

Black Heart

The Tassenburg Chain Gang

An Adventure by Ben Dell.

Original Character Sketches by Steven Mann.

Stripped of their belongings and chained as criminals, the Adventurers must struggle to uncover the dark forces at work in a forced labour camp built in the ruins of Tassenburg, a town destroyed in the Storm of Chaos.

2523 Imperial Calendar; Early Spring, 15th Jarlung I think.

These are the last testaments of Pieter Pfulburg of Staumludt, being of faltering mind and body. I have been here weeks, perhaps months. I can no longer tell. I am beyond tired, I feel taut, as if all that ties me to this shell of a body now is skin of the thinnest vellum. My stomach, though devoid of contents for days, now rebels at even the thin, grey, watery gruel that we have been served today, and the acidic smelling vomit I bring forth has created tidemarks in the grime that covers my skin. My hands are cold, cut and blistered from clawing and pulling at the freezing rubble that surrounds us, my fist curled like an insensible lump of rock around this stick of charcoal as I scratch out the last rational thoughts I am likely to have in a world that reason has abandoned.

And why do I spend what little energy I have thus, in such fruitless endeavour? Certainly not to give myself hope, for it has fled this place for Morr's realm; I imagine I will follow it soon enough, it is the only promise of release from this place I can now entertain. I suppose I hid this scrap of papyrus and the charcoal stick I found amongst the ruins out of some need to protect the only vestige of civilisation I have seen in weeks, to protect them from the warders of this place. Not that they would have any care for such things, except in taking pleasure in removing them for me. Then it occurred to me, what did I hide them for if not to write with? So, here I sit in the cold, straining my eyes in the near darkness of Mannslieb's light to write this.

I try to recall my life before Tassenburg, but the memories fade and peel like weathered paint, and I cannot escape the cold present. I know I was once a Merchant's Clerk, but I cannot see that life anymore in my mind. And I admit I took a few items from the chests that were bought to my warehouse; a few pins here, a pinch of spice there – nothing big, but when the coffers came up thirty Karls short, it was I that took the fall, but not I that took the coins. Such is how I came to be in wretched Tassenburg, the cankerous black present that fills my mind. But it matters not how I came to be here. Nothing matters any longer except the short respites from our toil in the rubble, and avoiding the occasional beating from the guards before they force us back, back to searching for the Black Heart. May Sigmar curse the name Tassenburg. I know I do.

I grow weak but know there will be precious little sleep. If you read this, may Shallya's Mercy be with you, for she has surely abandoned me...

Adventure Summary

Let Justice Be Done.

In this adventure the characters find themselves in Staumludt, a small town in Ostland crammed with refugees from the Storm of Chaos. They are hauled in by the Watch on trumped up charges and taken to the Captain of the Watch. He explains that he believes there is a conspiracy between his men and the local Magistrate to arrest and sentence as many innocent people as possible to hard labour, clearing the ruins of nearby Tassenburg, a town that was destroyed during the recent Chaos incursions. He wants the Adventurers to go undercover, be imprisoned, and investigate what's really going on at the Tassenburg labour camp. Do they have the nerve to submit themselves to Imperial 'justice', expose the conspiracy and free the wrongly imprisoned?

If only it were that simple...

The Adventurers will soon discover that the hard labour camp is run by a group of Slaaneshi Cultists who force the prisoners to search the ruins of Tassenburg for shards of warpstone so they can reform an artefact known as the Black Heart. Time is short, the Cult nearly have all the pieces and plan to slaughter the prisoners to power their foul ritual to reform the Black Heart. But other eyes also seek the powerful warpstones, a Skaven Warband intend to raid the camp and kill all they find, whether guard or prisoner. It will be up to the Adventurers to match wits against a spy hidden amongst the prisoners, survive pit fights staged by the guards, plan a breakout, save the prisoners and prevent either the Cult or the Skaven from using the power of the warpstone. No-one said it would be easy...

Getting Started

Themes

Black Heart has a number of themes the Games Master should try to bear in mind when running, which influence its style.

The Sky is Falling In

The Adventure begins no more than a few months since the end of the Chaos incursion that nearly broke the Empire. Whilst the southern regions of the Empire celebrate the victory and see little change in their day-to-day lives, northern regions continue to suffer.

The people of Ostland, though strong and hardy, were hit perhaps worst of all. They see the devastation around them and believe that the End Times truly did come with Archaon.

Towns and farmsteads were sacked, many died and thousands more refugees teem the streets of those places that survived. Flagellants, fanatics and hollow-eyed survivors wander the wilderness. Harsh winter weathers; burnt crop fields, contaminated water supplies and bandit gangs mean even basic foods are in short supply. In some places corpses can be found unburied months later and only the cold winter has prevented the rampant spread of disease.

More on the full extent of the horrors facing Ostland after Archaon's invasion can be found in the *Sigmar's Heirs* Sourcebook.

The Rule of Fear

For the *Black Heart* Adventure it is especially important to emphasise the horror following the Storm of Chaos to the Adventurers. It gives them a sense of the fear that permeates the area and helps explain how the citizens of Staumludt would tolerate a regime where people who are 'different' (read: poor or refugees) are sent to what is effectively a death camp for little or no crime.

The populace accepts rule, even rule based on fear, because it provides a sense of security that the madness of the past year has gone. The Chaos Cult has made good use of this fear to instil compliance in the citizenry of Staumludt.

Linear or Freeform?

Black Heart is a mixture of both linear and freeform game elements.

The first half of the Adventure is by necessity quite linear in form – the Adventurers are sentenced to hard labour and are force-marched to the camp in Tassenburg with certain encounters along the way.

Once the Adventurer's reach Tassenburg, the adventure really opens up and the characters are free to investigate, question, plot, rabble-rouse, toady and scrap as they please.

An Adventurer's Life For Me

Black Heart is designed for Adventurers in their second or early third careers. This is usually just about the time that most Adventurers are becoming self-assured in their abilities and maybe even a little bit cocky.

By this point your average Adventurer will have their armour, a favourite weapon or two, some interesting items like poisons or potions and a few different tactics that they have found successful.

This adventure takes all that away, throws them in the clink and encourages the character and the player alike to fall back on their skills, adaptability and their ingenuity to deal with the situation.

Be aware though this can be a stressful situation for a player, with all their hard won trappings suddenly removed from them. As a Games Master you have to present this to them in the right way or risk having sulky players (and lets face it, if they're not having fun they won't want to play).

It usually works best if you leave the final decision with them (and assure them that their items will be returned) – it gives them the responsibility, as they are putting aside their trappings to go undercover, and stops it being seen as a punishment from an unfair GM.

The Real You

Another theme important to the adventure is doing things to survive, at any cost. The Adventurer's will be made to come out of the comfort zones in which they have been operating – they will not have their armour or weapons, they will not have a comfy Inn room or even boring but nutritious trail rations.

They will have to face serious hunger and deprivation (and the consequences of such, like stat reduction) and make decisions on whether to collaborate with their captors simply to ease their plight, or hold their resolve and suffer the consequences.

Will they suffer to ease the plight of others or just look after number one? Will their faith strengthen and see them through, or crumble in the face of so much despair? Will the highborn cope with being cast into abject poverty?

This Adventure, beyond the intrigue and excitement of the story itself, should be a great opportunity for the players to really examine their character's personality. Such moments can be great fun as well as leading to character development in directions not previously considered.

Here's Grit in Your Eye

Finally, *Black Heart* makes full use of Warhammer Fantasy Roleplay's gritty style. You won't find a lot of showy fantasy in the adventure; no armies of Orcs, no lost treasure hordes, no grand balls, no wizards and knights. This adventure concentrates the action on man's own meanness.

Yes; there are mutants, a Cult Magi, a magical artefact and even a warband of Skaven, but most of the conflict and tension will occur with the Camp Guards, who despite being Cultists of Slaanesh, are mean spirited, petty sadists and bullies with no agenda for world domination of their own. The satisfaction at finally confronting a bully guard who's given you the lash everyday for a week should be far sweeter than hacking down dozens of Orcs.

Keep in mind the grit, dirt and human motivations and you won't go far wrong.

Prior to the Adventure

As Part of a Campaign

Linking *Black Heart* to part of an ongoing campaign is quite crucial, the Players should be comfortable with their characters and trust their GM – it's not one to try on a fresh group of Adventurers.

With all the devastation around Ostland and its proximity to large portions of the Northern Empire and even Kislev, there are plenty of reasons for Adventurers to be somewhere nearby to Staumludt (particularly as it can be almost anywhere you like).

The adventure will work well if it seamlessly joins onto the rest of your campaign and one easy way to do this is to start preparing your Adventurer's a session or two before you intend to start *Black Heart* with a mixture of rumours and foreshadowing, a few ideas for both are below.

Rumours

The following rumours can be picked up with Average (-0%) Gossip tests, anywhere in Ostland.

Staumludt is a small town in Ostland, it's a miracle it survived the Chaos Incursion and its population has nearly doubled due to refugees.

GM Note: In itself there is nothing unusual about this rumour but if you've been emphasising the destruction all around in Ostland, then the prospect of a town that has survived relatively unscathed will have some kind of effect on your players.

All Ostland is under martial law but Staumludt is even more draconian than most places, simply failing to assist the watch carries a penalty of mutilation – usually putting out an eye or severing a hand. It works though, crime is almost non-existent and Staumludt is doing so well it's helping to rebuild the surrounding area.

GM Note: this rumour is important because your players need to realise that they can't just pick a fight with the local watch and expect to get away with it – aim for 'hard but fair', as the GM you are looking to instil a bit of trepidation at the harshness of the punishment, and maybe even some respect that although the town is tough its helping bring civilisation back to the area.

The Town Elders are looking for ways to deal with the massive influx of people and are paying good money for wagon guards to help the refugees settle anew.

GM Note: this is a complete red herring but it's the sort of thing that your players will probably pick up on as a cue for their next adventure. Alternatively if your Adventurers are driven by motivations other than money substitute a rumour that a hated enemy or dangerous creature is causing trouble in Staumludt. In short, lie to your players to get them to the town.

At Staumludt

Once the Characters get to Staumludt there are a couple more rumours floating about, again an Average (-0%) Gossip test will be enough to stumble on these in most circumstances.

Old Karl the Rat Catcher lost his mind and committed suicide the other day; they found him gibbering last week that dozens of rats the size of men were skulking in the shadows just out of sight, looking for something. He wasn't the same after that. They found him yesterday hanging from the rafters in Sigmar's temple on Drussenstrasse, they just couldn't figure out how he got up there...

GM Note: The Skaven Warband have already infiltrated Staumludt and, having spied on the cultists are now on their way to Tassenburg to get the warpstone shards. The Rat Catcher, as the only witness to their passing, was bumped off. Obviously most players and many characters will instantly think 'Skaven' when they hear this rumour – which is fine because it will throw them right of the scent until much later in the Adventure.

Magistrate Berkhopf is hard but fair, he punishes the wicked when they are brought before him but when he's not in court he's always out helping people, why the Judge gave my brother five whole crowns when his daughter went missing, just so's he wouldn't have to worry about the family starving while they were out looking for her... course they still haven't found her, probably robbed and murdered by those refugee scum, can't trust em at all...

GM Note: This rumour brings the Magistrate into focus as a major character in Staumludt and it also shows the casual way that refugees from the war are treated as guilty of crimes because of their status. This is an attitude not uncommon across the Empire since the war, but the Cult has worked especially hard to create that air of mistrust in Staumludt.

Its Staumludt's worst kept secret that Watch Captain Adelmann hates Magistrate Berkhopf. See, the Captain was bought in by the town council from Wolfenburg as some big hero, back before the war, 'cept hardly none of the watchmen ever took to him. The last straw was when Magistrate Berkopf quelled the refugee riots almost single handed and took charge of most of the Watch too, they been following his instructions ever since. It's making old Adelmann hopping mad.

GM Note: Introducing this rumour gives a bit of background to the offer made by the Watch Captain to the Adventurer's and brings in all sorts of questions about Adelmann's motivations for enlisting the Adventurer's help. Is something really going on or is Adelmann insanely jealous and concocting some sort of scheme to get back at Berkhopf using the characters?

Foreshadowing

A couple of simple foreshadowing devices are given below.

Foreshadowing

This is a technique used in games to show a quick glimpse early on of what can be expected later in the story, its not difficult to achieve and can add to the suspense and drama of a game. If the technique works well Players may begin to watch for recurring motifs and elements of the story.

In Staumludt (or somewhere nearby), a crazed flagellant wanders along the street, whipping himself. He is covered in dust and the characters can see the flesh on his back in tatters. He is slurringly shouting "Wicked Tongue. Black heart." Over and over. He ignores his surroundings but if anyone touches him he falls to the floor screaming. Unless he is somehow incapacitated he will not stop screaming.

GM Note: This crazed man has escaped from the Tassenburg labour camp but his mind is so broken by the experience of it that all he can do is relive the horror of the beatings and the sick acts he saw there – should the PC's attempt hypnosis or some other method of mind massaging to get information from the crazy man they can get scattered images, give them a few clues about the camp but don't give away the game just yet.

The characters see lines of chained prisoners being force-marched wherever they happen to be (this effect can be reused a couple of times, such as seeing a line of prisoners on the horizon as they travel and another being marched out of Staumludt as they enter.

GM Note: This is a very simple, very obvious foreshadowing which can even be combined with the victimisation technique below.

Another slightly subtler foreshadowing would be the use of victimisation and abuse of power; when they are at the labour camp the characters will experience this first hand but a good foreshadow might be that they keep seeing this victimisation prior to the adventure. E.g. an Inn Keeper beating his serving boy, Watchmen beating a drunkard, a town official humiliating his underling etc.

GM Note: Whether the Adventurer's ignore such callousness or intervene might very well influence their decisions later in the Adventure. The Old World is a cruel place and the characters can't possibly hope to right all wrongs, but where do they draw the line? At what point do the characters stand up for the downtrodden? If they leave a serving boy to be beaten senseless by his master, what's the difference when they see beatings in the prison camp?

It's a good way to introduce some moral dilemma without belabouring the point to your players. Either way it is possible to build up a sense of trepidation amongst your troupe at the casual cruelty that surrounds them.

Staumludt: A Town in Crisis

Town History

The Fur Trade

Staumludt grew from a small village to the dizzying heights of a small town, thanks to the trade provided by Merchants on their way to Wolfenburg who always used the town as a stopping point to re-supply, compare and exchange goods, set prices and even buy wares prior to reaching their final destinations. In particular Staumludt saw a lot of trade in furs, hides and pelts from both local trappers in the Forest of Shadows and more exotic fare from as far north as Kislev. This naturally led to the set-up of the Tanner's Alley Market, dedicated to the buying and selling of hides and furs.

Religion & Politics

The residents of Staumludt, like much of Ostland, are staunch Sigmarites in a land where all the surrounding territories primarily support Ulric or Taal. However, by quirk of history the impoverished, heirless and ailing Lord of the village that would become Staumludt, Sir Stephen Staum, gave his holdings directly to the Sigmarite Church to prevent his Middenland born Ulrican nephews from inheriting the lands.

At the time, this was a major political move and the repercussions were felt across Ostland, Middenland and beyond. To protect the Cult's 'interests' and, more importantly, to anger and insult the Ulricans; Sigmarite Lector Matteus Ludt ordered the fortification of the fledgling town – renaming it 'The Sigmarite Township of Staum and Ludt' – now only ever known as Staumludt.

Centuries passed and the Sigmarite Church's interest in the little town waned as long as they paid their taxes (having established a civil council to run the town in the absence of a Lector), while the original reason for the fortifications faded from memory. The walls however held strong and had it not been for this petty piece of politicking centuries previously, it is doubtful that Staumludt would have survived the Storm of Chaos.

The Storm Comes...

During the war, the town of Staumludt held little strategic significance except as a fortified station for Imperial messengers and scouts to collect fresh horses. Although they did have to repel several attacks from splinter warbands of the Slaaneshi army, the reward of razing the town was not worth the effort of destroying it for the bulk of the rampaging Chaos forces.

After the Storm

Since the end of the war, few if any Merchants pass by Staumludt any longer and many businesses that relied on the passing trade have

totally collapsed. However, Staumludt as a whole found new purpose at the end of the war as a refuge for the many displaced in that part of Ostland. Seen as the last bastion of humanity in a region where almost every farm and village was burned to the ground, the surviving refugees have flocked to Staumludt. Led by a Sigmarite Friar by the name of Michaelidis, the town gave them welcome and succour... at least at first.

