trade (Boatbuilding) 50

Talents: Doomed (*A Square of Paper Marks thy Grave*), Etiquette (Guilder, Nobility, Servants), Commanding Presence, Orientation, Pilot, Public Speaker, Seasoned Traveller, Strong-Minded 2, Strong Swimmer, Waterman, Well-prepared

Trappings: Captain's Livery, Mail Shirt, Sword, Pistol with 12 shots, Blunderbuss (always loaded)



First Pilot Ella Greendale

Ella is in charge of the day-to-day navigation of the *Emperor Luitpold*. Growing up on the banks of the Aver in Mootland, Ella was fascinated by the river from an early age. She built her first boat at the age of twelve, and by twenty — still considered childhood by most Halflings — she was running a local river transport business of her own. Although the captain is in charge, Ella regards the *Emperor Luitpold* as her own, and keeping the vessel safe is her first priority.

Appearance: Height 4' 0", strong build, curly brown hair, brown eyes.

Personality: Pleasant, bustling, efficient.

Motivations: Avoid river hazards, get on in life.

Sample Dialogue: *'Charts are all very well, but you need to know the river for yourself. There's no time to go poring over a chart when a rain-swollen river is pushing you onto a sandbar and sending fallen trees at you into the bargain!'*

FIRST PILOT ELLA GREENDALE - HALFLING MASTER PILOT, FORMER BOATMAN (SILVER 5)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	28	36	26	42	53	38	42	30	44	51	12

Traits: Night Vision, Size (Small), Weapon (Dagger) +4

Skills: Charm 61, Consume Alcohol 52, Dodge 48, Endurance 52, Entertain (Storytelling) 61, Gossip 64, Melee (Basic) 36, Melee (Brawling) 34, Navigation 66, Row 44, Sail 63, Swim 70

Talents: Dirty Fighting, Etiquette (Guild), River Guide, Strong Swimmer

Trappings: Dagger, River Charts, Uniform

Second Pilot Reiner Petersen

Reiner takes the second shift when Ella is resting or acts as a second pair of eyes on treacherous stretches of the river. He is still learning the Huffer's trade, but a second pilot on an Imperial-class river liner is equivalent to a chief pilot almost anywhere else.

Appearance: Height 5' 7", build slender, floppy brown hair, hazel eyes.

Personality: Quiet, studious, serious.

Motivations: Avoid river hazards, learn the trade.

Sample Dialogue: *'Um... see that chop on the surface there? Two hundred yards out, off the port bow. There's something there that's not on the charts — a snag of timber, probably. Could you take a look from up top as we go by? I'd like to know if I'm right.'*

SECOND PILOT REINER PETERSEN HUMAN PILOT, FORMER BOATMAN (SILVER 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	37	27	42	27	42	44	24	32	34	37	11

Traits: Prejudice (Elves), Weapon (Dagger) +6

Skills: Athletics 54, Charm 43, Consume Alcohol 33, Dodge 54, Endurance 37, Gossip 44, Intuition 52, Lore (Local) 42, Lore (Riverways) 52, Perception 57, Melee (Brawling) 42, Melee (Basic) 40, Navigation 47, Row 52, Sail 50, Swim 54

Talents: Doomed (*Bewarned a Fish to Hook you!*), Fisherman, Orientation, Strong Back, Waterman

Trappings: Dagger, River Charts, Uniform





Bosun Hans Sauber

If Captain Willendorf is the velvet glove — although she is anything but soft — then Sauber is the iron hand. His duties include overseeing the crew of convict rowers and keeping order on board, and while he is as polite as social norms dictate, no one can mistake his civility for servility. Even the most obtuse young nobles can see that he is not a man to be trifled with, although from time to time someone always tests him. These miscreants always end up being put off the boat — either at the next port or directly into the river.

Appearance: Height 5' 11", build strong, hair dark blonde, eyes blue; scarred face.

Personality: Abrasive, professional, brusque.

Motivations: Keep the crew from slacking and the passengers from becoming unruly.

Sample Dialogue: *'PUT YOUR BACKS INTO IT!'*

BOSUN HANS SAUBER – HUMAN BARGESWAIN, FORMER SERGEANT (SILVER 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	49	31	45	40	40	33	24	36	34	41	15

Traits: Armour (Mail Shirt) 2, Prejudice (Upstarts), Weapon (Dagger) +6, (Sword) +8, (Whip) +6, Ranged (Crossbow) +9

Skills: Athletics 42, Climb 50, Consume Alcohol 50, Cool 50, Dodge 42, Entertain (Storytelling) 46, Endurance 50, Gamble 46, Haggle 50, Intuition 50, Language (Battle) 41, Leadership 51, Lore (Riverways) 46, Melee (Basic) 59, Perception 50, Ranged (Crossbow 60, Entangling 65), Play (Drum) 54

Talents: Doomed (*The whip asks, the flesh answers*), Drilled, Unshakeable, Rapid Reload, Seasoned Traveller

Trappings: Crossbow and 20 bolts, Dagger, Mail Shirt, Sword, Uniform, Whip

Sailing Crew

Under the bosun's watchful eye, a small but skilled sailing crew looks after the liner's sails and keeps her moving as long as the wind is favourable.

SAILING CREW (20) – HUMAN BOATMAN (SILVER 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	34	25	38	31	37	31	37	29	24	34	11

Traits: Prejudice (various), Weapon (Boat Hook) +7, (Dagger) +5

Skills: Athletics 36, Consume Alcohol 41, Dodge 41, Endurance 41, Entertain (Storytelling) 39, Gossip 44, Haggle 39, Intuition 41, Lore (Riverways) 34, Melee (Brawling) 44, Perception 32, Row 48, Sail 41, Swim 41

Talents: Various, but commonly Seasoned Traveller, Very Strong, Waterman

Trappings: Various, often Hand Weapon (Boat Hook or Dagger), Uniform

Oarsmen

The oarsmen keep the *Emperor Luitpold* moving when the wind is insufficient for the sails. The majority are former inmates of the Mundschen Keep debtors' prison in Altdorf, which has an arrangement with Hindelin Lines whereby the strongest and best-behaved convicts can work off their debts at the oars of the company's boats. While this job is anything but cushy — the rowers sleep at their oars and must be ready to row at any time of the day or night — their lot is far better than that of mere galley-slaves: they are fed regularly, encouraged to keep clean, and treated fairly by the bosun.

OARSMEN (68) – HUMAN BOAT-HAND (SILVER 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	31	39	31	29	31	30	36	32	29	31	9

Traits: Prejudice (Various), Weapon (Improvised) +4

Skills: Consume Alcohol 34, Dodge 35, Endurance 34, Gossip 41, Melee (Brawling) 36, Row 36, Sail 35, Swim 35

Additional Skills: Oarsmen may have pertinent Skills from their former Careers, such as: Haggle 36, Heal 35, Lore (Torture) 37, Ranged (Bow) 44, Sleight of Hand 40, Stealth (Urban) 40

Talents: Dirty Fighting

Additional Talents: Oarsmen may have Talents from their former Careers, such as: Embezzle, Flee!, Public-Speaking, Read/Write, Numismatics

Trappings: Soap, Oarsman's Uniform, Weighty Debt



Chief Cook Maximillian

No luxury setting, from a castle to a hotel to a riverboat, is complete without a Halfling cook to provide world-class cuisine for the discerning customer. Max has been with the *Emperor Luitpold* longer than almost any other crew member — Purser Kleingeld is the sole exception — and there are some who come back to the liner simply for the joy of his cooking.

Appearance: Height 3' 10", build stout, curly reddish-brown hair, brown eyes.

Personality: Garrulous, sociable, perfectionist.

Motivations: Provide passengers with the best food in the Old World.

Sample Dialogue: *'BARBARIAN! You can't serve that lukewarm!' and 'I agree entirely, sir. Too much oregano would normally ruin the flavour, but...'*

CHIEF COOK MAXIMILLIAN 'MAX' BERRYHILL HALFLING MASTER ARTISAN (SILVER 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	28	38	23	34	33	23	50	37	49	45	10

Traits: Night Vision, Size (Small), Weapon (Cleaver) +6

Skills: Athletics 28, Charm 50, Consume Alcohol 54, Cool 59, Dodge 33, Endurance 44, Evaluate 47, Gossip 55, Haggle 65, Intuition 43, Language (Guilder) 47, Leadership 55, Lore (Local) 42, Perception 43, Research 47, Secret Signs (Guilder) 47, Stealth (Urban) 33, Trade (Cook) 70

Talents: Acute Sense (Taste), Master Tradesman (Cook), Read/Write

Trappings: Exotic Herbs and Spices, Hand Weapon (Cleaver), Kitchen Tools

Kitchen Staff (2)

The fact that every meal is served on time and to the highest standards of quality is a testament to Max's skill and leadership, and many passengers have expressed disbelief when they learn that all this is achieved with just the chef and a kitchen staff of two. It takes hard work from morning to night, masterful planning and painstaking preparation, but Max has never been known to fail. Kitchen hands trained by him have gone on to work in some of the Empire's most prestigious hotels and restaurants, and more than once he has had to exercise great tact in preventing a wealthy passenger from luring them away.

KITCHEN STAFF (2) – HUMAN APPRENTICE ARTISAN, FORMER SERVANT (BRASS 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	26	32	30	24	32	30	28	36	33	24	10

Traits: Night Vision, Weapon (Dagger) +5

Skills: Athletics 35, Climb 40, Consume Alcohol 30, Dodge 35, Drive 35, Endurance 35, Gossip 30, Intuition 37, Perception 37, Stealth (Urban) 35, Trade (Cook) 42

Talents: Beneath Notice, Etiquette (Servants), Read/Write, Strong Back

Trappings: Dagger, Kitchen Tools, Uniform, 1d10 Cleaning Rags

Stewards (12)

A crew of a dozen stewards shuttle food from the kitchens, takes orders, and does whatever else is needed for the comfort and convenience of the passengers.