Enthusiasm for helping the refugees and survivors of the war has quickly worn thin amongst the populace of Staumludt (helped by the unrest spread by the Slaaneshi Cult worming its way into the community). The refugees have gone from being seen as neighbours in need to feckless beggars, thieves and a general drain on the good citizens of Staumludt.

Gazetteer of the Sigmarite Township of Staum and Ludt

Size: Small Town

Ruler: Officially it is Lector Dietmar Ewald (formerly of Wolfenburg), although the town is effectively governed by a Town Council in the Lector's (generations continued) absence. The council has two posts for the highest ranking Sigmarite priests in the town, a seat for the local Magistrate and two seats to local Burghers who are elected tri-annually.

Population: 430 plus 280 refugees

Wealth: 2 (little affluence)

Source: Trade in Furs and Hides and as a stopping point for Merchants.

Garrison/Militia: 12 x B (Average Troops), 30 x C (Poor Troops).

Notes: In the quiet forests surrounding Staumludt a small speckled grey mushroom has been recently found with a cap that grows into two horn-like protrusions; the fungus has been dubbed 'Devil's Cap' due to its horned shape. No-one knows where it came from or how long it's been growing there; but it is certainly not indigenous to the area.

It seems Devil's Cap has unusual properties when dried, crumbled and smoked – it heightens awareness of surroundings while at the same time numbing the skin (the game effects are identical to Crimson Shade, listed in the WFRP rule book).

Whilst few people yet know of the fungus it is only a matter of time before its discovery becomes more wide spread.

Of course, it is entirely true that there are criminals amongst the refugees; thugs and pickpockets survived the war in larger numbers than honest men simply because they were quicker to run away.

But in the manner of self-fulfilling prophecies, some of the refugees in Staumludt have begun to resent the way in which the townsfolk view them, gangs of angry men, opportunists and the downright desperate turn to stealing and worse to get by (once again spurred on by the plotting cultists).

The Situation Worsens

A few unscrupulous businesses have begun to exploit this underclass of refugees, promising to help them back onto their feet but delivering only long hours of hard work for nothing except the right to live in a hugely overcrowded room with just enough food to survive. However when the alternative is frostbite and starvation, even exploitation is preferable.

Surprisingly the Cultists were not the first to think of benefiting from the misery of others in this way (although they have taken the sadism involved in it to a new level), just more proof that even the Servant's of Darkness cannot compete with the sheer meanness of spirit mankind can show towards his fellows.

Tensions

Staumludt was a powder keg throughout the winter of 2522, with violence between the refugees and the townsfolk barely kept in check. The spark that would ignite the real fires of hatred between the two groups fell on the 22nd of Ulriczeit when Friar Michaelidis was found murdered and each side blamed the other (in reality the Cult murdered the troublesome priest and fanned the fires of hatred on both sides).

In the violence that followed, twelve people were killed before the Watch re-established order under the charismatic direction of the local Judge, Magistrate Berkhopf. Well respected in the community, he made great show of punishing the worst offenders on both sides and sentenced them to 'work together for the good of all the community, clearing the nearby town of Tassenburg'. This sentence created the forced-labour camp at Tassenburg. Since that time the punishment for any crime, no matter how serious or petty seems to be to be sent to Tassenburg, though none are yet to return.

It is a poorly kept secret that the Magistrate's popularity and sway with the officers of the Watch has annoyed the Captain of the Watch Heinrich Adelman, who was an out of town career Watchman bought in by the town

shortly before the Storm of Chaos. Most townsfolk think it is simply a case of 'bitter schnaffenbrot' that the Magistrate is braver, wiser and more popular than he is.

A 'Righteous' Man

Magistrate Berkhopf was a hero to most townsfolk and even many of the refugees, for his hard but fair attitude. Of course they don't know he is the Magus of a Slaaneshi Cult and that he wanted forced labourers at Tassenburg not to clear and rebuild the town, but to bring more death and destruction on the area in the name of his dark lord.

Local History

Adventurer's can get a potted history of Staumludt with either a Hard (- 20%) Academic Knowledge (History), or Gossip test, as appropriate.

Tanner's Alley Market

Before the war, Tanner's Alley Market was a thriving bazaar filled with trappers, haggling merchants, tanners, taxidermists, furriers and herdsman as well as more traditional peddlers like piemen and charcoal burners.

Since the end of the war and the collapse of many of the businesses supporting the market, the area is now packed with refugees and the unemployed. Tanner's Alley is now effectively a labour market, anyone offering work can now find dozens of men, women and children willing to take on any job for the prospect of little more than one meal a day, and even then competition can be fierce.

Of course, where there is misery and desperation there are also those who feed off it, meaning the area is now home to several gangs, many of whom run stables of whores who can change hands like property between the various gangs. Prices run from the cost of your average horse for young and virginal flesh of either sex, to less than a weeks stay at an inn for those who've changed 'owners' more than a couple of times. In any case, the prostitutes will likely be threatened, beaten and raped before ever seeing a 'customer' purely as a matter of course so that they will not offer any resistance to the gangs that 'own' them.

Some gangs in Tanner's Alley work for the Slaaneshi Cult that has infiltrated the town, but not as many as you might think. 'The Pelts', a gang of Kislevite refugees (read; thugs looking for an area to exploit) are one of those who have regular dealings with the Slaanesh Cult, albeit without overtly knowing what the girls and boys they provide are being used for.

Attention All Ye Citezens of Ostland

On the 23rd of Vorseheim, in the the year of
almighty Sigmar 2522, Elector Count Valmir von
Raukov, Grand Prince of Ostland, Margrave of
the Northern March, Hammer of the East did
declare a state of emergency and martial law
upon the Grand Principality of Ostland.

Such said martial law doth suspend the liberties
of freedom and right to trial hitherto enjoyed by
the subjects of Ostland.

Brigands, ye be warned.

Scene 1: An Offer You Can't Refuse...

The Pinch

However you've chosen to lure your Adventurer's to Staumludt, and whatever rumours and events you've already established about the town, you should give the party no longer than a day to get settled in Staumludt.

The first real event of the *Black Heart* adventure is when the Watch take in the Character's for 'questioning'. The Watch don't need any excuse to take someone to the Watch House and with Characters prone to getting themselves into trouble, perhaps its best if the Watch strike before there is a genuine excuse/crime!

If, however you want the Party to be involved in some minor illegal activity at the time the Watch corner them then there is an example lead-in you can use below...

The Devil's Own

Overview

The Adventurers are in the process of being hired by a scrawny looking herbalist (Claus Dekmar) to deliver a package of herbs to a wealthy customer when, just as they take possession of the package the Watch spring a trap, en-masse, leaving the PC's nowhere to run.

The Watch arrest the herbalist on suspicion of witchcraft and/or smuggling and charge the Adventurers with abetting his crimes. As they really haven't done anything wrong the characters should be encouraged not to fight back.

Plot Significance

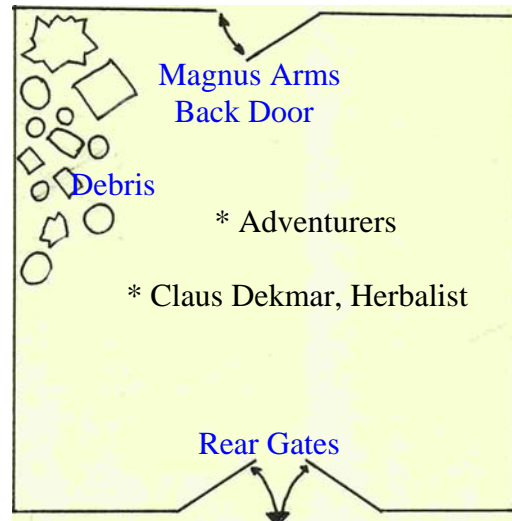
In reality, Claus has been supplying Magistrate Berkhopf and the Cult with concoctions of Devil's Horn (see sidebar above) for their own foul uses. Last week, Claus attempted to blackmail Berkhopf over his use of the drug in an attempt to drive up the price. This backfired and the Magistrate has decided its time Claus took a little trip to Tassenburg. The Characters, as outsiders who won't be missed, are just the icing on the cake.

Even if you don't use this encounter, the Characters will meet Claus later, on the march to Tassenburg.

Location

Claus will initially approach the Adventurers in a tavern called the *Magnus' Arms* but will insist the deal is done in the cobbled yard at the back of the tavern. The courtyard is about 15 yds square and is crowded with mouldy, rotting, empty beer kegs (the local coopers went out of business during the War). The yard is surrounded by an eight foot high stone wall topped with tar and broken glass. There is one

door from the Inn into the yard and a set of wooden double gates large enough for a cart to make its deliveries at the back.



The Deal Goes South

Allow the Players plenty of time to conduct their negotiations, Claus is cocky but not very bright and will probably agree to a good price if they flatter him.

If asked about the contents of the package he claims it's a monthly delivery of a medicinal compound that relieves his client's fits. If pushed on why this medicine needs an armed guard he reluctantly admits it can be used as a recreational drug and is thus a target for some of the local gangs (throughout the encounter he makes no mention of Berkhopf, merely the address it must be taken to).

When the negotiations are winding down and Claus is passing the Characters the package, both the door and the gates are flung open and about a dozen Watchmen appear. As they enter, the Watch Sergeant will shout out:

"Hold! Local Watch! Stay where you are! You are bound over by Ostland Martial Law in the name of Elector Count Von Raukov! If you resist we will kill you where you stand. Drop your weapons! Now!"

Watch Sergeant Hartlip (see his NPC profile below) is a Slaaneshi Cultist and one who enjoys his day job immensely, even more since the declaration of Martial Law. He will pay no heed to any Commanding Nobles, Sly Schemers or Intimidating Mages – he has orders from his Cult Magus to take these people alive as fodder for the Tassenburg Camp, but there would be no repercussions if he did kill any troublemakers. He's untouchable, and he knows it.



Sergeant Hartlip

*Stauumludt Watch Sergeant
and Slaaneshi Cultist*

Careers: *Sergeant, Ex-Watchman*

Race: *Human*

Main Profile

WS	BS	S	T	AG	INT	WP	FEL
49	47	51	48	39	37	31	36

Secondary Profile

A	W	SB	TB	M	MG	IP	FP
2	18	5	4	4	0	0	0

Skills: *Academic Knowledge (Law & Tactics), Dodge Blow +10, Follow Trail, Gossip +10, Intimidate +10, Perception +10, Search, Command*

Talents: *Savvy, Disarm, Strike Mighty Blow, Strike to Stun, Menacing.*

Armour: *Helmet (AP 3), Leather Armour (AP 1)*

Weapons: *Sword, Billy Club, Crossbow*

Trappings: *20 Crossbow Quarrels, Set of Manacles*

The Herbalist Claus Dekmar will try to run, until he is threatened with violence, at which point he gives up and kneels on the floor with his arms over his head, waiting to be manacled. Hopefully your Character's will likewise surrender peacefully, but if not...

The Watchmen

Four of the Watchmen are armed with nets, two with a brace of vicious dogs each and the rest are armed with Crossbows. All of them have Leather Armour (AP1 all Locations), Billy Clubs, Short Swords and a set of Manacles (use the Guard's NPC profile which is included later on).

Four of the Watchmen appear at the door from the Inn, and the others at the courtyards back gate.

If the Adventurer's look like they are getting the upper hand in a fight (possible but not likely if you use the nets and dogs to good effect), then reinforcements arrive in the shape of Militiamen (anywhere up to twenty) armed with a mix of Halberds and Swords and Shields, all wearing Medium Chainmail Armour (AP 2), at this point the Adventurer's should be given another opportunity to surrender.

The Wall

If any bright spark gets the idea of going over the wall to escape, they will have to deal with the following;

Over the Wall

Jumping the wall is a full turn action that requires a Hard (-20%) Agility test, which can be modified to Challenging (-10%) if the character uses the rotting barrels to get a boost.

Roll Fails: The Adventurer doesn't make it to the wall top as the barrel has broken or they have slipped on the rotting debris and injured themselves in some way; they take D10 damage to a random location.

0 Degrees of Success: The Adventurer makes the jump but lands heavily on the tarred glass at the top of the wall and takes D10 Wounds, ignoring all armour as the glass grinds into any soft points on their body.

1 Degree of Success: The Adventurer lands better but still takes D10 / 2 Wounds ignoring armour, from the glass.

2 Degrees of Success or Higher: The Adventurer clears the top of the wall without being caught on the glass.

Attempting to climb the wall is slower but safer, a Challenging (-10%) *Scale Sheer Surface* roll gets the character to the other side of the wall without injury but it takes two full actions.

Locked Up

Regardless of what hook you use to bait the trap, and what the Adventurer's try, they should eventually be caught by the Watch; it is after all the crux of the *Black Heart* adventure.

Once they are caught, the Adventurer's are manacled, and led to the Watch House where they are 'processed', a practice that means their possessions are removed and 'stored' for safe-keeping in a strong-box (in fact the Watchmen divvy up the spoils at the end of each month). Particularly cruel Games Master's may wish to have the Characters fully stripped, manacled to a wall while they are drenched with buckets of ice-cold water, scrubbed with hard brushes and given itchy, lice-ridden rags to wear, not their own clothes.

The Full Monty

The full 'process' treatment is designed to dehumanise and intimidate new prisoners. Whilst the treatments themselves are uncomfortable and humiliating, it's the combined menace they try to instil that has the in-game effect.

Character's who have not run afoul of the law before must make a Challenging (-10%) opposed Willpower test with the Watchmen or be intimidated by the rough treatment they receive. If they fail, they automatically take an additional -10% to any Willpower rolls against the Watchmen for the next 24 hours, at which point they can test again (with the additional -10%). If they fail the penalty remains, if they pass they are no longer intimidated by the Watchmen.

Characters that have had brushes with the rough arm of the law before take the initial Willpower test at Average difficulty (-0%).

Lice-Ridden Rags

These particularly odious clothes give -5% to all Agility tests due to the constant itching. Additionally, once every day the Character must make an Average (-0%) Toughness test or the Lice bites become infected giving the Character Kruts Disease (see the WFRP rulebook, P.136 for full details).

The Staumludt Watch House

The Watch House is a squat, ugly building of newish but dirty brick, in contrast to the white plaster façade of the local Courthouse, which sits just next door.

Thick metal bars block what few small windows are visible and a faded pennant of the Ostland / Von Raukov heraldry hangs tattered in the breeze.

A large wrought iron brazier stands on top of the Watch House roof alongside a large tarnished bronze bell, to be used in case of emergency for the town – the citizens who survived the Storm of Chaos are well aware of the sound and meaning of hearing the bell, which has been dubbed 'Old Nell'.

During the 'Processing' the Adventurer's will be split up and derided if they ask for legal representation, but unless they are violent they won't be beaten.

Once the processing is finished, Sergeant Hartlip will sling them all, still manacled, into a single cramped cell. As he is locking them up, a tall imposing Watchman approaches the group.

Read the following piece to the Players.

"Sergeant Hartlip!" growls the tall Watchman, "I intend to review the case of everyone being held. Bring them too me in my office, one cell at a time!"

Without bothering to turn to his superior, Hartlip sneers "You don't need to bother with that Heinrich, they already been processed."

Growing visibly red, the tall man's eyes narrow. He yells "Attention!"

Hartlip slowly turns and adopts a slouch that is slightly more upright.

The tall man moves up close to Hartlip and drops his voice, as Hartlip is still standing right next to your cell, you can clearly hear what's said.

"You stand to attention when I speak to you Hartlip or I'll dock your pay, and you call me Heinrich again and I'll crack your head against this wall like an over-ripe apple. You understand me?"

"Yes, Captain Adelmann."

"Louder."

"YES, CAPTAIN ADELMANN."

"That's better. Now, start with this lot here," he jerks his thumb at your cell "Then report to Old Nell, you just volunteered for a double shift."

"Yes. Captain. Adelmann." Hartlip responds through clenched teeth.

With that, Adelmann turns and walks away. Hartlip rounds on you with a murderous look in his eye as he draws his club and unlocks the cell door.

"You heard the man," he hisses, licking his lips "now get moving scum, before I introduce my Billy to your kneecaps!"

Adelmann's Offer

Sargeant Hartlip conducts the Adventurer's to Captain Adelmann's office, giving them looks that could kill all the way. He knocks on the door and enters, rolling his eyes as he pulls off a perfect salute with a ram-rod stiff back. He presents the Adventurer's as 'the first lot, Sir.' before stumping out of the room and up to the roof to man Old Nell.

Captain Adelmann's office is sparse and with little comforts, he sits behind a heavy wooden desk covered in papers. Without looking up from his papers he begins speaking.

“So, abetting a smuggler and contraband peddler, resisting arrest and assaulting Officers of the Watch... and all on your first day in town. Not a good start, hmm?”

He looks up from the papers he’s studying and continues “Under Martial Law we could take you out back and hang you here and now, or perhaps just take your right arms at the elbow – that should stop you causing trouble again”.

“But I’m going to do you the biggest favour in your life. Why? Because you’re going to do one for me. I know who you are, or at least I’ve heard enough about you to guess you are the people I need.”

Captain Adelmann licks his lips, and for the first time you get the feeling that he’s not as in control of the situation as he wants to appear.

“You might have noticed from Hartlip’s reaction, that most of my men don’t have a lot of respect for me. It’s because I was bought in to run the town Watch from outside, they always felt like it should be a local in charge... But, there’s something else going on as well.

“The town’s ruling council has decreed that even though there is a state of Marshall Law across Ostland, that Staumludt will attempt to carry out the due process of law, wherever possible... which means all crimes come before the local Magistrate, a detestable man by the name of Berkopf, who also just happens to be on the council.”

Adelmann sighs, “I know it sounds like a laudable idea...and it is... but Berkopf is up to something, Sigmar damn his hide! He’s using this situation for his personal gain somehow, and he’s bought the loyalty of most of my men too. Which is why I have to go through the pretence of reviewing every prisoner’s case, just to be able to talk to you.”

Adelmann visibly slumps “It sounds crazy, I know. Like some personal grudge against a man who’s done nothing wrong. But, over the last few months since the end of the war, every crime that has been brought in front of the Magistrate has resulted in the same sentence murderers, thieves, drunken brawlers and even debtors, all of them sentenced to work clearing the ruins of a.” neighbouring town, Tassenburg. No hangings, no mutilation, not even any fines or time in the stocks.”

“Every single person bought in front of the Magistrate has been sent to Tassenburg, and not one has yet returned. What’s worse is, my men seem to be taking orders from Berkopf to round up even more people. Where petty offences would once have been dealt with by the Officer in the street, like simply keeping the peace between two arguing neighbours, now both are dragged in here, taken to Berkopf in the morning and sent to Tassenburg. I’ve yet to see a single person acquitted either.

“The refugees have it worst of all; indigency is now a crime punishable by indefinite hard labour. Law abiding People who came to us for help, many of them from Tassenburg, are being turned into criminals. These are supposedly the people we are clearing Tassenburg for!

“Verena knows this is not justice; it’s certainly not the Rule of Law or even martial law... It’s more like Berkhopf’s own private slave market. I know he’s up to something in Tassenburg, every ounce of my experience as a Watchman tells me that, I just can’t find out what it is...”

“Which is where you come in, I can’t change the fact that you’ll be sent to Tassenburg, you’re in the system now, but you can choose to go there for the greater good. You’ll need to maintain a low profile, maybe use some sort of cover, find out what’s going on at Tassenburg and get proof of whatever it is that Berkopf is up to. Time is short I’m afraid, if you’re in here too long the Watchmen working for Berkopf will get suspicious. Well, will you help?”

So Many Questions So Little Time

Undoubtedly, the Adventurer’s will have a number of questions before they agree to help, so there’s a list of Adelmann’s responses to the most likely ones below.

Try to keep the answer session brief, Captain Adelmann is very conscious about how long the Adventurer’s stay in the room, have him do something to indicate his hurry every couple of questions and if you think that the questioning is going nowhere have a Watchman bang on the door and announce the arrival of the next group from the cells.

Q. Why should we help?

“Because it’s the right thing to do. And if you do find anything that incriminates Berkopf I’ll make sure you are completely exonerated of all crimes. I’ll also make sure your possessions aren’t divided up amongst the Watchmen as they will undoubtedly do when you are sent to Tassenburg.”

Q. What if we refuse to help?

“I can’t force you to, but I guarantee Berkopf will still send you to Tassenburg just the same. It’s possible you might be able to strike a deal with him if you sell me out, but Magistrate Berkopf is not only the Judge for this whole District, but holds the influencing vote on the ruling council for Staumludt, he effectively runs this town. I doubt he got where he is today without breaking a deal or two.”

Q. How can you help us?

“I can’t do too much, I’m afraid. I can make your possessions ‘disappear’ from the Strong Room and bring them to a copse next to the mile marker outside Tassenburg. If you can get out of the Labour Camp I’ll meet you one night with them and you can tell me what you’ve found. I’ll give you a week once you get to the camp to find out what’s going on and plan your escape. I won’t be able to stay long, so if you miss that opportunity I’ll just bury your items at that point and hope you can get to them later.”

Q. What can you tell us about the Camp at Tassenburg?

“Only what I’ve heard, the camp is based on the North side of the town,, that section was almost completely demolished by some sort of huge explosion during the Chaos Incursion.”

Q. What can you tell us about the Guards at Tassenburg?

“There are maybe thirty guards there, about half a dozen are Watchmen, the rest are ‘civic-minded volunteers’, which translates as Berkopf’s cronies. The camp is run by Faustus Erkenbraund, a wealthy Tassenberger. He used to teach at the University in Nuln apparently, some sort of physician, though I’ve never heard of him having any patients. He petitioned the Council with plans about the rebuilding of Tassenburg shortly before Berkopf started sentencing people to work there and so became the Commandant of the camp. What a lucky co-incidence for him...”

Q. How long does it take to get to Tassenburg?

“By horse, you can travel the distance in two days, or a day and a half if you flog it to death. Unfortunately you’ll be walking there, so it will take nearly a week.”

Q. What exactly do you want us to do?

“I’ve already explained; keep a low profile amongst the prisoners, when you get to the labour camp find out what it is that Erkenbraund is doing with all these people and why Magistrate Berkopf is sentencing them all to work there, break out and give me enough dirt to bring down Berkopf. If you help me nail Berkopf I’ll clear your names, if you don’t find anything then I can’t help you and if you escape the camp you’ll be considered outlaws. Simple enough, huh?”

Q. How do you expect us to break out?


“I’m afraid you’re on your own with that. But from what I’ve heard of you, you stand a better chance than most. You’ll have one week to figure out how to get out of there and find out what’s going on, assuming you want your possessions back and your names cleared.”

Q. Can you help us smuggle in weapons/items?

“No, it’s too risky.”

Adelmann should be played as open, honest, tough but fair, slightly desperate and with a deep hatred of the Magistrate.

Once all the questions are out of the way, if it hasn’t already been covered, Adelmann explains where and when he will meet the Adventurer’s when they break out, he then summons a Watchman to take them back to their cell.



Captain Heinrich Adelmann

Staumludt Watch Captain

Careers: Captain, Ex-Sergeant, Ex-Watchman
Race: Human

Main Profile							
WS	BS	S	T	AG	INT	WP	FEL
55	47	49	58	52	48	54	57
Secondary Profile							
A	W	SB	TB	M	MG	IP	FP
3	20	4	5	4	0	0	0

Skills: Academic Knowledge (Law & Tactics), Dodge Blow +10, Follow Trail, Gossip +10, Intimidate +10, Perception +10, Search, Command +10, Ride, Read/Write,

Talents: Savvy, Disarm, Strike Mighty Blow, Strike to Stun, Menacing, Wrestling,

Trappings: Breast Plate (AP 3), Helmet (AP 3), Leather Armour (AP 1), Sword, Billy Club, Watch-House.

Scene 2: Lock-Up

Overview

This short scene revolves around the Adventurer's whilst they stay overnight in the Watch House Prison, before they go to Court the next morning.

Adelmann's Interviews

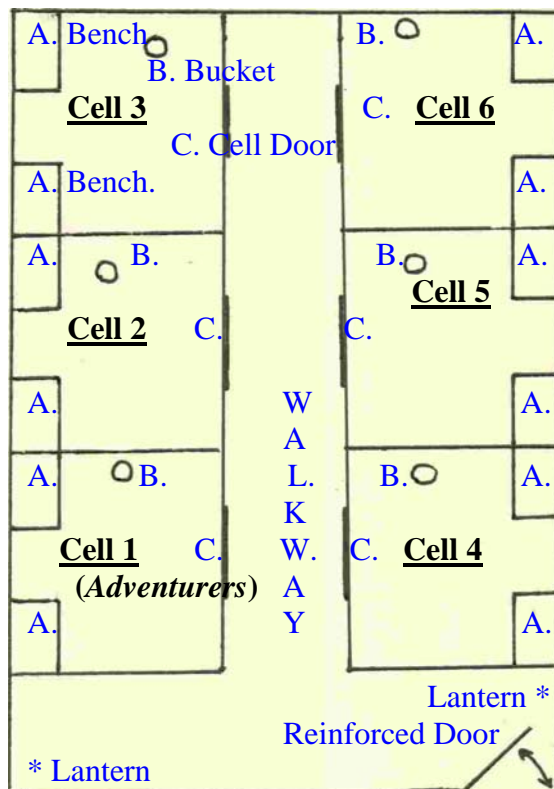
Over the course of the next two hours, Captain Adelmann interviews all the other prisoners in the Watch House Prison. The Adventurer's watch them being taken in and out, one cell at a time (about four to six prisoners in each cell).

The Watch House Cells

In the Staumludt Watch House cellar are the holding cells, where the Watch keep their prisoners until the Court has dealt with them, usually only until the next day.

The walls are solid stone, slick with damp, and without windows. The only light comes from two storm lanterns suspended near the entrance; a heavy bound oak door with a small barred window. There are six cells (each big enough to hold four to six people), arranged three either side of a central walkway (the Adventurer's are put in one on the left, closest to the exit) and the stone floor is strewn with straw that looks like it hasn't been changed in months.

Each cell contains a tin bucket to be used as a toilet and two wooden benches just big enough for a person to lie on that are



Dinnertime

When all the prisoner's are back in their cells, they get a meal, of sorts. A wooden cup of thin, watery gruel that tastes foul.

Character's who study their meal too intently must make a Perception roll to identify some of the contents of the gruel. If they succeed (and they may not want to in this case) they identify flakes of human skin (like scabs or bad dandruff) and phlegm and have a sneaking suspicion there may be traces of other bodily fluids in there as well.

Characters that refuse to eat the gruel count this as their first day without food (see the Undernourishment and Starvation side bar, below).

Adelmann's Note

After all the wooden cups have been counted back in, something unexpected happens, read the next section out to the Player closest to the cell bars:

Captain Adelmann comes storming into the prison area, before you can react he shouts, "You took it didn't you!"

"It had to be you, you lowlife piece of scum! Where's my coin pouch?" as he grabs hold of your shirt in both hands and shakes you back and forward. There is the sudden clink of coins hitting the stone floor and as everyone looks at the noise a small pouch appears to have fallen from your shirt.

The Character Adelmann grabs cannot avoid the move as it is so unexpected, they can however resist the shaking with opposed Strength rolls, at least two degrees of success are necessary to pull free.

Other Characters may make a Challenging (-10%) Perception roll to see the sleight of hand drop made by Adelmann. If they get two degrees of success or more, they also spot Adelmann slip a small strip of paper inside the shirt of the grabbed character.

At this point the whole prison block erupts into shouting and the two bemused guards rush forward to their Captain's side.

"Sah! We'll take this piece of snot outside for you now and cut his thieving hands off for you!"

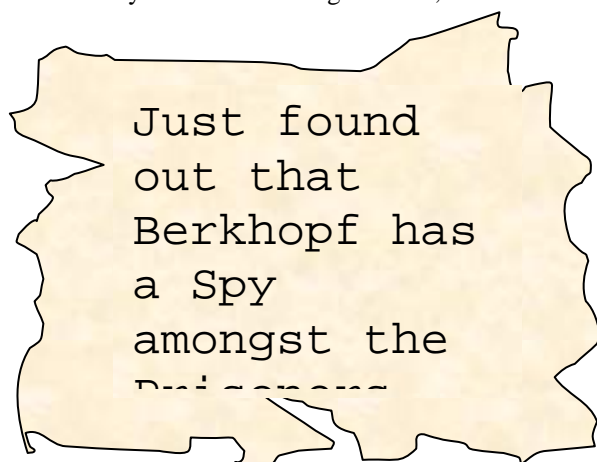
"I'll deal with him myself Corporal! Now get this lot under control!" Adelmann yells at his underling as he suddenly slams a fist forward at you."

If the Character is still held firmly in Adelmann's grip, then the Character is considered to be Stunned for the purpose of the attack (the character cannot Dodge and Adelmann's attack is at +20%). If the character escaped Adelmann's clutch then the attack is resolved as normal.

Regardless of the outcome of the punch, Adelmann picks up his pouch, spits on the Character and stalks out of the room, leaving the remaining Watchmen screaming for quiet.

If the Player's haven't figured out that Adelmann has just created that distraction to slip them something, a successful Average (-0) Intelligence test will clue them in.

When the Adventurers decide to examine the note they find the following handout;



During the Night

Lights Out

After the commotion has settled, the Adventurer's have about ten minutes before the Watchmen douse the two lanterns that provide the dim lighting in the cells and leave.

Once the lights have been put out, the only light in the room is a faint glimmer from underneath the oak door. This light is enough to see outlines of people within about 3 yards. Anything complex that relies on sight alone (i.e. examining the faces of prisoners in other cells) requires a Very Hard (-30%) Perception test to undertake normally. Any actions that can be conducted by touch and hearing but are easier to perform with sight, require a Challenging (-10%) Perception Test to undertake normally (such as pick a lock).

Guards

During the night one Watchman sits on the other side of the heavy oak door that lead into the holding cells area and drinks grog until he falls asleep. He will not enter the room unless the Prisoners make too much noise and wake him (GM Call). If he does have to enter he will not approach the cells. He doesn't care if the

prisoner's appear hurt or ill and will just laugh. If the Adventurer's refuse to shut up he will urinate on them from the walkway between the cells and if this does not work, he will leave and return a few minutes later with a bucket of human excrement which he throws at the offending person.

A Good Night's Sleep?

Now they are not being watched there are a number of things the Adventurer's may now want to do.

Some of the most common are below...

Tooling Up

If the Character's want to see what is in their cell that they might be able to utilise as a tool or weapon, they don't have a lot of options.

The Bucket – this thin metal bucket can be bent with a successful Challenging (-10%) Strength test, and if worked on and weakened long enough a small section can be ripped free, creating a sharp pointed instrument or shiv (a basic knife that can be concealed that counts as an improvised weapon).

The Benches – the wood of the benches can be pulled off with a Hard (-20%) Strength test, this is not quiet or easy to conceal and if the Watchmen discover the character has vandalised the bench, they will get a beating. Bench planks count as an improvised weapon.

Quieter to get and more easily concealed are the small nails used in the benches construction. With a Challenging (-10%) Perception test, the Character can identify a nail they might be able to loosen. Without any sort of tool this will take D10 / 2 hours work. If the character has a tool of some description (like another nail) the nail can be prised out quietly within an hour. Up to four nails can be removed without the benches collapsing.

Nails make a small and ineffective weapon but can be used as lock picks or other tools.

The Straw – This has no discernable value as a weapon or tool, except possibly as some form of kindling, however, players being an inventive lot, don't write it off totally.

Bribing the Guard

Some Adventurers may want to bribe the guard as a way of smuggling in items, the Watchman on duty is pretty corrupt (far more than the players realise), and so in itself it's not a problem to bribe him. The difficulty arises in that the Adventurers have little to offer the guard, and that he will not approach the cell to negotiate in case he gets grabbed.

Charm and Haggle tests involving the guard are Average (-0%) Difficulty.

Talking the Night Away

There is a good chance that talking to anyone who is not in the cell next to the Adventurer's own one will arouse the anger of the Watchman on guard, and it will certainly be overheard by everyone else in the cells.

Most of the Prisoners in the cell next to the Adventurers just want to be alone with their misery and try to sleep. A successful Challenging (-10%) Charm or Intimidate Test might encourage them to speak (in which case choose an NPC from those listed on the March, for the Adventurer's to badger).