STEWARDS (12) – HUMAN SERVANT (SILVER 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	31	37	38	34	34	42	28	23	34	27	12

Traits: Prejudice (Penny-Pinchers), Weapon (Dagger) +5

Skills: Athletics 47, Climb 47, Drive 47, Dodge 48, Endurance 50, Intuition 40, Perception 39, Stealth (Urban) 48

Talents: Read/Write, Etiquette (Servants)

Trappings: Dagger, Notebook and Pencil



Purser Eberhardt Kleingeld

The purser's role is to be available to the passengers when the captain is otherwise engaged. He is responsible for keeping the boat's accounts, overseeing all cash transactions, and guarding the contents of the safe.

Appearance: Height 5' 9", build slender, swept-back grey hair, blue eyes.

Personality: Proper, dignified, friendly.

Motivations: Keep the passengers happy and the money safe, supervise the crew of stewards.

Sample Dialogue: 'Thank you for bringing that to my attention. I'll have it seen to immediately.'

PURSER EBERHARDT KLEINGELD
HUMAN ATTENDANT, FORMER BOAT-HAND
(SILVER 5)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	26	32	30	24	32	30	28	36	33	24	10

Traits: Prejudice (The Unkempt), Weapon (Dagger) +5
Skills: Athletics 43, Charm 35, Climb 45, Cool 51, Drive 35, Dodge 42, Evaluate 54, Endurance 42, Intimidate 50, Intuition 66, Perception 56, Stealth (*The Emperor Luitpold*) 57
Talents: Embezzle, Etiquette (Nobility), Etiquette (Servants), Read/Write, Resistance (Poison)
Trappings: Dagger, Fine Clothes, Quality Livery, Accounts Books, 1d10 Gold Crowns

TRAVELLING COMPANIONS

The passengers on the *Emperor Luitpold* are a cross-section of the upper echelons of Imperial society, leavened by an occasional but equally distinguished traveller from beyond the borders. A selection of potential travelling companions is presented below, which you can develop into more detailed NPCs as desired.

MERCHANTS

Wealthy merchants are frequent passengers aboard the *Emperor Luitpold*; it is a favourite means of transport for Ostermark and Talabheim merchants coming to Altdorf, since they think that they can impress the merchants of the capital by arriving in such great style.



Self Made, Obnoxious Trader

Appearance: Middle-aged, overweight. Ostentatious dress, little style.

Personality: Fawning to social superiors, insulting to inferiors. Vain, arrogant, cowardly, avaricious. Loud, tactless, often vulgar.

Motivations: Greed, need to impress.

Sample Dialogue: 'I had nothing when I started out.' and 'Never done a day's work in their lives, them.'

SELF MADE, OBNOXIOUS TRADER - HUMAN
MERCHANT (SILVER 5)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	38	30	31	32	38	35	26	30	32	42	12

Traits: Prejudice (The Poor), Weapon (Sword) +7
Skills: Animal Care 40, Bribery 60, Charm 47, Consume Alcohol 37, Drive 40, Evaluate 50, Gamble 40, Gossip 47, Haggle 55, Language (Wastelander) 40, Lore (Reikland) 35
Talents: Blather, Briber, Embezzle, Read/Write
Trappings: Hand Weapon (Sword), Ostentatious Clothing, 2d10 Gold Coins

Quick-witted Dealmaker

Appearance: Any age and build. Dressed well but not overdressed.

Personality: Observant, tactful, personable.

Motivations: Profit, enjoyment, build useful contacts.

Sample Dialogue: *'Stay in touch. We might do business one day.'*

QUICK-WITTED DEALMAKER HUMAN MERCHANT (SILVER 5)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	38	33	32	36	39	40	39	35	34	37	12

Traits: Prejudice (Halflings), Weapon +7

Skills: Animal Care 40, Bribery 46, Charm 45, Consume Alcohol 50, Drive 45, Evaluate 60, Gamble 45, Gossip 47, Haggle 60, Language (Tilean) 50, Melee 48, Perception 49

Talents: Dealmaker, Etiquette (Guilder), Read/Write

Trappings: Discerning Gaze, Hand Weapon (Sword), Respectable Clothing

Experienced Broker

Appearance: Elderly, aristocratic, well-dressed.

Personality: Demands respect. Genial unless offended.

Motivations: Profit, social status.

Sample Dialogue: *'I wouldn't travel any other way.'* And *'You probably wouldn't remember the slump of '85.'*

EXPERIENCED BROKER HUMAN MASTER MERCHANT (GOLD 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	24	29	35	25	47	39	38	46	39	43	10

Skills: Animal Care 56, Bribery 63, Charm 63, Consume Alcohol 35, Drive 44, Evaluate 73, Gamble 65, Gossip 63, Haggle 71, Intimidate 45, Language (Brettonian) 60, Language (Estalian) 56, Language (Guilder) 60

Talents: Dealmaker, Etiquette (Nobility), Numismatics, Schemer, Wealthy

Trappings: Entourage of Clerks, Exquisite Clothing, d10 × 30 Gold Crown

ARISTOCRATS

The *Emperor Luitpold* carries the highest class of passengers, often including members of the nobility. Here are a couple of sample aristocrats:

Elderly Duchess

Appearance: Elderly, immaculate, slightly frail.

Personality: Imperious, demanding, snobbish.

Motivations: Receive respect, terrify servants, awe commoners.

Sample Dialogue: *'I hate travelling. So uncomfortable. Such a fuss.'* and *'Some people have no idea of the correct way to behave.'*

ELDERLY DUCHESS - HUMAN MAGNATE (GOLD 5)

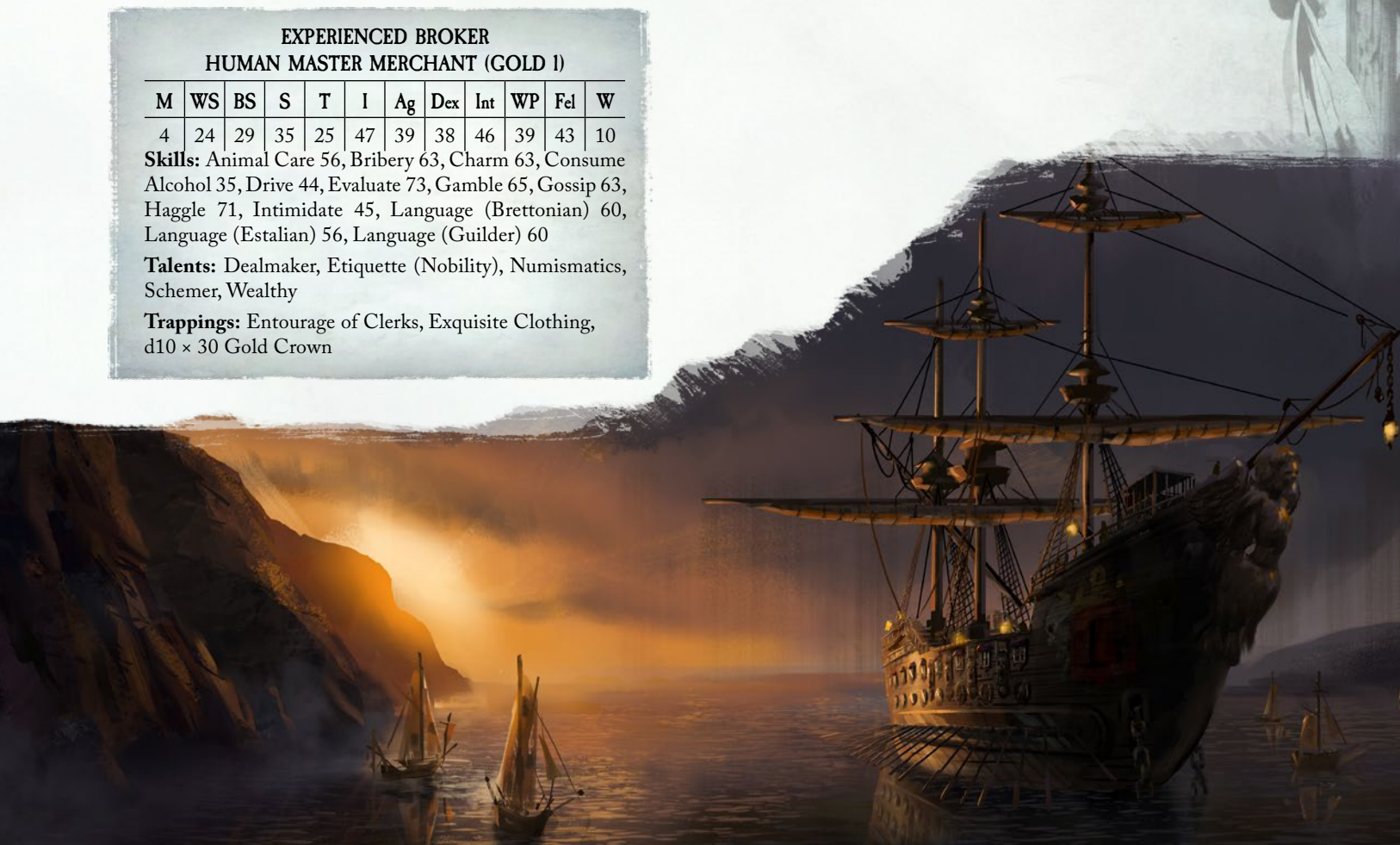
M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	24	26	34	22	49	27	25	43	25	28	9

Traits: Prejudice (Everyone of Brass or Silver Status), Weapon (Foil) +6

Skills: Bribery 38, Consume Alcohol 35, Intimidate 40, Language (Classical) 50, Leadership 45, Lore (Heraldry 71, Politics 62), Melee (Fencing) 29, Play (Harpsichord) 38, Ride (Horse) 44

Talents: Etiquette (Nobles), Noble Blood, Read/Write, Schemer

Trappings: Courtly Garb, Foil, Jewellery worth 3d10 Gold Crowns, Signet Ring



Young Blood

Appearance: Youthful, athletic, gorgeously-dressed.

Personality: High-spirited, irresponsible, noisy.