Claus Dekmar (if the Adventurer's have actually met him) is at the other end of the hall, and is not inclined to talk to the Adventurers even if they do call to him.

The only person in the next-door cell interested in talking is a young boy named Hans, a street urchin who is rightly scared of what will happen.

Hans knows nothing of the Tassenburg Camp, but any Adventurer who chooses to show interest in him will find they have a firm friend for the rest of the Adventure. They will also see that other people ignore and talk openly around him, which could make him valuable in tracing the real spy.

Hans has the following pieces of information about his fellow inmates, some of which may be of use to the characters. To keep Hans on track and remember to keep his voice low is a Challenging (-10%) Gossip Test to learn each piece of information below.

Hans' Information

1. "I heard ole Mrs. Haggerty say she tried bribing the Watchman who came to shut her whore house, he took the money and then burned down her house anyway. She reckons he was paid off by one of those Kislevite gangs that hang around the Tanner's Alley Market."
2. "One of the men in the cell next to mine has a knife; I saw it under his shirt."
3. "Sergeant Hartlip was talking about 'the boss' being pleased with the haul of Devil's Cap they got today in a raid on the Magnus Arms. Guess he meant the Captain..."
4. "One of the women was bought in with a bag over her head, she was talking about the Magistrate but the Watchman punched her and told her to shut up, she ain't said nothin' since."

Hans - Street Urchin and Pick Pocket

Careers: Thief

Main Profile							
WS	BS	S	T	AG	INT	WP	FEL
35	32	24	29	45	27	30	28
Secondary Profile							
A	W	SB	TB	M	MG	IP	FP
1	9	2	2	4	0	0	0

Skills: Scale Sheer Surface, Concealment, Perception, Sleight of Hand, Search, Silent Move.

Talents: Alley Cat, Flee.

Trappings: None

Escape

The Adventurer's may want to try various tricks to escape, either completely (in which case, you should definitely foil their attempts) or perhaps just enough to get out of their Manacles or cell so they can better prepare for the journey to Tassenburg.

If the Adventurers try to escape from their Manacles, see the rules presented below.

Even if they can't escape their Manacles, the Adventurers should be encouraged to investigate their limits whilst wearing them (again, see below for the benefits of this).

If they are trying to escape their cell so they can prowl the Watch House they will need to wait until everyone appears to be asleep, at least three hours. The locks on the cell doors are Good Quality, meaning it is a Hard (-20%) roll to try and pick the lock. Don't forget additional penalties such as the darkness and any Manacles still worn at that time.

Even once the lock on the door has been picked, the Characters will need to open the cell door and move about the room without waking the other prisoners, a Hard (-20%) Silent Move test each turn.

Additionally there is a 50% chance that the Spy (Kastor Gundred, see the section on the March to Tassenburg, below) has spotted and recognised any characters leaving the cell.

The reinforced door at the edge of the room will also need to be defeated if the Adventurers want to leave the holding cells, the lock on this door is Best Quality and is therefore a Very Hard (-30%) Pick Lock test.

Unofficial New Rules: All Chained Up...Using Manacles and Shackles

In *Black Heart*, the Adventurer's spend much of the time chained up. Whilst this is an inconvenience, it doesn't stop them from taking actions; here are some suggested rules for dealing with manacles and leg shackles.

Wearing

Wearing manacles or shackles gives a -20% penalty to any rolls involving the use of hands or feet in an individual and co-ordinated way (i.e. there is no penalty for bludgeoning someone with both hands, but there is for throwing a punch with just one hand, similarly there is no penalty for jumping straight up, but there is one for running). Typically this penalty will apply to most Weapon Skill, Ballistic Skill, Agility and some Strength tests. Additionally Leg Shackles reduce the Movement characteristic by half.

Often Manacles and Leg Shackles are linked together, further reducing the degree of movement available to the Character, the cumulative penalty (applied to any co-ordinated hand, feet or full body actions) is -30%.

Becoming Accustomed to Manacles & Shackles

Every day that a character wears chains he can experiment with the limits of motion they allow in an effort to reduce the difficulty they cause. If the character has spent at least one hour testing the limits of their chains that day, they may make a Challenging (-10%) Agility test (don't forget the chain's own penalty, or any other cumulative effects). If they succeed the chain's penalty is halved (leaving -10% for Manacles or Shackles, or -15% when wearing both chains linked). Failing the test inflicts 1 Wound, ignoring armour and Toughness Bonus as the cuffs cut into the wrists or ankles. Each new set of Shackles or Manacles requires a new roll as the Character experiments with the new limits of their chains. Character's can only gain the benefit of halving the penalty once per set of chains.

Lock Picking Cuffs

The Manacles and Shackles used by Staumludt Town Watch are of Good Quality, meaning tests to pick the locks are Hard (-20%) on top of any additional modifiers. Each cuff will need a separate Pick Lock roll, and although the Manacles penalty will not apply once one wrist has been freed, for Shackles both ankles must be free to remove the penalty.

Character's who have lock picked their chains, or used a key to unlock them may pretend they are still manacled/shackled with a Sleight of Hand test opposed against the Perception test of anyone who happens to be looking.

Escapology

Manacles and Shackles are made to fit one size, so characters with smaller wrists/hands or ankles/feet may have a chance to slide out. The Character must succeed at a Very Hard (-30%) Agility Test (remember the additional penalty for wearing chains), for each wrist/ankle they wish to free. Characters whose Weight is 125lb or less (for humans) or who rolled 01-12 on the Weight 'Background Chart' during character creation (see WFRP, P. 24), get +10% to the roll.

Breaking Chains

This usually involves breaking the chain between the cuffs, rather than removing the cuffs altogether. The character needs a tool, weapon or other method (such as the Gold Magic Spell 'Curse of Rust') to actually break the chain. They must then succeed in a Very Hard (-30%) Strength test to free themselves. The GM may assign a bonus or penalty to this roll depending on the tool used and the exact manner in which the Character attempts to break the chain.

Using Chains as Weapons

Manacles that are being worn add +10% to Grappling Attacks as they can be used to apply additional pressure, particularly to the throat.

Manacles or Shackles that are not being worn count as Improvised Weapons (Damage SB-4), and linked Manacles and Shackles do Damage SB -2 due to the added weight. If a character has the Specialist Weapon (Flail) Talent the damage is increased to SB (linked sets of chains also gain the Impact and Tiring Qualities). If one manacle cuff is still attached to the Character the chains cannot be dropped or disarmed.

Unattached chains may be used as Thrown Improvised Weapons. If a character has the Specialist Weapon (Entangling) Talent the chains gain the Entangling quality when thrown. There are no extra benefits for throwing linked sets of chains as the additional weight counteracts any advantage that would have been gained in throwing them.

Being Chained to Other People

Chain-gangs of two or more people have a further restriction on movement, each half action taken that turn by a person chained to you is a cumulative -10% to any tests you make. Characters that make a successful Command Test can ignore these penalties as they co-ordinate with the efforts of those around them.

Scene 3: A Day In Court

The Court House

Rollout

The next morning the prisoners are woken early and slopped out by four Watchmen; which involves one prisoner from each cell being let out into the walkway between the cells and emptying the buckets into a gully in the centre of the room which flows into a tiny cess drain, from which an awful smell emanates.

Characters who worked free a section of the tin bucket must succeed in an Average (-0%) Sleight of Hand test to hide the damage.

Finally, all the prisoners are bought out from the cells and made to stand in two rows facing each other.

One guard instructs the Prisoners to count off, starting with the Adventurers. The second guard walks down the middle of the two rows looking at the Manacles and the third guard does a quick cell inspection. The fourth guard stays at the entrance to the Holding Cells in case of problems.

Characters who removed their Manacles during the night will need to make an opposed Sleight of Hand test against the Watchman's Perception roll to avoid being spotted.

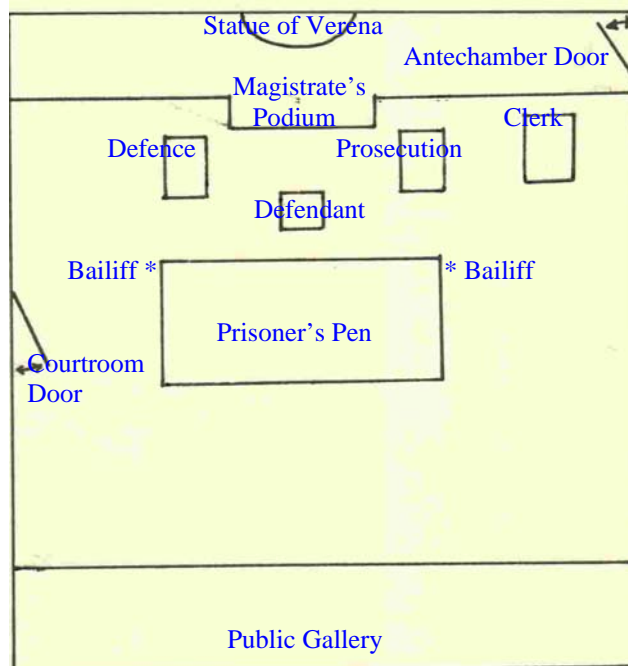
Characters who took apart the bench need to make a Very Hard (-30%) Disguise test to hide the fact that a big bit of wood is missing from the bench!

Transfer to the Court

Once rollout is complete the prisoners are marched out of the Holding Cells and across the road to the Court House. In case the Adventurer's get any ideas, as well as the four guards accompanying them, there are two Watchmen with Crossbows on the Watch House roof and two Court Bailiffs waiting at the Court House.

The Court Room

The court room is a large wood panelled room with sawdust spread over the floors. At the back of the room is the public gallery, which is now unused due to Ostland being under martial law. In the centre of the room the prisoners are herded into a large holding pen with bars. Just in front of this is the defendant's box and to either side the desks for Counsel, both defence and prosecution. At the very front of the court is a tall podium where the Magistrate sits in front of a large statue of Verena, which is accessed via a raised gangway from the Magistrate's antechamber. A second smaller podium for the Courts Clerk sits off to one side. The Court Bailiffs stand to either side of the Prisoner's Pen.



Don't Forget... Guilty Until Proven Innocent

The foundation of all Imperial Law is guilty until proven innocent. Of course when the court is acting with the power of martial law, there may not be any requirement to even attempt to prove innocence.

For more on Imperial law and conducting a trial, see the *Sigmar's Heirs* Supplement.

The Court Is In Session

After the prisoners have been standing in the pen in the centre of the court for about ten minutes, the Clerk enters and takes his seat.

"Hear ye, pray silence for his Lawfulness, Magistrate Keripadese Berkhopf." The Bailiffs call in unison as the door to the Magistrate's antechamber opens.

Out steps a tall, frail and pinch faced looking man wearing black robes and a soft hat with red and white piping. He moves slowly and deliberately towards his podium pausing only to incline his head towards the statue of Verena.

When he is finally seated, he coughs lightly before saying in a strong powerful voice "This court is appointed by the ruling council of Staumludt to adjudicate in matters of martial law. Bring forth the first of the guilty".

To keep an element of uncertainty among the players during the day at court, they are actually the first Defendants to be bought forward.

The Charge

The Bailiff to your right steps forward and begins to read from a scroll of paper, as the second Bailiff ushers you all out of the Prisoner's Pen and towards the Defendants Dock.

"Milud, the first case bought to you today is the Grand Principality of Ostland V's these 'orrible brigands ye see here, for the heinous crimes of smuggling of illegal contraband, abetting a known seditonist, resisting arrest and assaulting officers of the Town Watch"

"Thank you Bailiff," replies Magistrate Berkhopf "Let's hear the case for the Prosecution."

"Did you recover from them a package containing a drug of the dried Devil's Cap fungus?"

"I did."

"Did you declare yourself as members of the watch and order their compliance?"

"I did."

"Did they resist your lawful request and seek to do bodily harm upon your officers?"

"They did, indeed sah."

"Thank you Sergeant, that is all. Milud, the prosecution case rests."

The Case for the Prosecution

First to present is the Prosecutor, a weasely looking man in a black cloak.

"Your Honour, the guilt of the Defendants is writ clear upon their faces and is supported by clear and simple facts. I do not intend to take up much of the courts time in presenting such an open and shut case.

"The defendants were apprehended during a raid by the local watch on a known distributor of contraband and seditonist, a herbalist by the name of Claus Dekmar. They were at that time in possession of a drug I believe is known as 'Devil's Cap'. They did resist the lawful arrest of those officers there present and did do bodily assault upon those said officers.

"The Prosecution will call only one witness your Lawfulness, bring forth Sergeant Hartlip of the Staumludt Town Watch."

Hartlip strides forward, his uniform looking impeccable (in stark contrast to last night).

"Sergeant Hartlip, you are here to present testimony in this trial by law and are bound by oaths to the gods to tell the truth, do you understand?"

"I do."

"Are these vagabonds you see in the dock today the same that you apprehended yesterday in the raid on Dekmar?"

"They are."

The Case for the Defence

The Adventurers will undoubtedly wish to interject at some point during their 'defence', make sure they shout long and hard before anyone takes a blind bit of notice of them!

Berkhopf nods slowly as he digests the Prosecutors points.

"Very well, Defence Counsel?"

The Defence stands and says "Milud, the Defence wishes to offer no evidence in this case."

"Really?" enquires the Magistrate.

"Your Honour, given the number of cases to be dealt with today the Defence felt it was prudent to focus his attentions on those cases were there was some doubt as to the guilt of the Defendants."

"Very well, then I pronounce the Defendants guilty of all charges levelled at them and must pass sentence."

If the Adventurers have made no attempt to object to all this (perhaps they've settled themselves with doing the job Adelman asked them to do and don't want to blow cover) then jump straight to the sentencing, however most players should be shouting all sorts of objections by this point.

Objection, Your Honour!

Below are a number of objections which the Adventurers might well raise to the Magistrate and his responses.

If any of your Adventurers have the Academic Knowledge (Law) skill you can have them make all sorts of rolls at this point to add weight to their arguments, however they won't have any effect on the outcome.

When the torture has gone on long enough, or the Players think up something you can't answer, skip to the sentencing...

It's our right to have a defence!

"Actually it's your right to have an opportunity for defence, that opportunity has been given. Perhaps if you had offered the defence counsel recompense for spending time on your case he might have been a little more helpful. Still, never mind."

I want to defend myself!

"(Sighs), very well, but make it quick so we can get to the sentencing"

I call for a mistrial!

"Request denied."

There was no cross-examination of Sergeant Hartlip, I call him as a witness!

"Defence Counsel should have stated their intention to cross-examine at the time; I will not recall a witness unless there is significant new evidence, which there is not. Request denied."

But he lied!

"Perjuring the good name of a Sergeant of the Watch now is it? Bailiff, add that to the list of charges."

I call my first witness!

"I'm afraid there are no witnesses listed on the defence's summary submitted, it would be unfair to the prosecution to allow you to spring a surprise witness. You should have thought of all this before"

I am so-and-so of such-and-such and there will be consequences for the way I've been treated!

"If you are who you claim to be then you should know better than to consort with such villainous sorts. As a courtesy I shall make enquiries as to the veracity of your claim but in the meantime any verdict and the punishment will stand."

Your Honour, if we could talk about this privately, I'm sure we could come to a mutually beneficial arrangement.

OR

Your Honour, I want to make a deal, I have information of a conspiracy, can we talk privately?

"The nerve of it! Trying to bribe a Magistrate of Ostland. I will not stand for such contempt of court. Bailiff, add that to the list of charges against these villains. This farce ends now!"

Sentencing

Magistrate Berkhopf, bangs his gavel and pronounces the verdict and sentence upon the Adventurers.

"I pronounce the Defendants guilty of all charges levelled against them and sentence them to hard labour in the camp at Tassenburg, where they will work for the good of the community that their foul criminal acts have hurt, there to work until they have been judged to be rehabilitated."

"Bailiff take them below and from there prepare them for immediate transfer to the place of their incarceration."

As you are led from the docks, down to a holding pen away from the court room Berkhopf bangs the gavel and says, "Bailiff, I think I'll retire for a quick brandy before I hear the next case."

Court Holding Area

Once the Adventurer's are here, they have to waste most of the day as the other prisoners are sentenced to hard labour for their various 'crimes'.

The one advantage of being first in the large cell is that for the first time, the characters can observe individuals amongst the prisoners as they enter and maybe even chat to them without interference from the guards (see the list of NPC's in the section on the March to Tassenburg, below for details of the other prisoners).

Sergeant Hartlip

Not long after the Adventurers are put in the court cell, Sergeant Hartlip makes an appearance, and threatens the characters, telling them 'they're his now' as for some reason he has taken a disliking to them (not that, as a Slaaneshi cultist he particularly needs a reason, just an opportunity).



Magistrate Keripadese Berkhopf

Staumludt Town Magistrate and District Judge, Member of the Staumludt District Council and Cult Magus of the 'Black Hearts Brotherhood' Slaaneshi Cult

Main Profile							
WS	BS	S	T	AG	INT	WP	FEL
55	39	42	60	45	58	40	68
Secondary Profile							
A	W	SB	TB	M	MG	IP	FP
2	18	4	6	4	2	2	0

Careers: *Slaanesh Cult Magus, Ex-Student, Ex-Politician, Ex-Slaaneshi Cult Acolyte.*

Race: *Human / Mutant*

Skills: *Academic Knowledge (Law +20 / Heraldry +10 / Daemonology +20), Gossip +20, Charm +20, Consume Alcohol +20, Heal, Search, Perception +10, Read/Write +20, Speak Language (Classical +20 / Reikspiel +20 / Bretonnian), Blather, Command, Common Knowledge (Empire +10), Evaluate +20, Haggle, Performer (Actor +20 / Dance), Channelling +10, Intimidate +10, Magical Sense +10, Speak Arcane Language (Daemonic +10 / Magick), Disguise*

Talents: *Etiquette, Linguistics, Savvy, Suave, Super Numerate, Dealmaker, Schemer, Master Orator, Public Speaking, Aethyric Attunement, Dark Magic, Inured to Chaos, Keen Senses, Petty Magic (Chaos), Streetwise, Dark Lore (Slaanesh), Resistance to Poison, Strike to Stun, Frightening, Natural Weapons.*

Mutations & Rewards: *Illusion of Normality, Piercing Tongue (4yds, SB Dam, Precise), Poisonous Bite (Tongue, must succeed on Toughness test or lose 1D10/2 W), Evil Eye (Willpower test or -10% to all tests), Face of a Keeper of Secrets (Natural Weapons / Frightening), Curious Eruptions (Breast, Milk grants Sadist/Masochist gift to those who drink, if take or give a Wound +10% to Strength, Toughness and Willpower for 1D10 Turns). See Tome of Corruption for full details.*

Trappings: *Best Quality Court Clothes, Best Quality Ritual Vestments, Best Quality Clothes, Best Quality Sword, Best Quality Dagger, Slaaneshi Religious Symbol, Cult.*

Description

Magistrate Berkhopf appears to be a tall, lean, pinch faced man, but this façade conceals the true hideous nature of his degeneration. When he chooses to drop this mask he is awful to behold, a head of a daemonic Keeper of Secrets sits atop his body with eyes that glower undiluted malice and a long, lascivious tongue that drips a sweet ichor caresses his body with a will of its own. To finish the picture a row of five plump breasts run down the side of his body.

History

Berkhopf gained the position of Magistrate through his own talents but was relegated to the role of travelling judge thanks to the annoyingly good health of Staumludt's ancient Magistrate, Scholler. Increasingly impatient with the old man, during a trip to nearby Tassenburg, Berkhopf was bemoaning his fate over a glass of brandy to anyone who would listen, when he was approached by a stranger who promised all his dreams could come true. Intrigued and drunk, Berkhopf agreed to go with the stranger; where he was introduced to a realm of sensual delight known as the Brotherhood of the Black Heart. Encouraged by tales that the Brothers would help him gain what was rightfully his if he joined their inner circle he willingly stepped into darkness, his initiation was to torture Scholler to death leaving no marks.

Berkhopf was the first recruit from outside Tassenburg and the Brothers used him to open up a new virgin field for their corrupting influence in Staumludt. Over time, Berkhopf's mutations grew, thankfully concealed by powerful magics. It was seen as a sign of favour by the Dark Prince and Berkhopf's respect amongst the Cult grew.

When the Storm of Chaos hit the Empire, the Brothers were well aware of the goal of Archaon, Berkhopf and a few others urged that they should throw off their cover and revel in the slaughter as their Dark Prince would wish, but the decadent Cult Magus had other ideas and ordered the cult to conduct a ritual so that the Chaos Armies would pass by and leave the cult to their petty vices. Berkhopf refused to participate and throwing off his disguise of normalcy stalked the countryside indulging in every perverse fantasy he could conceive.

The Ritual of the Brothers backfired and caused the idol they worshipped, an icon made with a heart of darkest Warpstone known as the Blackheart, to explode, killing most of the Cultists and destroying the towns meagre defences in one go. Hearing of the destruction of Tassenburg and realising Slaanesh had punished those who tried to resist his will, Berkhopf moved to gather the remnants of the Cult under his leadership, but by the time he had secured this, Archaon's forces had been broken and so there was no sense to playing his hand too soon. Convinced that Slaanesh wanted more from them than just small scale decadence and perversion Berkhopf dreamt of a plan to reform the Black Heart, bind a Daemon to it and use its power to turn the ruined town of Tassenburg into a portal allowing his master to send forth legions of daemons to turn the whole of Ostland into a realm of pleasure and pain, a daemons playground.

Aside: Brothers of the Black Heart

“Brothers, we were punished by the Serpent to whom we pledge our souls. We were nearly destroyed because we were weak of faith and niggard of deed.

“But we were misled. He, who should have led us to the endless gardens of the flesh promised by the Pleasure Lord, instead led us to hide and neglect the Serpent’s will. He took from us our treasure, our Black Heart. He has paid for that misdeed, oh yes; he has been consumed to feed the twitching lust of our Dark Lord, and from that dark convulsive abyss I have seen the way!

“No longer shall we hide, no longer shall we deny ourselves any pleasure, we shall remake the world in the Serpent’s image and glory in the touch of His children.

“Brothers, we shall remake the Black Heart!”

- Magistrate Berkhopf, Cult Magus

History

Beginnings

The Brothers of the Black Heart have worshipped Slaanesh for nearly fifty years. They were founded in the back room of a Tassenburg Burghers Gentleman’s Club named *Oberto’s*. Like many Slaanesh cults it grew from orgies held by the bored and curious into something darker and more savage.

For the first few years the Brothers had no name for their club, just a wild raw passion for indulgence and perversion and the first fumbings of worship to the Dark Prince. It was this that the Brothers believe drew the Stranger to them.

One night *Oberto’s* was penetrated by a stranger, no-one knows how they entered, no-one can remember whether it was male or female for it seemed to be both or neither. The Stranger presented the club with a gift, a statue about two feet tall, the most beautiful and terrifying thing they had ever seen, twisting and sensual wrapped around a pulsating dark green heart. The Stranger entrusted it to them saying that it would lead them to the Serpent, The Dark Lord of Pleasure and Pain.

The Black Heart filled the minds of all present with an animal lust that could not be slaked and even the Stranger joined their ecstatic embrace.

When morning came the Stranger was gone and more than half the fledgling cult was found dead, locked in ecstatic rictus, some having died by their own hand.

The Brothers are Born

The survivors took up the name of Brothers of the Black Heart and worshipped the idol as an

icon of their unholy lord, anointing the Black Heart regularly with blood and other bodily fluids that it might grow in power.

From the next forty years the Cult grew slowly in both numbers and audaciousness, though never daring to betray its presence to the outside world. Then came Magistrate Berkhopf.

Berkhopfs Rise

It was clear from the moment he was recruited that Keripadise Berkhopf was something special; he spread the Cults membership further than ever before and was blessed by Slaanesh with marks of favour.

Quickly, Berkhopf became a power to be reckoned with amongst the Cult and it was clear that there would soon be some sort of clash between the Cult Magus and Berkhopf. It never came because the whole cult felt the call of Archaon’s war host as it marched on the Empire.

The Storm of Chaos

The Cult Magus, desperate to maintain the status quo where all pleasure and vice flowed through him, forbade the Cult from joining Archaon’s crusade. He claimed that the Lord of Pleasure wanted nothing more from them than to protect the Black Heart and explore their every whim, and so he devised a Ritual that would use the power of the Black Heart to divert the forces of Chaos to leave Tassenburg alone.

Berkhopf and his supporters argued that Slaanesh wanted them to bring his ecstatic embrace to everyone in the Empire and would not participate in the Ritual.

The ritual backfired, the Black Heart was too powerful for the Magus to contain and the magical energy ripped through the Cultists and *Oberto’s* and fully a third of Tassenburg, destroying everything in its wake and leaving the town open to the marauding chaos army.

Berkhopf’s Plan

Taking the failure of the ritual and the loss of the Black Heart and so many of their brethren as a sign of Slaanesh’s displeasure, Berkhopf has convinced the remains of the cult that they need to serve their dark master more actively and has begun a plan to bring the nearby town of Staumludt under his heel, whilst simultaneously using slave labour to find the warpstone shards of the Black Heart. When the cult have enough pieces they will slaughter the slaves in an orgy of violence to power the ritual to reform the Black Heart, but this time Berkhopf intends to leave the Black Heart as a portal to the Realm of Chaos.

Organisation

The Brothers of the Black Heart have over the year developed a number of 'Tiers of Ascension' and moving higher into the circles of the cult was a way to control the cult member's ambitions.

Since the destruction wrought in Tassenburg, Berkhopf has disbanded the Tiers of Ascension, claiming pleasure should know no limits. Now there is simply Berkhopf as the Cult Magus, a select few Acolytes (approximately twelve) and the rest of the Cult (no more than thirty men and women).

Recruiting

Before the influence of Magistrate Berkhopf, the cult was quite conservative in their recruiting, spending years indoctrinating potential recruits, and even then the selection tended to be limited to friends and family of those cultists who were already members.

Since Berkhopf has entered the Brother's fold, recruiting has been far more aggressive and the group doubled in size in less than five years. The disaster at Tassenburg thinned the Cult's numbers somewhat but they have already begun recruiting again.

Symbol

Although the Brothers use all sorts of images associated with Slaanesh in their rituals, each cult member's vestments will have a crude, stylized Black Heart sewn onto it, on the left hand breast.

Since the destruction in Tassenburg and Berkhopf's new vision of the role of the Cult, many of the acolyte's who supported Berkhopf (now his trusted lieutenants) have taken to showing the Black Heart shattered until such time as their plans to reform it have come to fruition.



A Crude Shattered Black Heart Symbol

Motives and Goals

The primary motives of the Brothers have always been to sample as many experiences as possible and to tend the idol known as the Black Heart. They had little or no interest in political or violent subversion.

Recent events have changed these motivations slightly, thanks to Berkhopf. Sampling experiences is still high on the menu, but furthering the work of the Dark Prince comes first, in particular using the Black Heart in Tassenburg as a portal from the Realms of Chaos. Obviously to do this, the Black Heart must be reformed.

Ceremonies

Orgiastic rituals celebrating Slaanesh are the mainstay for the cult but one of Berkhopf's own versions of these rituals involves giving the victim drugs (his current favourite being Devil's Cap) and alternately tantalising and scaring them, all the while licking the fevered sweat from their bodies with his whip like tongue. Finally he convinces them that the only way to escape their nightmare is to kill themselves, most often with a razor, whilst repeating the word Slaanesh. When confused, terrified and despairing, they finally do kill themselves, the cult rush in to rip their body apart and feast on the blood.

Since becoming Magus of the Cult, Berkhopf has made changes so that each ritual begins by his followers suckling at his Slaanesh granted teats. This sweet lactation fires up all those who taste it into a frenzied ecstasy where giving or receiving pain is the greatest bliss.

The Black Heart

The Black Heart is a statue about two feet tall depicting an androgynous figure of striking beauty entwined around a heart of dark green, almost black, pulsating warpstone. If stared at long enough the figure appears to writhe around the heart in ecstasy.

Academic Knowledge: Daemonology

Powers: The Black Heart, when reformed, is effectively a tiny Monolith so grants +1D10 to any Spell Casting roll within 100ft. For every 10 victims sacrificed to the Black Heart add +1 to the casting roll, this bonus must be used on the next spell cast and does not effect the dice roll in terms of Tzeentch's Curse.

Side Effects: Any attempt to use magic within the vicinity that fails automatically results in a Catastrophic Chaos Manifestation.

History: No-one knows where the Black Heart came from originally, but the Brothers believe that the Stranger who bought it to them was a Daemonhost of Slaanesh who carried it from Slaanesh himself out of the Eye of Chaos and through the Chaos Wastes to them.

Scene 4: The March to Tassenburg

The Chain Gang

By the early afternoon, Magistrate Berkhopf has sentenced every prisoner presented by the Watch, without exception, to hard labour at Tassenburg. At the same time preparations begin for their transfer to the labour camp (see below).

Guess Who?... The Suspects

At about this time the Adventurer's should be starting to investigate in earnest. They need clues to the nature of Tassenburg, and Magistrate Berkhopf and just as importantly, need to identify (and perhaps interrogate) the spy in their midst's before he blows their cover.

On the chain gang are twenty other prisoners, who are shown below. The entries show the NPC's name, concept, what crime they have been convicted of, and any important information or skills they might have. The table also indicates whether the NPC has a full profile or if not, which NPC archetype is most suitable (see *WFRP, P. 233*).

1.) 'Hans': Street Urchin / Pickpocket

NPC Profile: *See above.*

Convicted Of: *Petty Theft, Indigence*

Roleplaying Notes: *See above*

Relevant Information: *See above*

2.) Olga Ublingen: Street Whore with a Ruined Face

NPC Profile: *Beggar*

Convicted Of: *Prostitution*

Roleplaying Notes: Olga's recently wrecked face was cut and beaten one night as she serviced the Magistrate and a few of his cronies. She survived their sick tastes only because she escaped when they were interrupted and left in a hurry after another cultist told Berkhopf about Dekmar's demands for supplying the Devil's Cap. Olga tried to go into hiding but the Watch under Berkopf's command tracked her down and she was bought to the cells with a bag over her head (Hans mentioned her earlier).

Relevant Information: Olga doesn't want to think about what happened but if forced to remember/hypnotised she can recall strange symbols and some of what those who abused her were saying to each other (including hearing the name Black Heart). This should be enough for the Adventurer's to get some pretty big pieces of the puzzle, about Berkhopf, the cult and the reasons for their own arrest, so make 'em work for it! If they've earned Olga's trust, Adventurers who need a break in finding the Spy, can be tipped off that Kastor was one of the men who abused Olga that night.

3.) Nikolas Schon: Charcoal Burner Refugee and Psychotic axe murderer

NPC Profile: *Bandit*

Convicted Of: *Indigence, Resisting Arrest*

Roleplaying Notes: Nikolas maintains he is an innocent refugee but in reality he butchered his wife and has a slipping grip on reality, which in a depth conversation will reveal. When he inevitably slips into psychotic frenzy he could make a useful distraction, fall guy or shock troop!

Relevant Information: When Nikolas relives the horrors that drove him insane (usually when he sleeps) he babbles about the '*beast with the wicked tongue that made him do horrible things*'. Berkhopf encountered Nikolas in his hideous true form on his rampage through the countryside during the Storm of Chaos and broke his mind just to watch the unspeakable deeds he would do to his own wife. Though the words may still not mean anything yet, Players may remember the foreshadowing early in the Adventure of the crazy man shouting 'Wicked Tongue, Black Heart!'

4.) 'Ma' Haggerty: Madame Brothel Keeper

NPC Profile: *Proprietor*

Convicted Of: *Facilitation of Immoral Earnings*

Roleplaying Notes: 'Ma' may come across as very maternal at first but to run a brothel and resist the gangs for nearly twenty years means she can be very tough when she wants. She has however taken a shine to Hans and anyone who treats him well will have her grudging respect.

Relevant Information: As Hans indicated earlier 'Ma's' business was burned down by the Watch due to bribes from 'The Pelts', a gang of Kislevite refugee thugs who wanted to control Ma's 'stable'. She also knows that the Pelts have been making young boys and girls 'disappear' and selling them to someone who controls members of the Watch (but Ma hasn't yet made the connection with Berkhopf though).