Motivations: Have fun, play practical jokes, embarrass others.

Sample Dialogue: *'I SAY, you chaps! How utterly splendid! What fun!'* and *'Some people have no sense of humour. What a bore.'*

YOUNG BLOOD – HUMAN SCION (GOLD 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	40	33	29	34	36	39	27	26	33	38	11

Traits: Weapon (Foil) +5

Skills: Bribery 43, Consume Alcohol 44, Gamble 36, Intimidate 34, Leadership 43, Lore (Heraldry) 35, Melee (Fencing) 51, Play (Violin) 50

Talents: Etiquette (Nobles), Luck, Noble Blood, Read/Write

Trappings: Beautiful Clothing, Foil, Hand Mirror, Personal Servant



GAMBLERS

Gamblers frequent riverboats as much as they do roadside inns, for there is a great deal of money to be made from fellow-travellers. A typical gambler aboard the *Emperor Luitpold* is at the very top of the profession, able to move among the aristocracy with ease.

A Gambler may be of any Species, mature age, level 3–4 Charlatan and/or level 4 Bawd, chance of one or more levels in a Courtier Career.



Dwarf Gambler

Appearance: Immaculate, well-dressed.

Personality: Charming, witty.

Motivations: Profit, amusement, personal safety.

Sample Dialogue: *'Anyone for an honest game of chance?'* and *'Would you care to avenge yourself for yesterday's game?'*

DWARF GAMBLER (SILVER 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	34	25	35	52	33	28	34	46	49	36	17

Traits: Weapon (Dagger) +5

Skills: Bribery 60, Charm 53, Consume Alcohol 70, Cool 54, Entertain (Storytelling) 50, Gamble 71, Gossip 41, Haggle 50, Language (Thief) 51, Pick Lock 55, Sleight of Hand 54

Talents: Blather, Cardsharp, Dealmaker, Diceman, Read/Write

Trappings: Dagger, Disguise Kit, Lock Picks, Marked Cards, Multiple Forged Documents, Weighted Dice, An Alibi, 2d10 Silver Shillings

ARMY OFFICERS

Senior military men and women have to travel regularly between the capital and their bases. Their precise rank varies, but those who can take passage on the *Emperor Luitpold* are always be high-ranking. They might be commanders of border regiments, heads of orders of knighthood, or other senior commanders.

Frontier Commander

Appearance: Middle-aged, tough, uncomfortable in courtly clothes.

Personality: Gruff, unsociable, terrifying if crossed.

Motivations: Get this damn business over with and get back to the troops.

Sample Dialogue: *'Don't know much about that. Been a soldier all m'life.'* and *'That one wouldn't last five minutes in the hills.'*

FRONTIER COMMANDER HUMAN CAVALRY SERGEANT (GOLD I)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	44	38	38	34	27	40	38	25	53	30	14

Traits: Armour (Breastplate and Helm) 2, Prejudice (Deserters), Weapon (Cavalry Hammer) +8, (Sword) +7

Skills: Animal Care 40, Charm Animal 41, Endurance 44, Language (Battle) 45, Lore (Heraldry) 85, Melee (Basic) 56, Melee (Cavalry) 61, Outdoor Survival 39, Perception 41, Ride (Horse) 64

Talents: Combat Aware, Etiquette (Soldiers), Hatred (Greenskins), Roughrider

Trappings: Breastplate, Cavalry Hammer (Stowed in Room), Helmet, Hand Weapon (Sword), Uncomfortable Dress Uniform, 4d10 Silver Shillings

Armchair General

Appearance: Immaculate, middle-aged or elderly.

Personality: Courtly, charming, snobbish.

Motivations: Socialise, tell endless stories.

Sample Dialogue: *'The last time I was at the palace...'* and *'Did I tell you about the Battle of Rogenburg? I was on the left flank...'*

ARMCHAIR GENERAL HUMAN COUNSELLOR, FORMER OFFICER (GOLD I)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	57	51	35	56	51	52	34	42	53	50	18

Skills: Athletics 72, Bribery 70, Charm 70, Climb 55, Consume Alcohol 71, Cool 73, Dodge 72, Endurance 76, Entertain (Storytelling) 65, Evaluate 62, Gamble 67, Gossip 73, Haggle 90, Heal 52, Intuition 71, Language (Battle 62, Classical 62), Leadership 65, Lore (Local 62, Politics 62, Warfare 62), Melee (Basic 85, Polearm 72), Navigation 61, Outdoor Survival 57, Perception 71, Play (Drum) 54, Ranged (Crossbow) 66

Talents: Blather, Drilled, Diceman, Etiquette (Nobles), Read/Write

Trappings: Array of Fine Uniforms, Endless Stories, Livery, Writing Kit, 2d10 Gold Crowns

ADVENTURES ON THE EMPEROR LUITPOLD

Here are a selection of adventure seeds that can be used with the *Emperor Luitpold* or one of its sister vessels.

MURDER MOST FOUL

A group of apparently unrelated travellers effectively trapped together on a long journey: this is a favourite setting for murder mysteries. In a **WFRP** adventure the Characters must solve the mystery before the liner reaches the next stop and the murderer can get away. The first thing to do is decide on the murder victim. Next, you need a motive, a means of death, and a group of fellow-travellers. Ideally, most of the other travellers will have a Dark Secret which links them to the victim and provides a motive for murder. Each NPC should have an alibi which makes it impossible for any of them to have done the deed. Then add at least one handful of red herrings...

For example, suppose that the murder victim is Handriek van den Kuyster, a truly obnoxious merchant. There could be a good many people who would be happy to see him dead. Given his foul treatment of underlings, he might have heaped abuse on one or more of the stewards. He could have been caught cheating at cards, or he might have had a streak of luck which resulted in him winning a vast sum from a fellow passenger who can clearly ill afford it. He might have made improper advances to the daughter of a noble passenger. There might be another merchant on board whom he has recently crossed in a dubious business transaction, and with whom he quarrelled violently on the first night aboard.

Those are the obvious clues. Most of them, at least, will be red herrings, but as the Characters investigate further — assuming, of course, that they have the Fellowship scores and Skills for other passengers to cooperate with them — they uncover deeper and more secret motives. One of the passengers or crew might be the victim's illegitimate offspring, whose deserted mother died of a broken heart. Another might be the victim of blackmail. And so on, until you have a suitable web of intrigue.

On to the time of death and the method employed. Let us suppose that the victim is found dead in his cabin by a steward who had gone to call him to dinner. He is laying face-down on the bed with a dagger between his shoulder blades. The last time he was seen by any of the passengers was around the middle of the afternoon, when several people saw a violent argument in the lounge between him and another passenger.

So, off the Characters go, questioning passengers, checking alibis, uncovering clues, and so on. There are only three days before the *Emperor Luitpold* docks in Talagaad, and there are no planned stops in between: the Characters must work quickly to uncover the murderer's identity before then. If they need any encouragement, the finger of suspicion points squarely at one of their number, who is chained up on the oar deck to be handed over to the authorities in Altdorf. If the other Characters don't clear his name before then, their comrade is doomed!

The truth of the matter can be as straightforward or as bizarre as you like. The Characters may well discard the obvious motives once they begin to uncover the secret ones, but one of the 'cleared' suspects might be the murderer. Alternatively, a large number of the passengers might have arranged this trip purely for the purposes of murdering their mutual enemy and have arranged each other's alibis. Or the whole murder might be a fake, arranged by the so-called victim to frame one of the other passengers, to escape from mounting debts, or for some other reason.

Setting up a good murder mystery can take a lot of time and work, but it can produce a very challenging and rewarding adventure, especially for groups who like complex plots with a lot a character interaction.

TO CATCH A THIEF

A variation on the murder mystery is the jewel theft. Nobody dies, but some priceless jewellery or some other highly valuable object is stolen. The professional jewel thief is a far cry from his lower-class brethren: he is someone who can move as he likes through the upper classes, who can deal with locks and alarms

without even thinking about it — and most important of all, he has the everyday personality of someone who is completely incapable of planning and executing a brilliant robbery. Many impoverished nobles and similar characters try their hands at this glamorous occupation, but few are skilled enough to have long careers. This type of adventure is also about checking alibis and uncovering people who are not what they might seem. The Characters have to be trusted by their fellow passengers in order to get any useful information from them, and again, you might concentrate the Players' minds by having one of the Characters — or an NPC who is vital to their current adventure — locked up and facing jail or worse.

The Thing in the Locker

At the eastern end of her journey, the *Emperor Luitpold* is joined by Professor Marius von Groninghof, a scholar of some renown and a professor at Altdorf University. He has been on an expedition into the Worlds Edge Mountains and has brought back several interesting finds from his journey. These are stored in crates in and around the lockers on the oar deck.

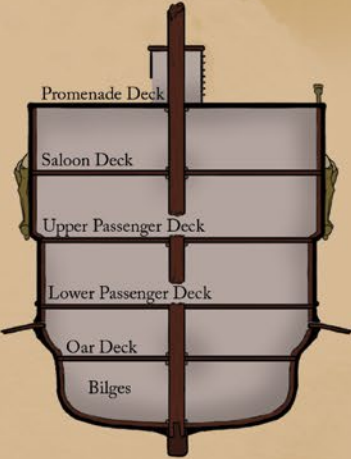
Among the finds being brought back to Altdorf are the contents of the centuries-old tomb of an Ogre chieftain. The actual nature of the finds is not being made public to avoid undue concern among the passengers and crew, but they include the bodies and artefacts of the Ogre chieftain and two of his warriors.

Partway through the river journey, the Ogre chieftain is roused from his rest, driven to punish those who have disturbed his eternal rest. The body breaks out of the crate in which it is stored, takes a few weapons and magical items from some of the other crates, and sets out on a killing spree. Staging is all-important in an adventure of this type. You could simply have the undead Ogre break out of its crate and kill everything until it is overwhelmed by the Characters and a few brave NPCs, but this would not do justice to the idea.