5.) Aria Lilylight, Refugee, Halfling Baker's Daughter (Professional Thief)

NPC Profile: *Pickpocket*

Convicted Of: *Trespass*

Roleplaying Notes: Aria is a professional thief and expert contortionist; she was discovered breaking into a warehouse in Tanners Alley and managed to convince everyone she was just a poor Halfling refugee who'd stumbled into the wrong place.

Relevant Information: Aria has no information relevant to *Black Heart* but as she is a cheeky thief and accomplished escapologist her skills might prove very useful to the Adventurer's. She will try to escape at the first opportunity, whether she succeeds should depend on how much the Adventurer's need her skills (remembering they will still need to escape from Tassenburg itself later).

6.) Claus Dekmar: Herbalist and Drug Dealer

NPC Profile: *Proprietor*

Convicted Of: *Sedition, Guild Offence - Supply of Contraband*

Roleplaying Notes: Claus will do his best to avoid the Adventurers, fearing retribution for getting them arrested (assuming you used that section). Claus is still bewildered and depressed by how his perfect scheme to get a higher price for the Devil's Cap he supplies failed so spectacularly.

Relevant Information: Although good at what he does, Claus is rather dumb and despite having regular contact with an agent of the Cult has no real useful information and hasn't made the connection to Berkhopf or the Watch. There may be ways smart Adventurer's can utilise Claus' talents, and (more from habit than intention) he begins to collect any herbs encountered on the March to Tassenburg.

7.) Jacov Gismar: Strung Out Weird Root Pusher

NPC Profile: *Footpad*

Convicted Of: *Handling Stolen Goods*

Roleplaying Notes: Jacov is not the spy, just a shifty little weirdroot pusher, with his own habit to feed. He makes a good decoy though and if he thought he could he would sell out the Adventurers for a few extra privileges from the guards, so they'll have to watch what they say around him. Jacov has smuggled in a small shiv (knife) and small pouch of Weirdroot Flakes (use Mandrake Root stats).

Relevant Information: Jacov has no interest in swapping stories with the Adventurer's and will likely try to intimidate, hurt or steal from them.

8.) 'Volker': Refugee Thug

NPC Profile: *Footpad*

Convicted Of: *Menace, Extortion, Assault*

Roleplaying Notes: The huge slab of meat known only as Volker is a bit of an enigma, he rarely speaks other than to growl menacingly. He is certainly not afraid of the guards but follows their orders.

Relevant Information: The truth is that Volker is a trusted Henchman to a crime lord known as 'Quintus'. Quintus as the biggest underworld connection in town was approached by the Brotherhood of the Black Heart to help them. When he did some digging and uncovered their true affiliations he told them to go to hell, so they kidnapped him and took him to Tassenburg. Volker and the other loyal henchmen realised that Quintus had been taken by the Watch and so Volker agreed to get arrested to track Quintus down. Adventurers who win Volker's trust (which won't be easy) may be told the truth.

9.) Oswin Herdack: Refugee Cooper's Apprentice

NPC Profile: *Gambler*

Convicted Of: *Affray*

Roleplaying Notes: To Oswin, the war was the best thing to happen; it freed him from his dull apprenticeship and gave the justification to act as he pleased. Since then he has played the 'angry young man' shtick at every chance, using it as an excuse to do as he pleases. Oswin was slowly being seduced by two of the Brother's Accolytes but Berkhopf decided the boy's unpredictable nature was too much of a liability and so made him useful in another way, as a labourer and eventual sacrifice for the greater good of the cult.

Relevant Information: Oswin was expecting to be bailed out, as he has been before, by his 'allies' and is somewhat surprised they let him be sentenced, but he hasn't yet given up hope they will save him. As hope slowly fades he will go from smug to bitter and will spill the beans to anyone who wants to know (he doesn't know much other than that his 'friends' are well connected and know how to throw wild parties).

10.) Stefan Walbrecht: Down-on-His-Luck Tanner

NPC Profile: *Proprietor*

Convicted Of: *Unpaid Debting*

Roleplaying Notes: Stefan is one of life's losers; nothing has ever gone his way or ever come easy. An average tanner with little business sense, he got into debt at the start of the Storm of Chaos and has now lost everything. Despite this he has an air of quiet optimism about him.

Relevant Information: Stefan's premises bordered a lock-up used by the Cult for their rituals, after hearing all kinds of strangeness, Stefan did his civic duty and went to report what he'd heard to the local Watch – who had an Acolyte promptly buy up his debt markers and take him to court for non-payment. Just proof that no good deed goes unpunished.

11.) Leupold Petschmann: Ex-Soldier & Deserter

NPC Profile: *Sell-Sword*

Convicted Of: *Brigandage*

Roleplaying Notes: Leupold's unit fought the Slaaneshi warhost who sacked Zundap (see *Sigmar's Heirs*, P.76) and in the face of an overwhelming enemy and a betrayal of their own defences, Leupold ran. Disgraced, an outlaw, Leupold took to the only life available to him an took what he had to, to survive. And then he joined up with some others in the same situation and they started taking more than what they needed to survive, and people were hurt. Finally, Leupold's gang were shot down by a Road Warden and a posse and he was taken to Staumludt to face justice. Considering he should have been hanged, Leupold considers he is lucky. He may not feel the same way by the time he reaches Tassenburg.

Relevant Information: Leupold will do anything to survive, but he also hates Slaaneshi's, could be useful.

12.) **Margrit Grubchen**: *Drunken Woman
Refugee*

NPC Profile: *Proprietor*

Convicted Of: *Assault with a Weapon, Damage to Property, Drunk and Disorderly, indigence*

Roleplaying Notes: Margrit is a Haus Frau who lost everything during the war and now just lives to drink. She is so full of rage it doesn't take much to set her off, particularly if she's forced to remain sober.

Relevant Information: Margrit is a random element who has no fear of consequences, dumb Players will catch the full brunt of this whilst clever ones will direct the fury to benefit themselves.

13.) **Laurentius Olbrecht**: *Son of Important
Burgher*

NPC Profile: *Rake*

Convicted Of: *Conspiracy to Murder*

Roleplaying Notes: Laurentius plotted with his Sister to kill his own Father to get at his money. He is quite foppish, spoilt and horrified by the thought of hard labour so he will likely become an informant if he thinks it will benefit him.

Relevant Information: See Leonora's entry below.

14.) **Leonora Olbrecht**: *Daughter of
Important Burgher*

NPC Profile: *Rake*

Convicted Of: *Conspiracy to Murder*

Roleplaying Notes: Leonora is tougher than her brother and the driving force behind the plot to kill their father, she did it less for the money and more because of the awful things he made her do.

Relevant Information: Leonora's father is one of the two Burghers on the ruling council; he's also a member of the Brotherhood, a 'club' for gentlemen of taste who can help each other achieve their ambitions. In Leonora's father's case it can also engender an unhealthy lust for one's own daughter. Leonora knows of Daddy's 'Club' and was actually taken there once. Pushed in the right direction she could probably point out several cultists (like some of the Guards) but at present she is too busy being 'prickly' in a misguided attempt to appear tough.

15.) **Yenka Gozwinus**: *Scullery Maid*

NPC Profile: *Beggar*

Convicted Of: *Petty Theft*

Roleplaying Notes: Yenka stole silverware from her houses Mistress in revenge for the Master ending their six-month affair. Yenka is now heart-broken and utterly miserable but still childish naïve.

Relevant Information: Yenka is a drain, she will latch on to a strong male figure to protect her simper and make stupid demands until she drives them away. If it looks like someone is not interested in her she will make up lies and tell them whatever she thinks they want to hear.

16.) **Anya Hildigar**: *Peddler / Match Girl*

NPC Profile: *Beggar* Convicted Of: *Arson*

Roleplaying Notes: Anya was framed for a crime (torching a Shrine of Shallya) that was actually carried out by one of the Slaaneshi Cultists. Sentenced for something she is innocent of Anya feels she no longer has anything left to lose, making her a tougher customer than she looks. Anya has managed to smuggle in a small bundle of matches.

Relevant Information: Any character looking for an apprentice could do a lot worse than Anya, plus those matches might also be very useful.

17.) **Eomund 'der Einarm'**: *Maimed Trapper*

NPC Profile: *Bandit*

Convicted Of: *Unlicensed Begging*

Roleplaying Notes: Eomund, or 'One Arm' as he's imaginatively known, is missing one arm at the elbow and two fingers from the other hand, which he lost fighting Beastmen. Eomund is an experienced and grizzled Trapper bought low, just waiting to find some self-respect again.

Relevant Information: A good ally, but not much good in a fight. Eomund has other uses though, he can help fill bellies by catching small creatures (assuming the guards don't see) or teach other aspects of wilderness survival and stealth.

18.) **Ruben Prokop**: *Warehouse Bondsman and
Coin Clipper*

NPC Profile: *Gambler*

Convicted Of: *Defacing the Emperor's Property, Fraud*

Roleplaying Notes: Ruben is a slick and street-smart schemer who made a good living, skimming from the top of anything that passed by his warehouse. Ruben thinks he can grift his way through anything.

Relevant Information: A minor criminal who could get himself and anyone too near him into a lot of trouble when he tries dealing with people who have no intention of playing by the rules.

19.) **Andreas 'Von Dummkopf'**: *Mad Zealot*

NPC Profile: *Footpad*

Convicted Of: *Indigence, Inciting Violence*

Roleplaying Notes: One of the many whose minds were broken by the savagery of the Storm of Chaos. Andreas is totally mad, but with a total devotion to Sigmar that can be infectiously hope inspiring.

Relevant Information: Picked upon more than most, Andreas will never believe Sigmar has abandoned him and so struggles to do what's right no matter the cost. He is an extreme of the moral compass, if your players take the moral high road, he shows the dangers of being a martyr, or if they're too self obsessed he'll show them that hope is more important than a full belly. Andreas also makes a good platform for any random drivel / cryptic clues you may want to throw at the players.

The Real Spy

Whilst there are some compelling suspects for the spy in the rest of the group, the real spy for Berkhopf is Kastor Gundred...

Kastor is of average build with sandy hair; much of his skin is a network of small pockmarks or scars. He comes across as friendly, intelligent, but easily scared. His true demeanour when unmasked is disturbingly impassive; in fact he only smiles when inflicting pain.

History of a Psychopath

Kastor was the idealistic Court-Clerk to Magistrate Berkhopf, until he mutated; his skin ripping as barbed-thorns pushed through his flesh. The Magistrate found him sobbing in a corner of his house the following day. Berkhopf embraced him in ecstatic joy as he felt the barbs tear his skin and that day he taught Kastor the love and joy that could be his if only he'd embrace the darkness in his soul.

Although Kastor learned to control and retract his 'gift' after a few weeks so was able to return to society, his soul was already lost to chaos by then and he's been the Magistrate's loyal Acolyte ever since.

Mission Possible?

It's Kastor's mission to watch the prisoner's during the march and report any troublemakers, latent wyches or other problems to the Chief Warden when they arrive. Luckily for the Adventurers, none of the guards on the forced march know Kastor is a spy, so he is effectively alone.



Kastor Gundred
Spy and Acolyte for the Brotherhood of the Black Heart
(Posing as a Refugee Scribe)

Careers: *Spy, Ex-Scribe, Ex-Slaanesh Cult Acolyte*
Race: *Human / Mutant*

Main Profile

WS	BS	S	T	AG	INT	WP	FEL
42	46	45	45	42	50	51	47

Secondary Profile

A	W	SB	TB	M	MG	IP	FP
2	14	4	4	4	1	0	0

Skills: *Academic Knowledge (Law / Daemonology), Common Knowledge (Empire +20), Gossip +20, Perception, Read/Write +10, Secret Language (Guild / Thief), Speak Language (Breton +10 / Classical+10 / Reikspiel +20 / Tilean), Trade (Clligrapher), Channelling, Charm +10, Consume Alcohol, Performer (Acting +10), Disguise +10, Evaluate, Gamble, Intimidate, Magical Sense, Speak Arcane Language (Daemonic), Concealment, Lip Reading, Pick Lock, Shadowing, Sleight of Hand, Silent Move, Prepare Poison*

Talents: *Linguistics, Aethyric Attunement, Dealmaker, Dark Magic, Etiquette, Inured to Chaos, Keen Senses, Petty Magic (Chaos), Streetwise, Suave, Flee, Schemer.*

Mutations: *Thorn Skin (Retractable) – See Tome of Corruption, P. 52*

Trappings: *Rags, small vial of Heartkill (See WFRP for description).*

To Catch a Spy

The Adventurer's should be encouraged to find the Spy in their midsts (and hopefully interrogate and dispose of him before he can warn anyone), before he finds them.

I'm Watching You!

Whilst much of the Adventurer's information should come from roleplaying the interactions between themselves and the other prisoners, the Adventurer's can nominate one prisoner each day to watch closely.

To observe a prisoner without looking suspicious yourself requires a successful Shadowing Test, the difficulty depends on whether just one character is watching the Prisoner (Very Hard, -30%; it tends to be a bit suspect one person staring at you all day), or whether the whole Adventuring group is taking turns watching them (Challenging -10%, for a group use the Agility of the Character with the lowest stat to make the roll). Any Adventurer who spends the day shadowing a suspect can take no other major actions that day (other than reacting to situations presented by the GM).

Ideally thie Adventurer's should makeup their own minds about a suspect but if you want to make it a bit easier for your players, if they successfully Shadow someone, they can make a Hard (-20%) Intelligence Test to determine whether the NPC is 'Suspicious' (though not necessarily the Spy) or 'Innocent'.

Watching the Watchers

Kastor is also looking for trouble makers and Adventurers tend to be quite suspicious. To keep things simple Kastor has a base 20% chance of 'making' one of the Adventurers as Spies each day, this roll can be modified by how (in)conspicuous they have been that day. See below for Kastor's response to discovering a threat.

Preparations for the Journey

It is standard procedure for a special detail of Town Watch Guards to force march any new prisoners to Tassenburg, a week long journey through a small winding road in the Forest of Shadows.

Once at Tassenburg the new guards will relieve a party of Watchman who will return to Staumludt.

Provisions

The guards pack several large bags for the prisoners to carry, these contain rations and luxuries for the guards at Tassenburg, very little space is devoted to food or other provisions for the prisoners. These packs are quite weighty and don't make the journey any easier for those who have to carry them and are in fact sometimes used as a punishment by the guards.

The packs will be spread between the prisoners on a fairly even basis unless the guards are trying to make an example of someone – they don't really want to kill anyone during the journey. But, seeing as Sergeant Hartlip has a dislike of the Adventurers they may experience a slightly greater share of the burden

Trapping: Chain Gang Backpack

Characters forced to carry one of these heavy packs must make a Strength, Toughness and Agility test every hour of Marching. The tests start as Very Easy and increase in difficulty one step every hour. Each failed test results in 1 automatic Wound, due to a combination of fatigue, muscle strain and trips.

Character's who take a Critical Hit from damage incurred in this way collapse from exhaustion (automatically receiving the following Critical Effect; 10% chance of dying each turn until Medical Attention is received). Wounds incurred in this way heal at the normal rate.

Seven hours rest (with no strenuous activity) can completely reset the difficulties of the tests back to Very Easy. If the character cannot rest that long then the test difficulty decreases one step every hour they do rest.

The common march timetable is to march Seven hours, rest one hour and march another seven hours. Resting overnight for the remaining nine hours – assuming the characters are lucky enough that nothing disturbs that rest.

Travelling Arrangements

Whilst travelling, the prisoners are instructed to move in two lines, with guards to the front, rear and outsides of the columns.

Each prisoner will have a set of Manacles and Shackles attached to them and they will be chained in pairs throughout the march but not whilst in camp (see above for details of how the chains restrict movement). The best way to handle this is probably to have each Player chained to an NPC during the marching hours.

The Guards

There are eight Watchmen (use the Town Guards NPC profile in WFRP, p. 235) on the march to Tassenburg. All of the guards on the march are at least nominally inducted into the Brotherhood of the Black Heart and as well as Sergeant Hartlip, two of the other guards are noteworthy in their sadism towards the prisoners.

'Wiegel-the Weasel' – Sly Watchman and Slaaneshi Cultist.

Careers: Interrogator, Ex-Watchman

Main Profile

WS	BS	S	T	AG	INT	WP	FEL
31	31	43	41	30	38	38	30

Secondary Profile

A	W	SB	TB	M	MG	IP	FP
1	12	4	4	4	0	0	0

Skills: Academic Know (Law), Dodge Blow, Follow Trail, Gossip, Intimidate +10, Perception +10, Search, Charm, Heal, Torture

Talents: Coolheaded, Disarm, Street Fighting, Strike Mighty Blow, Strike to Stun, Menacing, Specialist Weapon (Flail), Wrestling.