Far better if the monster behaves intelligently, killing when it finds a victim alone and hiding the rest of the time. First the crates are found burst open, and then one of the crew is found horribly mutilated. The captain approaches the Characters, swearing them to secrecy to avoid causing panic on board. They must search the oar deck, possibly splitting into small groups so that the creature doesn't escape. The encounter should be run as a tension filled thriller, an impossibly adept enemy lurking in the dark, always just out of sight.

The undead Ogre might use the profile of a Crypt Ghoul, or you can create a unique creature for this encounter.

Emperor Luitpold



Typical Stateroom



Purser's Office



Typical Servants' Cabin



Captain's Cabin



Passenger Lounge



Luxury State Room



CHAPTER 17

VENGEANCE OF THE GRAVELORD



This short adventure is the start of a series, forming an optional B-plot to the main campaign, and introducing Hans Gräber, a young but ambitious Necromancer who likes to style himself ‘The Gravelord.’ This chapter in the Gravelord saga has been developed from the middle section of ‘Carriion up the Reik,’ an adventure originally written by James Wallis, whose commentary can be found earlier in this book. Disappointingly, ‘Carriion up the Reik’ did not feature any carriion; among other things, this adventure corrects that oversight.

BACKGROUND

Near the town of Dunkelberg, on the banks of the River Grissen above Grissenwald, is Hammersworn Rock, a Sigmarite monastery of the Order of the Anvil. Less well-known than the Monastery of the Holy Word outside Altdorf, it is nonetheless a major centre of Sigmarian learning, and its great library holds a copy of the Testaments of Sigmar as well as countless other books of scholarship.

The community’s leader, Father Marcus, is renowned as one of the Empire’s leading scholars of Sigmarite history and doctrine. So great is his reputation that he has been called to Altdorf to

consult with the Grand Theogonist and leading scholars of the Holy Word, in the hope of finding an effective response to the growing religious tension between Sigmar’s followers and those of Ulric. He is travelling with two junior monks, Brothers Rolf and Martin, and happens to take passage in the same boat as the Characters. Being in the Sigmarite south, the monks have not taken any extraordinary measures to ensure their safety — and that was a mistake.

The threat comes not from fanatical Ulricans — almost unknown in these parts — but from one Hans Gräber, a novice monk whom Father Marcus expelled from the community two years ago. Ignoring repeated warnings from his superiors, Gräber had been caught for a third time in the restricted section of the monastery’s library, poring over old accounts of the life and career of Heinrich Kemmler, the dreaded Lichemaster. He became obsessed with the stories, and unknown to his superiors — who would surely have burned him had they known — he began to experiment with necromancy. Being expelled from the monastery was the final push that launched him into vengeful madness, and ever since then he has wandered the southern Reikland, studying magic when he can, learning the forbidden Lore of Necromancy, and waiting until he felt powerful enough to take his revenge. Now, with Father Marcus travelling and exposed, the time has come to enact The Vengeance of the Gravelord.



RUNNING THIS ADVENTURE

This adventure is episodic in form, consisting of short, self-contained events that the GM can drop into *Death on the Reik* or any other adventure that features a river journey to Altdorf. Seemingly isolated events, linked only by necromancy and a strange name, begin to form a pattern — one, perhaps, that the Characters may try to relate to the main plot of the campaign. The GM should allow them to do so, even though there are no links to find.

HANS GRÄBER

While unquestionably obsessed and probably insane, Hans Gräber is far from stupid. He knows better than to show himself and become a target, and he knows that the unseen and unknown are what frighten mortals the most. Therefore, he takes care to plan attacks that are theatrical and intimidating, while himself remaining hidden. He wants the name of the Gravelord to strike terror into the hearts of mortals, without the face appearing on any wanted posters.

The Gravelord's strategy is to strike in a spectacular fashion and then disappear, leaving time for word to spread and fears to grow before he strikes again. What he lacks in magical power — for he is a low-level Wizard at this point — he more than makes up in imagination, and his flair for the theatrical rivals that of the great playwright Detlef Sierck. The GM should keep the following points constantly in mind:

Spectacle

The Gravelord's aim, first and foremost, is to spread fear: death and destruction come a distant second in his mind. Having seen the terror evoked by the name of the Lichemaster, he longs for his own self-awarded title to have the same effect. Therefore, everything he does is planned for maximum psychological impact.

Elusiveness

The Gravelord never shows himself, partly to avoid the risk of capture and partly to cultivate an air of mystery that will contribute to the fear that he intends his name to evoke. While he is never far from the sites of his attacks, he is always hidden — and he always has at least two exits prepared in case things go wrong. For a megalomaniac, he is remarkably cautious and practical. The theatricality of his attacks direct all eyes away from him, so he can melt away while his victims are dealing with the havoc he has wrought: the Characters might catch a glimpse of a cloaked, hooded figure who may or may not look suspicious, but when they look again he is gone. This is particularly important in the second part of this adventure, 'Brothers in Grief.'

PART 1: CARRION UP THE REIK

This event can begin at any point in *Death on the Reik* after the fall of Castle Wittgenstein. The ideal point to start is immediately after the Characters have picked up the Blucher cargo (**Death on the Reik**, page 125) and begun their journey to Altdorf by barge, perhaps with the outspoken Alex Eisen at the stern. If the GM wants to postpone it for any reason, though, the monks could join the party's boat at any town between there and Altdorf.

MONK MATES

Just as the boat is about to cast off, three men wearing monastic robes rush onto the dock. 'Altdorf?' one of them shouts and receiving an 'Aye!' from the crew, they jump aboard, negotiate briefly with the captain, and pay for their passage.

With these additional passengers, some changes have to be made to the sleeping arrangements. There was only one free bunk before they came aboard, so now two people have to sleep on the deck or the riverbank each night. The crew refuses, and if the Characters also refuse then the two younger priests agree to sleep on deck. However, they insist that their leader, Father Marcus, must have a berth, if not a whole cabin to himself.





FATHER MARCUS

Father Marcus looks and speaks (with a faint Middenheim accent) like a stereotypical absent-minded scholar. He has a sharp and incisive mind but having spent so long with other priests and scholars, he tends to assume that everyone knows almost as much as he does, and his conversation often becomes incomprehensible to lay-people. He is sometimes vague or distant, but he bears no ill-will to anybody, and it is difficult to dislike him.

FATHER MARCUS												
HUMAN PROFESSOR, FORMER ABBOT (GOLD 1)												
M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W	
4	35	34	36	32	39	26	30	47	47	42	13	

Traits: Prejudice (Those who abuse knowledge), Weapon (Quarterstaff) +7

Skills: Athletics 27, Consume Alcohol 42, Cool 50, Endurance 35, Entertain (Storytelling 48, Lecture 72), Gamble 48, Gossip 52, Haggle 45, Intuition 49, Language (Bretonnian 53, Classical 67, Khazalid 53), Lore (History 76, Sigmar 87, Theology 83), Pray 72, Research 76

Talents: Doomed (*Dead Fowl Foul*), Read/Write, Super Numerate

Trappings: Worn Robes, Hammer Pendant, Backpack with 3 Books, Food, Drink, and Formal Robes, Pouch with Shard of Black Stone, Quarterstaff used as walking stick, 2 Gold Coins

THE MONKS

Father Marcus, Brother Martin, and Brother Rolf are from a monastery near Dunkelberg, renowned for its scholarship on the legend of Sigmar and the history of the early Sigmarite church. They are going to Altdorf, they say, to consult with fellow scholar-monks from the famous Monastery of the Holy Word at a conference on Sigmarite history and tradition.

Any Character playing a Priest of Sigmar automatically know of the Dunkelberg monastery's reputation, and may make a Lore (Theology) Test to know that Father Marcus is one of the world's foremost scholars of Sigmarite history and advises the Grand Theognist on matters of history and tradition.



BROTHER MARTIN AND BROTHER ROLF

Martin and Rolf are both strongly built and look capable of handling their swords effectively. They speak little, especially in the presence of Father Marcus, and clearly have enormous admiration for him, bordering on awe. On their own they are quite convivial; they have never been to Altdorf, and are quietly excited about it, asking the Characters about the city when Father Marcus is not around. They may also mention that in addition to his scholarship, Father Marcus is the head of their monastery, a very senior position.

BROTHER MARTIN AND BROTHER ROLF - HUMAN MONKS (NUNS) (BRASS 4)												
M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W	
4	30	29	30	40	27	30	42	37	35	42	14	

Traits: Prejudice (Ulricans), Weapon (Sword) +7

Skills: Athletics 35, Cool 40, Endurance 45, Intuition 32, Lore (Theology) 47, Melee (Basic) 35, Perception 32, Pray 47, Research 32

Talents: Doomed (*Another's Cause Thy Death/Thou Art Thy Brother's Keeper*), Read/Write

Trappings: Robes, Hand Weapon (Sword), Hammer Pendant, Backpack with Food, Drink, and Formal Robes, 3/5 each

THE JOURNEY

The first part of the journey is uneventful. Father Marcus spends much of his time below decks reading, but soon finds out which of the adventurers are worshippers of Sigmar, and may open up to them about the reason for his journey. The three monks are not going to Altdorf just to study: Father Marcus has been summoned by the Grand Theonist to a meeting of Sigmarite scholars to discuss the matter of the so-called Sigmarian Heresy (see *Enemy in Shadows*, page 5. Normally espoused only by the most fanatical followers of Ulric, this heresy has flared up across the north lately, and he has heard many reports of sectarian violence. The Grand Theonist fears that it may lead to open conflict between the two faiths.

Father Marcus is happy to talk about the heresy at great length, but much of what he says goes over the adventurers' heads, unless they are devoted scholars of theology. He assumes that all Sigmarites know as much about the cult's history and factions as he does, and is reluctant to give simple explanations because any summary loses vital facts. What the adventurers will understand is that there is trouble in the north, involving hostile followers of Ulric.

FOR GROGNARDS: MONK-Y BUSINESS

Players who remember the earlier version of 'Carrion up the Reik' in Hogshead Publishing's 1998 printing of *Power Behind the Throne* will have certain expectations of Father Marcus and his companions. These expectations are about to be comprehensively disappointed.

In the original, Father Marcus served only to discuss Sigmarite history and doctrine with the Characters and to ask them to go to the joint Sigmarite and Ulrican shrine called The Place of Shining Rock. He had served there as a novice, and taken a chip of the holy stone which, feeling guilty all these years later, he asked the Characters to return to the shrine on their way to Middenheim. This was the pretext for getting the party there in time to thwart an attack on no less a person than the Grand Theonist, carried out by the fanatical Sons of Ulric.

The good Father has a different role in this adventure, as the Gravelord announces himself to the world and begins his campaign of vengeance. If the Characters start dropping hints about a piece of stone — or, worse still, decide to search the monks' possessions for it — the GM should feel free to have the three NPCs react with mystification and outrage as appropriate. It is important, though, that they and the Characters should remain on the same boat for the event that is about to take place.



PART 2: DEATH FROM ABOVE

It is a pleasant day, with gentle winds and a clear sky, as the Characters' boat makes its way along a particularly calm and idyllic stretch of the Reik, at least half a day's travel from the nearest town. The monks are on deck, discussing questions of Sigmarite history; the Characters can be anywhere.

In the distance, someone on the boat — perhaps a Character, perhaps an NPC — sees three small dots in the sky. They are too far away for anyone to make out their shape: they might very well be birds.

Over the next few minutes, the creatures approach closer, clearly following the river. It becomes obvious that they are larger than natural birds, and the boat's other passengers begin to speculate. It is well known that the Emperor rides a Griffon into battle, and the Empire's most elite knights have been known to ride Griffons or Pegasi. Perhaps the travellers catch a glimpse of the great and the good — or perhaps these flying creatures are less friendly. Although this part of the river is not known for Beastmen and Mutants, one never knows.

All speculation is resolved a few minutes later when the traveller with the sharpest eyes notices the creatures' tattered, leathern wings and cruel, hooked beaks. A **Difficult (-10) Lore (Necromancy) Test** identifies the creatures as Carrion: foul and unnatural undead birds, seldom seen in the Empire.

Controlled by Gräber from a hiding-place in the trees, the three Carrion swoops down on the boat. The first Carrion targets Father Marcus, as Brothers Rolf and Martin try to hustle their superior below decks. The second and third attack the two junior monks. Regardless of the success or failure of the attacks, each of the monks must make a successful **Agility Test** or be knocked off the boat and into the river. There is a respite of one round as the three beasts flap heavily out of their dive and wheel around for another pass; then they attack the monks a second time, ignoring the Characters or anyone else.

If the Carrion miss all three of the monks and all three of the monks make their **Agility Tests** successfully, they are able get Father Marcus under cover: the two Brothers then come back up, swords in hand, and prepare to fight the beasts. The following round, though, Father Marcus will come back on deck, impatient with cowering below, and begin to pray for miracles against the attackers — whereupon his two guards, sworn to their duty, must try to manhandle him back out of harm's way.

THE CARRION

Carrion are seldom seen in the Old World, although some accompanied the armies of Nekehara in their ancient campaigns of conquest and a few can be found in the remoter parts of the Worlds Edge Mountains. These great undead birds are powerful fighters, even though they are too small to carry a human-sized rider.

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	43	-	30	30	40	30	-	10	30	-	24

Traits: Fear 3, Flight 100, Night Vision, Size (Large), Undead, Unstable, Weapon +9

Optional: Fast, Hungry, Immunity to Psychology, Infected, Painless, Territorial, Trained (War).

Notes:

1. The Carrion are not Unstable while they are under Gräber's control. Illustrated on page 114.

The Death of Father Marcus

In all subsequent attacks, all three of the Carrion target Father Marcus. If two or more of them hit successfully, they lift him into the air, carry him to the bank, and drop him from a height of 30 feet (10 yards) before landing to pick at him like obscene vultures squabbling over a carcass. If he is knocked into the river, they swoop down on him, pick him out just like a fish hawk seizes a fish, and drop him on the bank.

It takes a **Difficult (-10) Boat Handling** Test and 6 rounds (-1 round per SL) to manoeuvre the boat to the bank; in the meantime, the Carrion can only be attacked with ranged weapons and spells. By the time the Characters reach the monk, he is dead; the Carrion flap away heavily rather than continue the fight, disappearing over the trees in 2 rounds.

The two brothers are distraught at the death of their spiritual father and mentor and insist that his body be taken to Altdorf for burial. Once the body is brought aboard, the journey resumes.

A Declaration

About an hour after the death of Father Marcus, the three Carrion reappear. Skimming the treetops, they fly over the boat at top speed, barely missing the top of the mast. One of them drops something about the size of a potato, which plummets to the deck trailing a red ribbon. It turns out to be a river rock — a successful **Dexterity** Test is required to catch it, with failure

WHAT JUST HAPPENED?

While the Characters should be completely mystified by this strange turn of events, the GM deserves better — so here is the story behind the Carrion attack. After being expelled from the monastery, Harald Gräber spend several months wandering the Grey Mountains, retracing the steps of his idol Heinrich Kemmler. Armed with some books he had stolen and hidden away against just such an eventuality, he travelled in search of Krell's Mound and even spent a few nights in the Abbey of La Maisontaal, posing as a student on his way to the university in Parravon.

It was in the remotest part of the Grey Mountains that Gräber came across the weird and twisted bones of the Carrion. Relics of an obscure and unsuccessful expedition during the Vampire Wars, they had wandered aimlessly after their masters were killed, finally succumbing to instability and collapsing on the mountainside. Thanks to his stolen books, Gräber was able to re-animate them: a piece of completely undeserved luck that he attributed to the glorious destiny that would make the name of the Gravelord even more feared than that of the Lichemaster.

It took a few weeks to master the Carrion, but Gräber persisted. Once he was confident in his control of them, he set out for the monastery that expelled him, revenge on his mind.

Scouting the outside of the monastery in disguise, with his Carrion hidden securely in the forest nearby, Gräber found another sign of the favour which the powers of darkness had surely bestowed upon him: the hated Father Marcus was setting out on a journey, alone and unprotected save for two junior monks. Although Gräber would have preferred to attack the monastery with an army of death just as Kemmler had attacked La Maisontaal, he knew that he was not yet strong enough — but the opportunity to slay Father Marcus was a gift he could not refuse. Following the three monks from a distance, he saw them board a boat bound for Altdorf: he shadowed the boat from the bank, taking care to stay hidden, and waited for his chance. When the Father was exposed on deck, he ordered his Carrion to strike.

resulting in 1 Wound of damage per level of failure — and the ribbon tied around it bears a message in large, black letters: SO PERISH ALL WHO CROSS THE GRAVELORD. Neither the Characters nor the surviving monks are able to make anything of this.

SO PERISH ALL WHO CROSS
THE GRAVELORD

PART 3: BROTHERS IN GRIEF

This event takes place as the Characters' boat docks in Altdorf. Father Marcus, or one of his companions, died as the result of the Carrion attack, and the two surviving monks must convey their fallen comrade's body to the Temple of Sigmar, where they are also due to meet with other priests and scholars to discuss the cult's response to the so-called Sigmarian Heresy which is threatening to tear the Empire apart.

The Characters can help them with their sad duty if they wish: any Priest or other devout follower of Sigmar will probably want to do so. At the GM's option, helping to convey the body to the temple may remove 1 Sin Point from any eligible Character who helps.

DAMAGE CONTROL

Although Father Marcus is the intended target of the attack, it may be that the GM simply cannot find a way to kill him in this encounter: the Characters rally round, the dice refuse to co-operate, and the only choice is a fudge so obvious that the players are bound to be offended.

If this happens, it is quite acceptable to kill one of the other monks: a small change will need to be made to the next event, but this will not derail the adventure. If none of the monks are killed right away, then they could succumb to Festering Wounds or some waterborne disease a few days later. There is a handy chapter on waterborne diseases on pages 91–93.

As long as at least one monk is dead by the time the Characters reach Altdorf, everything can be made to work out.

THE GRAVELORD STRIKES AGAIN

Harald Gräber — the Gravelord as he styles himself — may have killed Father Marcus or one of the other monks on the river, but the necromancer's thirst for vengeance is not yet satisfied. Perhaps more importantly, neither is his vanity.

The following assumes that Father Marcus was killed in the Carrion attack. If another monk died, the GM should make changes as necessary.

The Characters look on sadly as the two monks lift the body of their fallen companion on an improvised litter and prepare to set out for the Temple of Sigmar. Perhaps one or more of the PCs has decided to accompany the sad procession. Heads turn as they make their way off the docks, and the more devout onlookers say a prayer or make the sign of the hammer on recognizing the robes of Sigmarite monks. Then, suddenly, the unthinkable happens.

A tendril of dark, greenish-purple mist, the colour of a week-old bruise, shoots from the crowd. It strikes the body, which struggles to its feet amid gasps and screams from the onlookers. It spreads its arms wide, turning to show its face to all the crowd. For a moment it looks almost as though Father Marcus has woken from sleep, but his eyes are glassy, his jaw slack, and his wounds very visible. Everyone who sees the spectacle must make a Test against *Fear 2*: screams, curses, and receding footsteps mark those in the crowd who have failed.

'Hear me!' the voice comes from the dead monk's body, but it is not his own, and his jaw does not move. I crossed the will of the Gravelord, and though I paid with my life, it was not enough! Witness his unquenchable wrath, and tremble at his name!

In that instant, a blur of dark purple flies from another part of the crowd, exploding like a bomb when it strikes the body. Purple flames engulf the monk, shot through with distorted, silently screaming faces. They leap into the sky, leaving the lifeless body to fall in a twisted heap at the feet of the terrified onlookers.

Silence falls, broken only by sobs and murmured prayers; after staring in horror for a moment, the two living monks replace the body on the litter, perhaps assisted by one or more of the Characters, and prepare to continue on their way. There should be something more they could do, but neither one can think of it.