Trappings: Leather Armour (1AP), Helmet (3AP), Short Sword, Billy Club, Cat O Nine Tails, Crossbow and 10 bolts.

'Berthold-The-Beast' – Vicious Watchman and Slaaneshi Cultist

Careers: Watchman, Ex-Thug

Main Profile

WS	BS	S	T	AG	INT	WP	FEL
49	28	55	49	30	25	29	28

Secondary Profile

A	W	SB	TB	M	MG	IP	FP
2	15	5	3	4	0	0	0

Skills: Consume Alcohol, Dodge Blow, Gossip, Intimidate, Ride,

Talents: Quick Draw, Disarm, Menacing, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Wrestling, Very Strong,

Trappings: : Leather Armour and Mail Shirt (1AP & 2AP), Helmet (3AP), Short Sword, Billy Club, Knuckle Duster, Crossbow and 10 bolts

Weasels and Beasts, Oh My...

Wiegel and Berthold are partners on the Watch and have always been as crooked as they come, so joining the Slaaneshi cult was not a huge step for them. They may be chaos cultists but are basically just small minded, petty bullies out for kicks – but made even more sadistic by joining the cult. Finally turning on these petty bullies should be more enjoyable for the Adventurer's than slaughtering dozens of cultists.

Of course while the Adventurer's need to maintain their cover they will have to let the sadistic pair play their twisted games and can expect beatings, lashings, staged pit-fights, begging for food etc.

The Weasel is a sly, scheming man who delights in devising degrading and sadistic punishments for prisoners and is rightly feared because of the lash that he carries (and is very willing to use). He has a rather annoying high pitched whine to his voice and a nasal laugh. Though not particularly intelligent himself he enjoys pretending to be so.

The Beast on the other hand has no airs about him; he likes to hurt people and doesn't need any kind of pretence to enjoy it. He is stupider and thicker set than his friend but much more directly sadistic, and quite likely to beat a man to death if left unchecked.

Chain Gang Express to Tassenburg

The columns of chained, dejected prisoners carrying their loads head out of their cells in the early afternoon, bound for Tassenburg.

Mechanics of Marching

A seven day forced march doesn't sound too interesting and might be the sort of thing your players are looking to skip through – don't let them, there's plenty for them to be getting on with, from learning how to minimise the effects of their chains and quizzing their fellow prisoners and forming alliances and oppositions, to seeking out the spy and taking every tactical advantage they can in preparation for Tassenburg. Not forgetting that the journey itself is an arduous challenge with many perils.

To stop the march dragging on in mile after mile of description, we break it up into sections. The journey *should* take a week to complete, and each day is split into two 7 hour walking periods, with an hours rest in between and a nighttime rest period. Each period can be presented as a fairly short scene for the Adventurers (approximately twenty in all). Roll or pick from the list of sample encounters below.

There are approximately 20 time periods during the March to Tassenburg, there are therefore twenty encounter ideas presented below. Of course, some of the ideas will run over more than one session while others may be combined quite happily.

#	<i>Encounter</i>
1	<i>Beastman Ambush</i>
2	<i>Bareknuckle Brawls</i>
3	<i>Trapping Food</i>
4	<i>Finding Herbs</i>
5	<i>Begging For Food</i>
6	<i>Beatings</i>
7	<i>Murder</i>
8	<i>Mudslide</i>
9	<i>Ruben Tries to Broker a Deal</i>
10	<i>Margrit's Violent Side</i>
11	<i>A Bad Luck Charm</i>
12	<i>Confrontation with Jacov</i>
13	<i>Aria Tries to Escape</i>
14	<i>When Mutant Wolves Attack</i>
15	<i>Bandit Trap</i>
16	<i>Ghost Village</i>
17	<i>Wiegel's Trials</i>
18	<i>Eyes in the Dark</i>
19	<i>Here's Nickolas!</i>
20	<i>Kastor Revealed</i>

Beastman Ambush

Suitable for any point in the journey either day or night, this encounter focuses on an attack by one of the many Beastmen herds roaming the Forest of Shadows since the end of the Storm of Chaos. The party is beset by a score of Beastmen (see WFRP Bestiary for details). The Beastmen are after an easy meal, if it becomes too difficult for them then they will withdraw, for now.

It's a straight forward combat; however the characters will have some additional problems to cope with, such as the chains and packs they have to wear, being chained to their neighbour and their lack of any real weapons. Suddenly a 'straight forward' fight becomes far trickier.

Bare-knuckle Brawl

One drunken night Sergeant Hartlip and the boys decide to bet on which of the prisoners would be the best pugilist. They then round up their pick of their choices and stage the fights.

Chains are removed in the interests of sport, and those reluctant to fight are beat with billy clubs until they agree or fall unconscious, but the winners get extra rations the next day!

While some of the Adventurer's will undoubtedly find favour as fighters, the others will effectively be left with very little in the way of guards, a perfect opportunity for sneakiness (there are a number of other encounters that would combine well with the distraction caused by all the best fighters and the guards being distracted!)

If they are a success with the guards, these bouts may well take place over a few nights with challenges getting harder for those who prove they can handle themselves (facing off against two or more people, or even a wounded bear).

Trapping Food

Eomund the one armed trapper approaches one of the Adventurer's with an idea; during the nights whilst they've been in their makeshift camps, Eomund has seen rabbits and other small forest creatures pass nearby whilst everyone was asleep. If they could be snared it would be a good source of food and a great boost to morale.

Eomund has a plan to make a snare from fibre strands of the short rope belt the Adventurer has on his rags, and to skin anything caught with a flint shard he found in the dust and finally smuggle the meat into the embers of the fire late at night when the guards are asleep or earlier if they are distracted or not looking.

Not only is that an extremely audacious plan, its very tricky for a man with only one hand to achieve; Eomund will talk the Adventurer(s) through the steps of snaring and skinning in exchange for some of the meat (in game terms, Eomund can add a +10% bonus to any rolls related to trapping or other survival skills).

Finding Herbs

From the journey's start Claus Dekmar the Herbalist has been collecting whatever herbs he can find by the side of the road (almost causing the line to fall, and barely avoiding the notice of the guards) and at the sites where they have stopped. By the time they are half way to Tassenburg he has collected quite a few samples and may be able to make some sort of herbal concoction. If the adventurers have befriended Claus they could benefit from the brew. Roll 1D10 to determine what Claus could concoct;

1-2: Contact/Blade Poison (use stats for WFRP, P.

3-4: Ingestion Poison (use stats for Heartkill, WFRP P.)

5-6: Hallucinogenic (use stats for , WFRP P.

7-8: *Performance Enhancer* (use stats for Greta's Boon, WFRP, P.

9-10: *Healing Poultice* (see WFRP, P.

Begging For Food

Out for some fun at the expense of degrading the Prisoners, 'Wiegel the Weasel' is serving up food to the prisoners, as at the Watch House, the food the prisoners receive is quite disgusting (not gruel this time as it would be too heavy to carry and too time consuming to make, instead they get one hunk of bread each per day, that is at least two weeks old, mouldy and that has a fair content of weevils).

To make an unappetising meal even worse Wiegel is making every prisoner who wants to eat beg at his feet, and as time goes on the grovelling must be more inventive or Wiegel will find other ways to degrade the person (licking his boots, acting like a pig etc). After each prisoner has begged, Wiegel laughs his horrid nasal titter and holds his hand out, at which Berthold (silently smirking throughout all this) will pull out a hunk of bread from a bag, spit on it and throw it at the prisoner's feet. It's not hard to spot that 'the Beast' is fingering his knuckledusters, just waiting for an excuse to beat on someone.

Prisoner's that refuse to play the little game simply receive a smirk from Wiegel "Not hungry, heh?" (As prisoners get only one meal a day remember to keep track of who isn't eating for starvation purposes (see below).

Beatings

Pretty much all the guards are sadists who will have no compunction administering 'correction' at the slightest provocation; so when in doubt throw in a minor beating. Any reason will do; talking loudly, stepping out of line, looking at the guards funny etc, just one or two hits a day should be enough to really make your players want to tear into these guys.

Wiegel (and his cat-o-nines), Berthold (and his fists) and Hartlip (and his billy club) are undoubtedly the worst offenders.

The guards always make an example of one person early on in the trip, to show that resisting 'corrections' will be severely punished. The first time someone fights back or tries to intervene in someone else's defence the Guards will grind that person into the ground, with no mercy. It's actually a very effective technique for instilling fear and cooperation. Ideally use an NPC to demonstrate

Starvation and Deprivation Induced Fatigue

Throughout the rest of the Adventure you will need to keep track of what the Character's are eating. Because when you are walking for 14 hours a day on one (not very hearty) meal, it doesn't take too many missed meals before this starts to impact on your health.

A character can go a day without food with no problems, but on the second day they must pass an Easy (+20%) Toughness test or lose -10% from their Toughness.

The third day they must make a Routine (+10%) Toughness test or lose -10% Toughness.

On the fourth day they must make an Average Toughness test or lose -10% from Toughness and -10% from Strength, if food is available and they choose not to eat then they must also make an Average Willpower test to resist eating.

Each day afterward increases the difficulty of the roll to resist the effects of starvation (and to resist eating, if appropriate) by one level.

Characters regain lost stats at +10% a day if they eat a little, or +20% a day if they get full meals (not likely in this scenario). However, 20% of the overall stat loss for each stat is permanent (i.e. if you lost 20% from Toughness and 10% from Strength before eating, then you would lose 4% from your permanent Toughness and 2% from your permanent Strength due to the degradation your body sustained as it basically tried to consume itself.

Combined with a couple of poor rolls, it's this permanent loss that might worry Players enough to test their character's moral resolve and have them seek food no matter the consequences.

the principle in the first instance, perhaps one of the men (Oswin the cocky Cooper's Apprentice is a good choice) objects to a guard's lasciviousness towards one of the females and is soundly thrashed for his troubles. If the players don't take the hint, they can be the second warning.

Murder

One of the prisoners is found murdered, adding a 'whodunit' twist to the mix and perhaps a new sense of urgency to the efforts to find the Spy. Exactly who is killed, by whom and why is left for you to decide but there are a couple of likely options...

Firstly, Kastor Gundred (the Spy) might kill Olga Ublingen (the prostitute with the ruined face) because she has been talking to the Adventurers about her experience at the hands of Magistrate Berkhopf and may have (or may have been about to) mentioned Kastor's part in that, thus blowing his cover. This can be a great way of drawing Kastor out into the open and he could either poison her food or kill her with his thorns (should he be able to get her alone). Kastor could also kill the little street urchin Hans if necessary, again if he feared Hans had seen or heard something that could blow Kastor's cover.

The second obvious option is for the resident psycho Nikolas Schon to go mad and strangle someone during the night (again unfortunately its likely to be one of the women who get done in, "you look like my wife...I killed my wife").

Either way it's a nice one to up the tension.

Mudslide

During a torrential rainstorm (a common occurrence in Ostland), the road the Chain Gang are on crosses the side of a hill in the middle of the forest when the ground underfoot starts to slide away. Suddenly the whole world is travelling down hill, fast.

Every person in the group must make five Challenging (-10%) Agility tests (even if they fail the first one) to determine if they make it across to solid ground or if not, where they slipped and how far they went down. Matters are made more difficult by the fact that the prisoners are chained in pairs.

The first test to be failed causes a slip (and forces the person on the other end of the chain to take a Hard -20% Agility Test to stay on their feet).

If the partner succeeds in keeping their balance they can make a Challenging Strength test to get the other person back on their feet, if they fail all they can do is try to keep their own balance again until next turn (i.e. both attempt their next Challenging Agility rolls).

If a pair of chained characters make enough rolls not to fall but not enough to make any progress for the full five turns then they are stuck, but will eventually be rescued by the guards.

If both parties fail their Agility rolls then they slither down the hillside, they can attempt to stop themselves usually by impacting into a rock or tree, with the next Agility roll or choose to take the ride to the bottom. If only one character makes the test, they must make a Challenging Strength test or be dragged down again by the other person. The next Agility test is to right oneself again.

Whenever the character's stop sliding (even if they then start again) take a hit, Wounds caused are D10 + 1 for every failed Agility test since their last success.

Character's who take the ride to the bottom of the mudslide take a D10 +5 Wound hit.

They must then spend the next hour wading out of the mud.

Any Character who fails a test gets muddy, anyone who fails three or more gets plastered from head to foot.

It takes at least two hours to re-gather the Chain Gang (giving plenty of opportunity for further shenanigans) and by the time it is done the guards are in a foul mood.

Ruben Tries to Broker a Deal

Smarmy Coin Clipper Ruben believes he can broker an 'amicable arrangement' with the guards and uses one or more Adventurer (most likely without telling them) as some kind of leverage (i.e. as a threat against reprisals from the guards, as someone who knows the location of buried treasure or who can provide some sort of service) in the brokering of his deal.

Not only is Sergeant Hartlip uninterested in the offer but also he decides to pick on Ruben and the character. Depending on the deal Ruben tries Hartlip may string him along for awhile drawing out promises, lies and hopefully roping in the Adventurer, before turning nasty.

Margrit's Violent Side

The drunken Haus Frau Margrit is slowly drying out on the march and is not a pleasant person to be around. Whenever the lines form up, there is a subtle but visible attempt by everyone to avoid being chained to her, guess what, one of your Adventurer's just got lucky!

Margrit will give them the day from hell, and if it were not bad enough the guards wind her up on purpose. As well as shouting, spitting, clawing and biting whoever is next to her whenever they do something she doesn't like, at one point for no discernable reason she'll try to land a nice right hook on their head.

A Bad Luck Charm

Stefan Walbrecht is down on his luck, what's worse is, he brings down those of whoever he's around. When one of the Adventurers is chained to Stefan he acts as their personal 'Bad Luck' Charm.

For any two rolls during the period when they are chained, the GM may force the Player to re-roll a test and take the worse of the two results.

As a consolation prize, Stefan is unfailingly optimistic about their future...isn't that nice.

Confrontation With Jacov

Jacov the weirdroot pusher is armed, paranoid and unfailingly prickly to deal with. He always looks for the angles that will best suit him and actively tries to put everyone else down. There will undoubtedly come a time when the Adventurers will have a confrontation with the nasty little chap.

Perhaps he is bullying some of the less assertive NPCs into giving him their food or he

becomes aggressive about all the talking the Adventurer's are doing with their fellow prisoners.

It's also possible the confrontation could arise because the Adventurers decide to take hi knife off him (either because they don't trust him not to use it, or they want it), or they incorrectly identify him as the Spy.

Aria Tries to Escape

The little halfling is a good thief and an expert at escapaology, and she is just waiting for the guards to be distracted long enough for her to be able to escape.

Players with a larcenous background notice she keeps testing her chains on a Challenging (-10%) Perception Test. Other characters may notice she leaves little drawings in the dirt whenever they stop with a Hard (-20%) Perception test (those with the Skill Secret Signs (Thief) makethe test as Challenging (-10%) and can read that they are signs to help her find her way when she escapes.

Should the Adventurer's confront her about her past, or her upcoming attempt to escape, she resists at first but finally admits it. Convincing her to stay with the group until Tassenburg is harder and requires the truth (or a very compelling lie involving an opportunity to acquire wealth) and a successful Charm test with at least one degree of success.

When Mutant Wolves Attack

The Forest of Shadows has always been home to some large aggressive wolf packs; the endless expanse of dimly lit trees with only the occasional clearing for grazing animals is prime territory. However, this year the wolves, like everyone else had a hard winter as all the livestock and people fled or were butchered and eaten by the Chaos hordes.

All of this left the wolves with only one place to find meat, stripping it from the corruption riddled bodies of those Chaos mutants who were killed in the desperate battles that took place throughout the forest. Eating mutant meat has had an effect on this particular wolf pack and as well as making them larger and more aggressive, its also given them their own set of mutations (see below).

Mutant Wolf

Main Profile							
WS	BS	S	T	AG	INT	WP	FEL
35	0	40	40	30	15	19	0
Secondary Profile							
A	W	SB	TB	M	MG	IP	FP
3	10	4	4	6	0	0	0

Skills: Concealment, Silent Move, Perception +10
Talents: Keen Senses, Natural Weapons,
Mutations: Skinless, Second Head.