SMOKE AND MIRRORS

For all its dramatic effect, this display is made up of just three spells. The greenish-purple mist is a Reanimate spell from the Lore of Necromancy, which raises the Father's body as a Zombie — a very fresh and alive-looking Zombie, but a Zombie nonetheless. The speech is done using the Petty Magic spell *Murmured Whisper*, and the dramatic finish is achieved with *Soul Vortex*, from the Lore of Death. All are cast by Gräber, who is hiding in the crowd; he shifts his position between the first and third castings. With the show over, he orders the Zombie to fall down and ends the spell, turning it back into a corpse. Then, while everyone is staring at the fallen body, he steals away unseen.

This event is intended to keep the name of the Gravelord in the Characters' minds and make them curious about this elusive Necromancer. Characters with the appropriate Skills can identify the spells used, and form a rough idea of the power and expertise required to cast them; if the body is examined, traces of magic — specifically, of Dhar and Shyish — are evident to any Character with *Magical Sense*.

Of the Gravelord himself, though, there is no trace. He melted into the Altdorf crowds and is not seen again until he chooses to show himself. Even tracking using *Second Sight* is futile, for in a city this size there are many who, wittingly or not, have traces of magic in their makeup: their trails cross that of the escaping necromancer, and after a few dozen yards the trails are so confused as to be useless.

HUNTING THE GRAVELORD

The Characters may decide to try and hunt down this mysterious Necromancer whose name is beginning to travel across the city in whispers, but now is not the time. The Gravelord has many more plans and crosses the Characters' path again in the companion volume to **Power Behind the Throne**. At this moment, he is making his way out of the city in disguise, and by the time the Characters are free to hunt for him, he is gone.

AT THE TEMPLE

The journey across Altdorf to the Temple of Sigmar is a somber one, made harder on the nerves by the tension of the events the Characters just witnessed. The Characters are probably expecting another attack, and they may see — or rather, imagine they see — all manner of suspicious individuals and activities in the crowds that part respectfully to allow the litter to pass.

The GM can improvise responses to anything the Characters do as a result of their suspicions, but they generally amount to the same thing: a glimpse of something that seems suspicious; a chase into the crowd (pausing to put down the litter, if the Characters in question is helping to carry it); a suspicious character either lost among the alleyways or tackled and proving to be innocent; and a red-faced resumption of the journey with the taunts of the crowd following them.

At the temple, the small party is received by a junior priest, who was expecting Father Marcus and his party but has only just been informed of the tragic events on the river. The body is handed over to be prepared for burial, and the Characters, along with the surviving monks, are taken into a side chamber and questioned very closely about the Carrion attack and the spectacle on the docks; a clerk writes down their statements.

This process takes at least half a day, and while the Characters are not exactly being held under arrest, it is made clear to them that this investigation is being carried out with the authority of the Grand Theogonist himself, and that nothing else — in the Characters' lives or in anyone else's — has a higher priority. Offers to go hunting for the elusive Gravelord are met with a polite refusal: the cult of Sigmar has its own Witch Hunters and investigators, much more experienced than the Characters, who will take things from here.

Dusk is falling by the time the Characters are released, and it is clear that any trail is already cold. There is nothing for them to do but find a place to spend the night and resume their journey in the morning.

WHAT, NO PROFILE?

Sharp-eyed readers will notice that no profile has been provided for the Gravelord. This is not an oversight. At this early stage of the adventure, it is important to deny the Characters any contact with their mysterious enemy, so a profile is not needed.

The Characters will certainly be frustrated at this, but again, this is intentional. By the time they do have the chance to confront the Necromancer, in a future volume of this series, full details will be provided — and the Characters will be just itching for a fight.

EXPERIENCE POINT AWARDS

The GM can award the following Experience Points for this adventure, with bonus awards for bright ideas and good roleplaying.

- 25 points to each Character involved who manages to curtail the display of magic on the docks.
- 15 points to each Character involved in destroying each Carrion.
- 10 points each for talking to Father Marcus and about Sigmarite Heresy.
- 10 points for helping to take the body to the temple.

A

A Bit on the Side 27
 Accident..... 26
 Accidents 31
 Acquaintance 18
 A Curious Benefactor 22
 Adventure Hook: An Honest
 Pirate 83
 Adventure Hook: Old Three
 Eyes 88
 Adventure Hook: The Power
 Struggle 80
 Adventure Hook: When Home
 Bacon 82
 Adventure Seed: A Floating
 Party 53
 Adventure Seed: A Matter of
 Import 54
 Adventure Seed: An Unwelcome
 Talent..... 98
 Adventure Seed: Old Scores..... 55
 Adventure Seed: The Runaway . 55
 Adventures on the Emperor
 Luitpold..... 111
 A Festering Treatment 11
 Agurk..... 10
 Alfunas 11
 Altdorf Imperial Society of
 Pigeon Fanciers (The) 63
 Analgesic Saliva (Trait)..... 90
 An Inspection 27
 Anticoagulant Saliva (Trait)..... 90
 An Unexpected Guest..... 22
 A Personal Favourite..... 16
 A Pirate Attack..... 83
 A Pox Treatment 14
 A Private Function..... 42
 Aquatic (Trait)..... 90
 Arcane Spells of Tzeentch..... 98
 A Restful Concoction 13
 Are We Having Fun Yet? 91
 Aristocrats 109
 Armoured Walls..... 65
 Armour Plating..... 64
 Army Officers 111
 Arrival..... 17
 Artificial Hazards..... 80
 Attach and Feed (Trait) 90
 Attack..... 27
 At the Temple..... 120
 Availability of Goods 71

B

Ballistae 67
 Base Price (Table) 72
 Beacon (The)..... 62
 Beastmen 97

Beast Tongue (Spell) 98
 Behind the Scenes..... 23
 Besieged!..... 63
 Bestial Rage (Spell)..... 98
 Boat Critical Hits 29
 Boat Hit Location Chart
 (Table) 29
 Boat-Mounted Weapons
 (Table) 68
 Bogus Pilot 79
 Bonesetters Delight 11
 Bonus Shorts..... 102
 Boon of Tzeentch (Spell) 98
 Broad Rudder 65
 Broken Riggering..... 31

C

Cannon..... 67
 Capricious..... 90
 Cargo (Table)..... 72
 Cargo (The) 20
 Cargo Types..... 73
 Catapults..... 68
 Cavity Worms..... 92
 Chameleoleeches..... 86
 Chaos Spawn 97
 Climb (Spell) 98
 Closed Rowlocks..... 67
 Community Size (Table)..... 71
 Concealed Weapons..... 67
 Contraband..... 84
 Count Otto Boormann 18
 Creeping (Trait)..... 90
 Crew of the Emperor Luitpold
 (The) 104
 Cult Wizards 96

D

Damage Control 119
 Death of Father Marcus (The) 118
 Debris 30
 Declaration (A)..... 118
 Demand..... 73
 Do Us a Favour 84
 Draughts..... 10

E

Elf Balm (The)..... 10
 Elusiveness..... 115
 Encounters..... 84
 Encounter Seed: It Didn't Get
 Away..... 52
 Encounter Seed: Loose Boat.... 60
 Encounter Seed: The Medicine
 Show..... 56
 Encounter Seed: The Relic 58

Engineers' Guild Prototype 57
 Engulf (Trait) 90
 Enrage Beast (Spell) 99
 Example..... 74
 Expedition 58
 Expedition (The)..... 41
 Experience Point Awards 120
 Eyes of the Beast (Spell) 98

F

False Beacons 79
 Famous Pirates..... 81
 Fares (Table)..... 102
 Fire 31
 Fastest Barge on the Reik (The)64
 Fishing Boat 52
 Flying Jib 66
 Follow That Boat!..... 37
 Fore-and-Aft Rudder..... 65

G

Gamblers 110
 Gazetteer Of The Freistadt Of
 Auerswald (Table)..... 77
 Gazetteer Of The Freistadt Of
 Grand Principality
 Of Reikland (Table)..... 75
 Gesundheit 11
 Gift of the Beast (Spell)..... 99
 Gravelord Strikes Again (The)119
 Grave Matters..... 11
 Graveroot..... 11
 Gripes (Symptom) 93
 Grounding 30
 Guilt by Association 84
 Gun Ports 66

H

Haggling..... 73
 Hallucinogen (Trait) 90
 Hans Gräber 115
 Herbs of the Empire (Table)..... 9
 Holed..... 30
 Hull 29
 Hunting the Gravelord 120

I

Infusions 10
 It's All Optional..... 29

J

Juck's the Thing..... 12
 Junior Cultists..... 96

K

King of the Hill 63

L

Leiberung Lost? Starting with
 Death on the Reik..... 39
 Living Quarters 62
 Lock Keepers 25
 Lock Navigation Failure
 (Table) 26
 Locks 25
 Luxury Cabins 66

M

Mage-Leaf..... 12
 Magical..... 69
 Merchant Boat..... 50
 Merchants..... 108
 Monk Mates 115
 Monk-y Business (Grogards)117
 Mortars..... 68
 Murder Most Foul 111
 Musket Rests 68
 Mutants 97

N

Naiad War-Form 88
 Negotiating Locks 25
 New Endeavour: Foraging 9
 New Management..... 26
 No Happy Endings 21
 Non-player Characters 7

O

Oars 29
 Onward To Middenheim 18

P

Passenger Boats..... 53
 Personnel 35
 Person of Consequence 54
 Petty Spells of Tzeentch..... 98
 Pilgrims 59
 Pilot Boat..... 60
 Pirate Boats 83
 Pirate Careers 82
 Pirate Fleets..... 82
 Poultrices..... 10
 Promised Cure (A)..... 40
 Pylon (The) 62

R

Racing Hull 64
 Racing Rig..... 66
 Raised Gunwales..... 66
 Ram 68
 Raw..... 10

Reikworms93
 Rigging29
 Rocks31
 Rocks and Shallows31
 Rules of Passage.....103
 Running this Adventure.....115

S

Schlafenkraut13
 Second Coffin (The).....20
 Senior Cultists96
 Servants of The Changer100
 Shadow Cast:
 A Beastly Affair (The).....48
 Shadow Cast:
 A Crack Shot (The)46
 Shadow Cast:
 Anywhere but Here (The)47
 Shadow Cast:
 A Soft Touch (The).....35
 Shadow Cast:
 Evening the Odds (The).....43
 Shadow Cast:
 First, Do No Harm (The).....49
 Shadow Cast: I am, of course,
 Retired (The).....42
 Shadow Cast:
 Loading the Deck (The).....45
 Shadow Cast: Orders Taken,
 Orders Filled (The)40
 Shallows.....31
 Shepherds of Monsters94
 Shiniest Dagger (The)43
 Showboat55
 Sign of the Beast (Spell)98
 Size of Available Cargo.....71
 Slave to Chaos (Spell).....99
 Slowmind.....13
 Slumming It.....43
 Smoke and Mirrors120
 Smoothing64
 Speckled Rustwort14
 Spectacle115
 Spellwort14
 Spiderleaf.....15
 Spiral Ramp.....62
 Spoons67
 State Secrets.....62
 Steam69
 Steam Engine Malfunctions
 (Table)69
 Steering 29, 31
 Strange Events.....19
 Stripped66
 Strong Tea.....16
 Subvert Strength (Spell)99
 Superstructure.....29

Swinging Boom31
 Swivel guns68
 Symbol.....95

T

Tarrabeth15
 Temporary Repairs.....30
 That Feels like a Lot of Maths .74
 The Boat19
 The Dark Tongue98
 The Enemy with Us, Red Crown
 Edition (Grogards)96
 The Goddess' Gift.....16
 The Gripe.....93
 The Journey.....117
 The Liber Mutandis95
 The Lorlay87
 The Monks116
 The Ringer26
 The Thing in the Locker.....112
 The Witch-Hunter's Friend14
 To Catch a Thief112
 Tolls24
 Torn Between Worlds48
 Towns7
 Trade Rumour (Table)78
 Trading Centres71
 Transformation of the Beast
 (Spell)100
 Tree Leeches86
 Tremor (Spell)100
 Triage on the Reik13
 Trinkwort.....15
 True Master (A).....38
 Two Out of Three Ain't Bad14
 Type of Cargo71
 Typical Day (A)103

V

Valerian.....16
 Vampires in the Empire22
 Vanera.....16
 Vigwort.....16
 Volley guns.....68

W

Warrior of Tzeentch.....101
 Waterborne Diseases (Table) ...91
 Water Brakes65
 Water Source (Table)91
 Wealth and Availability (Table)71
 What Just Happened?.....118
 What, No Profile?120
 Where's My Brass and Silver?..71
 Wind (Table)28
 Wine and Brandy.....72
 Wizard's Boon12

Wounds and Conditions
 (Table)91
 Wrecker Gangs80

Y

You ever Leave the pit.....44
 You Never Leave the Pit44

NPC

Adalia Eisen.....36
 Agrin 'The Blood of the
 Flagellant is Sigmar's
 Own' Losburg59
 Altgräfin Emelia Luneburg...54
 Armchair General.....111
 August Hauser36
 Avaloi Winesong47
 Baron Sigismund
 von der Bahr42
 Bathilda Fischer.....80
 Bella Hornwhistler.....58
 Bernhardt Dampfer.....20
 Boris Landsmaan82
 Bosun Hans Sauber.....106
 Brother Martin116
 Brother Rolf.....116
 Captain Regina Willendorf...104
 Chief Cook Maximillian107
 Count Otto Boormann18
 Dederick Ritter81
 Dwarf Gambler.....110
 Edgar 'The Pike' Ebrecht.....44
 Elderly Duchess.....109
 Elias Answell51
 Eusapia Balacañon48
 Experienced Broker.....109

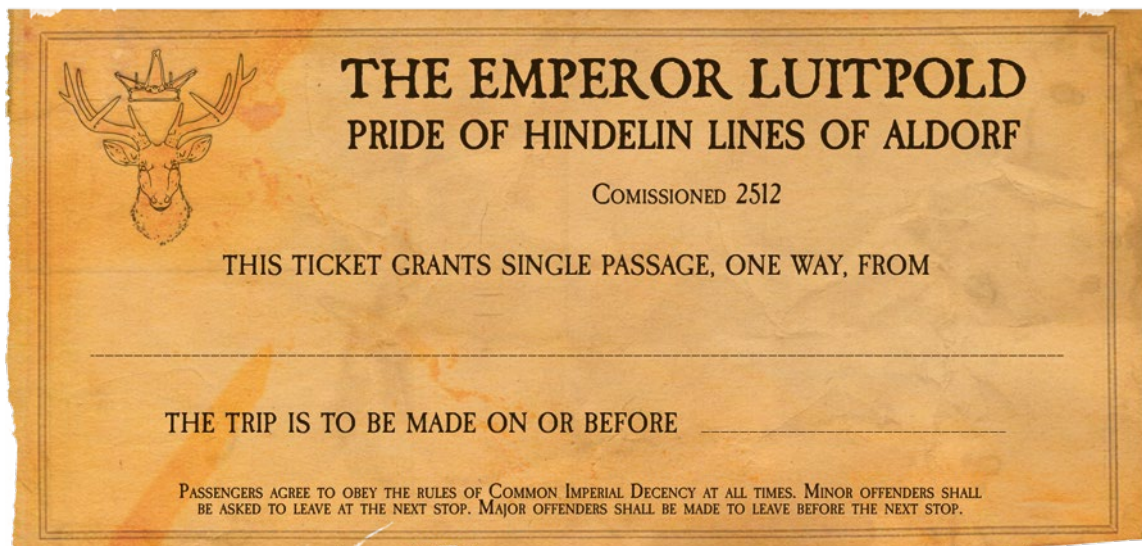
Father Marcus.....116
 First Pilot Ella Greendale105
 Frontier Commander111
 Gertrud Schützenberger.....35
 Graf Orlok.....21
 Grugor Lustig.....38
 Hans and Hannes40
 Hans Vollrat.....21
 Hilma Bootschlecht45
 Johanna Schnee.....49
 Karl Dampfer.....21
 Kitchen Staff.....107
 Klaus Jager41
 Krazold Ironhand.....60
 Mia Answell.....51
 Oarsmen106
 Purser Eberhardt Kleingeld...108
 Quick-witted Dealmaker109
 Reginhard Vieth83
 Reiner Dampfer.....21
 Roland 'The Horse' Bruckesel 43
 Sailing Crew106
 Second Pilot Reiner Petersen .105
 Self Made,
 Obnoxious Trader108
 Sfrida Junker46
 Sigrund Doppleswasser56
 Simone L'Escalier55
 Sofia Fischer52
 Sophie Van Haagen.....84
 Stewards107
 Sven Stoutbeard.....57
 Uwe Wasserhund53
 Wilgryn Augenlos.....37
 Young Blood110



HANDOUT 1: TYPICAL RIVER LOCK & KEEPER'S HOUSE MAP



HANDOUT 2: THE EMPEROR LUITPOLD TICKET



SIGRID SOMMERFELD

OUTLAW CHIEF

Name: Sigrid Sommerfeld	Age: 26	Species: Human	Status: Brass 4
Career: Outlaw	Player:	Career Path: Outlaw Chief, former Initiate of Rhya	

CHARACTERISTICS										
	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
Initial	33	40	31	26	40	35	30	37	34	41
Advances	10	10	10	10		2			2	
Current	43	50	41	36	40	37	30	37	36	41

FATE	
Fate	3
Fortune	3

RESILIENCE		
Resilience	Resolve	Motivation
3	3	Revenge

EXPERIENCE		
Current	Spent	Total
	2425	2425

MOVEMENT					
Movement	4	Walk	8	Run	16

BASIC SKILLS			
Name	Characteristic	Adv	Skill
Art	Dex	30	
Athletics	Ag	37	6
Bribery	Fel	41	
Charm	Fel	41	3
Charm Animal	WP	36	
Climb	S	41	
Cool	WP	36	10
Consume Alcohol	T	36	5
Dodge	Ag	37	10
Drive	Ag	37	
Endurance	T	36	5
Entertain	Fel	41	
Gamble	Int	37	5
Gossip	Fel	41	
Haggle	Fel	41	5
Intimidate	S	41	5
Intuition	I	40	5
Leadership	Fel	41	15
Melee (Basic)	WS	43	10
Melee	WS	43	
Navigation	I	40	
Outdoor Survival	Int	37	10
Perception	I	40	10
Ride	Ag	37	
Row	S	41	
Stealth	Ag	37	

GROUPED & ADVANCED SKILLS				
Name	Characteristic	Adv	Skill	
Animal Care	Fel	41	3	44
Lore (Local)	Int	37	13	50
Lore (Theology)	Int	37	8	45
Lore (Reikland)	Int	37	3	41
Pray	Fel	41	5	46
Ranged (Bow)	BS	50	10	60
Stealth (Rural)	Ag	37	12	49

TRAPPINGS	
Bow	Helm
12 Arrows	Leather Jack
Clothing	Shield
Dagger	Tent
Hand Weapon (Sword)	Sling Bag
Mail Shirt	

TALENTS		
Talent Name	Times taken	Description
Doomed	1	As a Curse Overlooks, An Arrow Spies
Flee!	1	+1 Movement when fleeing
Marksman	1	+1 BS, already included
Read/Write	1	You can read and write
Rover	1	Pass stealthily in Rural areas
Suave	1	+5 Fel, already included

ARMOUR				
Name	Locations	Enc	AP	Qualities
Leather Jack	Body, Arms	1	1	
Mail Shirt	Body	2	2	Flexible, -10 to Stealth
Helmet	Head	2	2	-20 Perception, Impenetrable, Weakpoints

WEAPONS					
Name	Group	Enc	Range/Reach	Damage	Qualities
Dagger	Basic	0	Very Short	+6	
Sword	Basic	1	Average	+8	
Bow	Bow	2	50	+7	

WEALTH	
D	3
SS	1
GC	

ENCUMBRANCE	
Weapons	4
Armour	2
Trappings	2
Max Enc.	9
Total	8

WOUNDS	
SB	4
TBx2	6
WPB	3
Hardy	
Wounds	13

INITIAL WEALTH	
You begin the game with 4d10 brass pennies.	1 gold crown = 20 silver shillings = 240 brass pennies

CHARACTER BACKGROUND

PERSONALITY AND APPEARANCE

'Of course I'll go in first. Can't be any worse than Castle Wittgenstein...'

Sigrid has long, dark hair, and a perpetually serious expression. In those moments when she forgets her worries, however, something of the starry-eyed initiate of Rhya returns. She is wary of most people these days, and of the Empire's nobility in particular, whom she now suspects all harbour some secret corruption. Her loyalty, though rarely given, is almost unshakeable, and Rhya will go to great lengths to protect those who are important to her.

BACKGROUND

Sigrid made her home in Wittgendorf, and would have been happy to live out her life there were it not for the Wittgenstein's kidnapping of her husband. She was devoted to Brandt, having left the priesthood to marry him, and swore to rescue him. She opposed the castle and its wardens long before the Characters arrived, and quite likely played an instrumental part in overthrowing the Wittgensteins for good.

Castle Wittgenstein was a dangerous place, and it is quite possible that one of the existing Characters met their end there. If this is the case, Sigrid would make an excellent player character, especially if her allegiance was gained before the assault on the castle. Her husband will pass away from the effects of exposure to warpstone after a brief reunion, and Sigrid's surviving bandits will return to what is left of their lives in Wittgendorf. This leaves Sigrid with little tying her to the sullen village, and good reason to join the Characters as they depart. Especially so, in fact, if they reveal to Sigrid that this is not the first time they have opposed the terrible machinations of the Ruinous Powers.

SECRETS

Begin with an additional 1d10 silver shillings per secret chosen.

- ☠ Sigrid was not a initiate of Rhya, but of Slaanesh! Though she turned away from that path before loosing her very soul, occasional whispers of the Prince of Pleasure still trouble her dreams. Sigrid gains the Etiquette (Cultists of Slaanesh) talent.
- ☠ Sigrid's suspicion of the Empire's nobility has deepened into a terrible paranoia, as she is certain that they are all as bad as the Wittgensteins, and just better at hiding it. Sigrid gains the Animosity (Nobility) Psychology Trait.
- ☠ Sigrid's experiences in the Castle return to haunt her almost nightly, and she harbours a deep fear of ever return to such a place. Gain the Afraid (Castles) Psychology Trait (castles and similar fortifications cause Fear 0 to Sigrid).
- ☠ While Sigrid's mother was a local farmer, her father was in fact Ludwig von Wittgenstein — the affair having taken place prior to his metamorphosis some ten years ago. The circumstances of her birth were kept secret from the village, and indeed from Sigrid until she became an adult, as the kindly Ludwig knew the truth could only bring unwelcome attention on the child.

CORRUPTION & MUTATION

ARMOUR POINTS

01-09

2

Head

25-44

1

Right Arm
(or primary arm)

90-00

Right Leg

2

Shield



10-24

1

Left Arm
(or secondary arm)

45-79

3

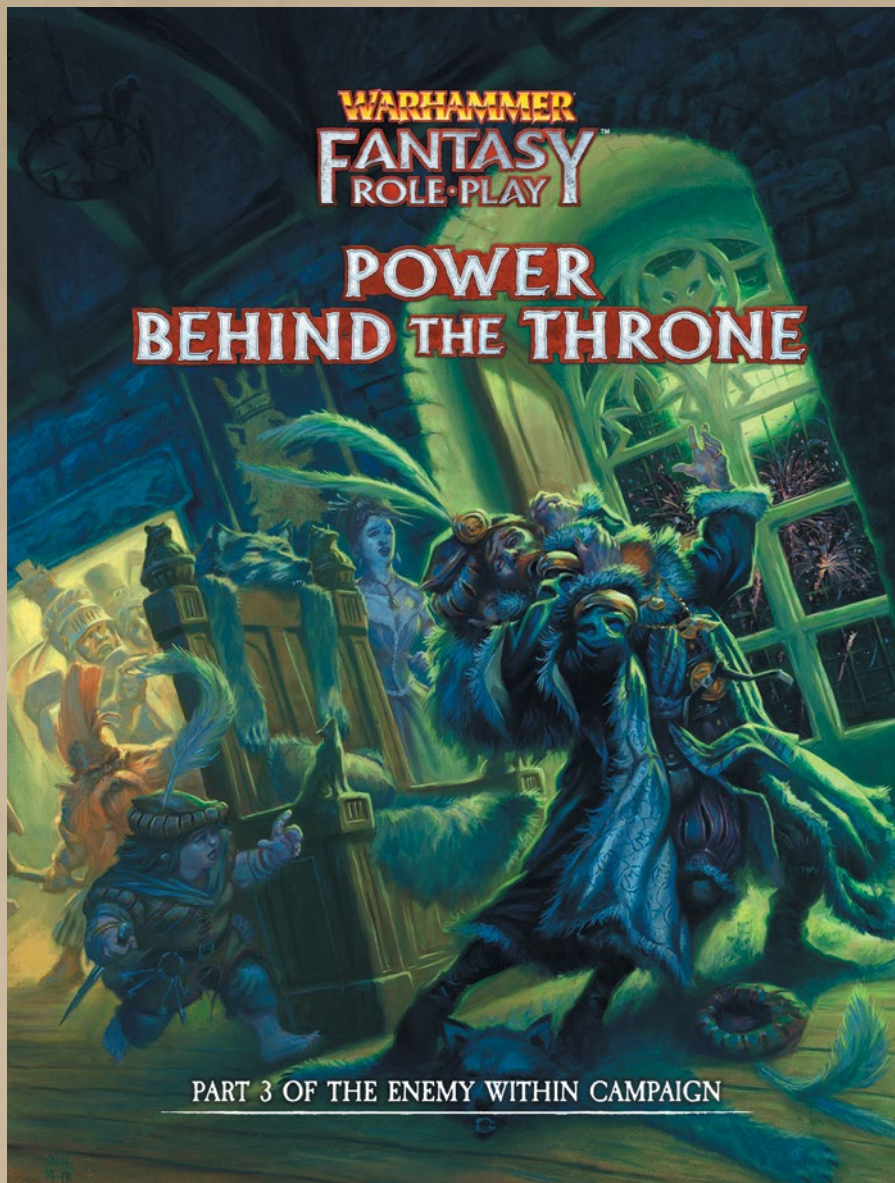
Body

80-89

Left Leg

NOTES

THE ENEMY WITHIN CONTINUES WITH POWER BEHIND THE THRONE



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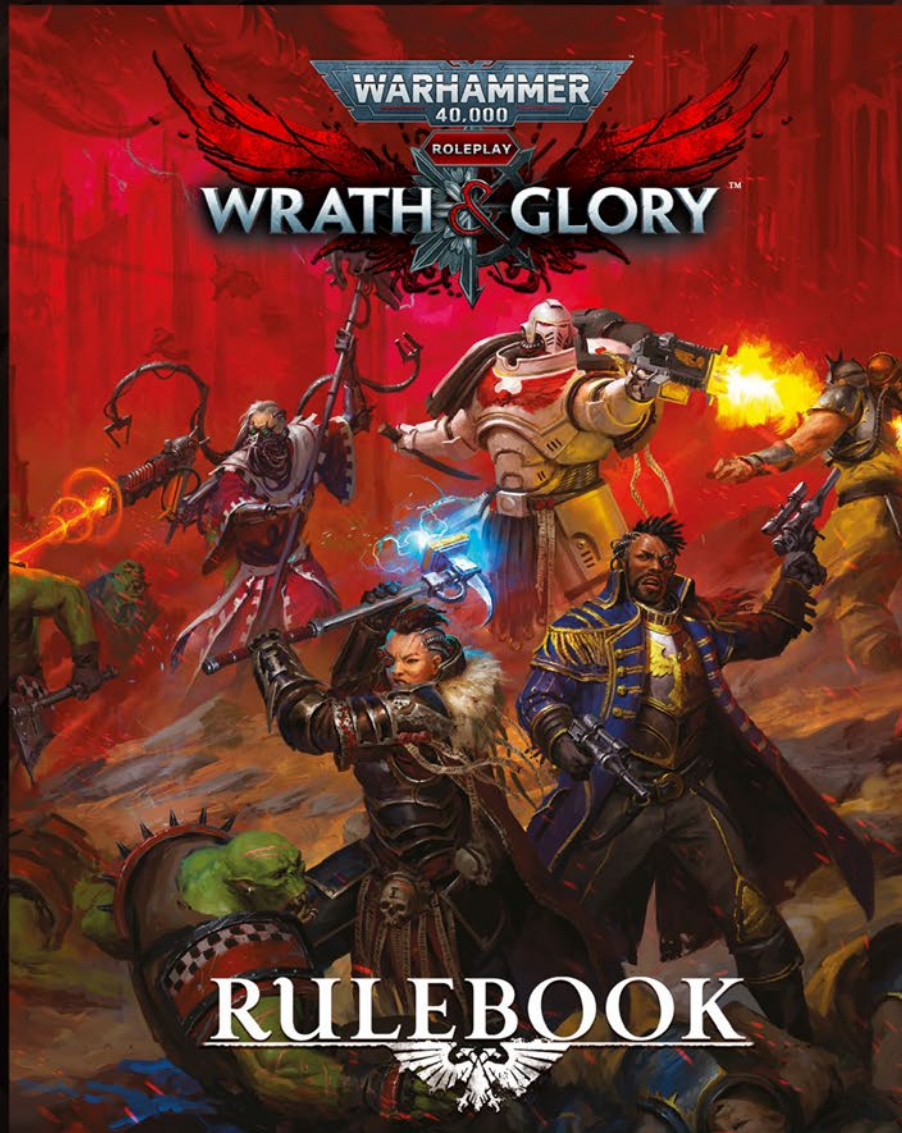
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