Bandit Trap

Forest bandits attack, they are not interested in butchering everyone, but neither do they care about the prisoners (the last thing they want is more mouths to feed). They are after the heavy packs of food and luxuries that the prisoners have been made to carry and will target the people carrying them, if the Prisoners drop the bags they will be allowed to escape but they can expect one hell of a beating from the Guards.

The trap is sprung when a tree falls onto the path in front of the column and several bandits swing down from the trees. The bandits use the Bandit NPC profile in WFRP.

Ghost Village

The Chain Gang stops to rest for the night in an abandoned hamlet, the skeletons of its inhabitants, brutally killed during the Storm of Chaos still hang from the creaking trees. The guards think nothing of stopping in such a foreboding place but many of the prisoner's whisper of the place being cursed.

In truth, the place is cursed, the hamlet was one of those that Berkhopf in his hideous true form descended upon and killed and tortured and revelled in the beautiful freedom of it all.

During the night, everyone dreams of the sick acts, the foul deeds and the sheer butchery that took place here, seeing Berkhopf's true form over and over, laughing at them and even feeling the sick pleasure who took and a measure of the pain and suffering he inflicted.

Everyone gains an insanity point from this terrible experience (with the exception of the Cultists). Nikolas Schon and mad Andreas as the two least stable minds are particularly effected by the experience, and Schon, who encountered Berkhopf before may well go on an attempted killing spree during the night.

Wiegel's Trials

During one rest period, Wiegel the Weasel spends a long time expounding the virtues of the old justice system, in particular, trial by ordeal.

He concludes by deciding to 'hold court' and re-try some of the prisoners.

Ordeals might include being branded without screaming, holding a red-hot rock in your hand for as long as it takes to repeat a devotional prayer to Sigmar, holding a sword above your head, point down using only your teeth whilst walking backwards in a circle saying the 'widdershins' nursery rhyme or any other manner of madness.

Rather than devise individual tests I'll leave this to your own twisted imaginings but suffice

to say they should be potentially painful and involve testing at least one characteristic under trying circumstances. The sword in the mouth thing for example might test Strength to hold the sword, Agility to walk backwards and balance the swords weight, and Intelligence to remember the words of the rhyme whilst distracted. Failure of any part might result in some pretty horrific mouth and face injuries.

Participation in Wiegel's court is not exactly optional but should characters actually succeed without getting hurt he sulks and claims that trial by ordeal is a stupid practice and that trial by law is much better, after all the prisoners were all rightly found guilty.

Eyes In the Dark

This should be the Adventurer's first contact with the Skaven in this scenario. Have the Players make random Perception tests as they are marching, success indicates they see a small hunched figure (or more than one) shadowing them.

Higher degrees of success indicate the characters get more clues as to the nature of the watchers.

Here's Nickolas!

If he hasn't already gone loopy and tried to kill people anyway, the Adventurers can attempt to set Nickolas of into a murderous rage by whispering strange things to him, this is a Hard (-20%) Charm test, or a Challenging (-10%) Blather Test. Characters with Ventriloquism can reduce the difficulty of the test by one level.

The exact effects will depend on what the Adventurers do to him, they could want him to attack the guards (probably resulting in Nickolas' death and possibly that of the guard), or attack one of the prisoners resulting in most of the guards trying to separate the two, etc.

Kastor Revealed

This is a special encounter that should be saved in case the Adventurer's fail to identify the spy any other way, the night before they reach Tassenburg, whilst the guards are getting drunk. The Adventurer's see Kastor briefly allow his thorns to emerge from his skin before pulling them back in. He also slips free of his chains and begins to sneak in the direction of Tassenburg. The PC's have this one last chance to get him and stop him reporting them to the Camp Commandant (which is just where he was heading), that is something they do NOT want to happen.

Scene 5: Tassenburg, A Town in Ruins

Journey's End

As the Chain Gang reaches the end of its journey the Adventurer's troubles are only just beginning.

Tassenburg History

Until ninety years ago, Tassenburg was a small village; its growth to a small town in such a short space of time was due to its use by nearby farms and villages as the local cattle market and abattoir.

This growth was mostly due to one man, Frederich Tasse, an accomplished businessman whose went from a Pie Man selling miscellaneous meat products from a tray, to butchers store owner, to abattoir owner, to cattle market auctioneer, to employer of over a quarter of the towns populace and finally to Burgomaster. In the thirty years since his death the town has grown rapidly as farmers and livestock owners from an ever-increasing radius make their way to Tassenburg to buy and sell cattle and other livestock.

Tassenburg Defences

No settlement of any size can ever be without some defences in Ostland, it being on the forefront of the northern Imperial borders. However, Tassenburg being less than a hundred years old as a large had never had to withstand any serious attacks and certainly never the ravages of a concerted Chaos Horde. Therefore when the Storm of Chaos struck, they were woefully under prepared.

The Rot in Tassenburg

Such rapid expansion and influx of people to the burgeoning area was bound to create discontent and bring all manner of undesirables to exploit the niche opening there. It was under these conditions that the Brotherhood of the Black Heart first formed, from bored burghers and tradesmen, from merchants and racketeers, all of whom came to Tassenburg wanting more, and when they found that the new town could not stop them wanting they turned to increasingly darker desires to fill the void (see above for the full details on the Brotherhood).

The Storm Comes...

By the time the forces of Chaos were in the area of Tassenburg, the Magus of the Black Heart Brothers, being scared for what he had achieved and still always the wanting of more decided to use the power of the Black Heart to have the Chaos army by-pass the town without even giving it a thought. But Slaanesh did not look kindly upon the endeavour to deny his children more the playthings of Tassenburg and the ritual failed in such spectacular style

that it blew up most of the North East quarter of the town.

After The Storm

When the walls of the town were so completely breached, the defenders had no chance and the Chaos army rolled through Tassenburg like a tidal wave, crushing and devouring everything. Finally fires roared through the town laying waste to almost everything else.

Luckily about half of the townsfolk managed to escape whilst the defenders held on for precious extra minutes before they succumbed. It is these Tassenburg residents that form the bulk of the refugees currently choking the streets of Staumludt.

When the Chaos army finally moved on, the area was a charred and smoking wasteland of burnt out buildings and rubble ringed by a semi circle of wall.

Not much has changed since the arrival of the labour camp prisoners because the truth is that Berkhopf and the Brotherhood of the Black Heart have no intention of rebuilding the town and the prisoners held there are being used to sift through the rubble for shards of the destroyed Black Heart.

Gazetteer of the Ostland Township of Tassenburg

Size: Small Town

Ruler: A Burgomaster in the name of Elector Count Von Raukov

Population: 350 (now only 70-ish prisoners)

Wealth: 2 (little affluence)

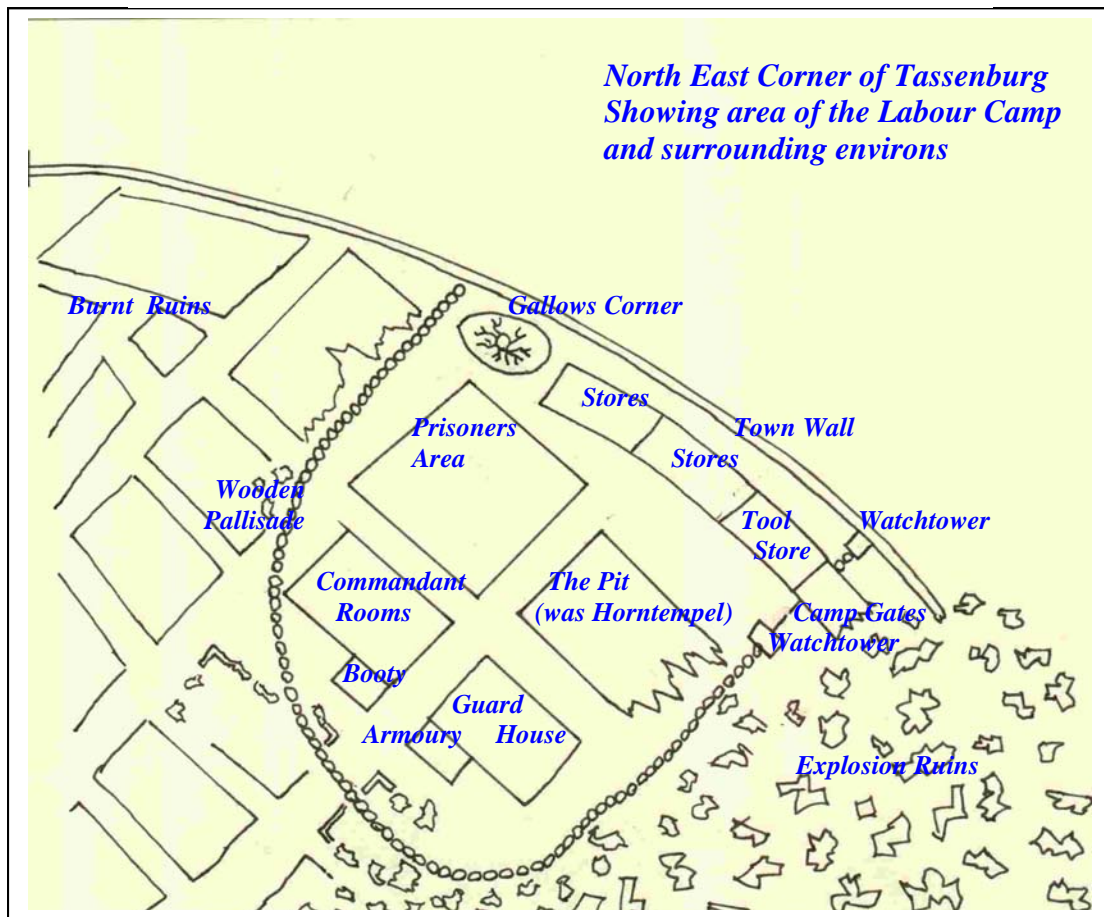
Source: Cattle and Livestock Markets.

Garrison/Militia: 10 x B (Average Troops), 400 x C (Poor Troops).

Notes:

Tassenburg's largest church is dedicated to Rhya in her aspect of the calm and nurturing side of nature, an important concept for the town. The church is known as the Hornstempel due to the large horns attached to one outside wall. Until its destruction, Tassenburg would hold an annual festival known as the Horns-Gala, in which a bull was sacrificed and its horns would replace those of the previous year upon the wall. Locals would compete to find the bull with the largest horns, believing that it would bring them good favour in the coming year if their bull were chosen. In years of plenty, the horns were plated in brass or bronze for added good fortune.

The Tassenburg Labour Camp



Location

When Berkhopf and the Brotherhood first began to search the rubble for signs of the Black Heart, Berkhopf had always believed that the raw matter of the idol was indestructible, he was wrong.

But just as they began to believe that the idol was lost forever, they discovered a single shard of the wyrdstone heart of the idol. Guessing that there must be more scattered all over the area that was destroyed by the explosion, the cult set to work on the plan to have prisoners and criminals dig the shards out for them.

They set up the Camp that was to house the forced labourers on the very Northern edge of the area of the town devastated by the explosion. Of course, Chaos cultists being what they are, the provisions for the workforce were never going to be more than assigning an area to the prisoners and ensuring there was no way for them to escape.

Layout and Security

The camp has been slightly improved on over time, but only for the comfort of the guards and to introduce slightly more robust security measures (which happened once the corrupted Staumludt Town Watch became involved). The camp has a few basic features, detailed below.

Camp Layout

The Camp sits on the Northern side of the section of rubble and ruins in which the Black Heart exploded.

Security

The camp is tucked into the main town wall which protects it fairly well from that side and provides good viewing positions for the guards to watch both inside and outside the camp. The rest of the camp is surrounded by an eight foot wooden palisade wall constructed by the prisoners themselves. There is only one gate into the camp, which leads directly into the ruined sections the prisoners search daily.

In addition two simple raised platforms have been erected at the gates for guards to keep watch at.

Prisoner's Area

The guards purposefully picked a building (formerly the Cattle Auctioning Shed) with no roof and not a lot wall left standing either, prisoners have very little privacy or warmth. It does still contain a sluice and sewer connection that smart Adventurers may be able to discover.

Gallows Corner

Used by the townfolk of Tassenburg to hang criminals, the Guards now use it to display the corpses of the losers from the Pit Fights.

Stores

A section of small dwellings that have been converted to be used as stores, they contain the camp's food and water supply, lamp oil, blankets etc. The tool store is right by the gates to ensure prisoners sign any tools in and out properly.

Commandant's Rooms and Booty Store

Taking over the remains of a large house, Commandant Erkenbraund has his personal quarters, his office and his 'lab' all in this building, and in a small annex is stored all the items found by the Prisoner's, including the wyrdstone shards, in their own locked chest, everything except the pieces of the Black Heart is waiting to be divvied up amongst the Guards. The Commandant's quarters are also home to cells used for solitary confinement (usually only used for housing the mutants who will fight in the pits).

Guard House and Armoury

In a similarly large house next to the Commandant's, the rest of the guards have their somewhat cramped but comfortable quarters and behind it their armoury, which is where all the weapons they don't carry are stored.

The Pit

The shattered remains of the Horntempel are now used as an assembly point for the camp, in the centre of the floor is a large, deep hole filled with muddy water and debris from the collapsed roof, they call this 'the Pit' and it is where the guards stage pit fights to the death between any prisoner who has mutated due to contact with the warpstone or any other troublemakers.

NPCs at Tassenburg Camp

Whilst the NPC's that the Adventurers have been travelling with form the bulk of the personalities in the Camp, there are a few exceptions that they will meet.

Commandant Erkenbraund

Faustus Erkenbraund loved his work; he was a studying physician in the University of Nuln, in fact he loved it a little too much. It is a well-known but overlooked secret that physicians and anatomists snatch corpses from the graveyards to practice upon and learn from and Faustus was no exception.

Except that he was the exception...rumours began to circulate that he had been seen through the windows of his lab at night, laying with the bodies he used and engaging in 'unwholesome practices' with them. Finally rumours spread that screams and whimpers were coming from his lab.

Unable to take any more the University Dean quietly hired some Adventurer types and paid them well to keep an eye on Faustus but their mouths firmly shut. They discovered that some of his cadavers were not exactly cadavers; at least not when they started out on his table, and that once he had made them cadavers he did indeed enjoy unwholesome practices with them.

Fearing a scandal, the Dean sent Faustus away on an open ended unpaid sabbatical and warned him that if he were ever heard of again the Witch Hunters would be informed of Faustus' 'research'.

After years of moving about and not finding anyone with whom he could confide his deep-seated desires he finally came to Tassenburg and fell in love with a man named Keripadese Berkhopf, a man who did not judge him for his predilections. Yes, Faustus had finally come home and even followed his trusted Keripadese against the wishes of the previous Cult Magus, which is the only reason Faustus is still alive at all.



Faustus Erkenbraund
Camp Commandant, Slaaneshi Acolyte and Doctor of Anatomy'
Careers: Cult Acolyte, Ex-Student, Ex-Physician

Main Profile

WS	BS	S	T	AG	INT	WP	FEL
36	48	35	45	43	62	43	39

Secondary Profile

A	W	SB	TB	M	MG	IP	FP
1	12	3	4	4	0	0	0

Skills: Academic Knowledge (Science +20 / Daemonology), Heal +10, Gossip, Perception +10, Prepare Poison, Read/Write +10, Speak Language (Classical +10), Trade (Apothecary), Torture, Charm +10, Channelling, Evaluate, Intimidate, Magical Sense, Read/Write, Speak Arcane Language (Daemonic)

Talents: Resistance to Disease, Strike to Stun, Surgery, Aethyric Attunement, Dark Magic, Etiquette, Inured to Chaos, Keen Senses Petty Magic (Chaos).

Mutations: Blood Substitution – Maggots

Trappings: Good Quality clothes, Scalpels and instruments, Pistol and shot, Cadavers, Labour Camp

Other Camp Personalities

Store-master Sergeant Segemund

Segemund is a rotund and sweaty man who can appear very personable when he wants to, but he has as black a soul as any of the other cultists as the numerous children he's abused and killed would attest if they were able.

Segemund is in charge of the Camp's kitchen and foodstore, the tool store and armoury. If you want something, whether you are a guard or a prisoner he will probably get it for you, for the cost of a 'favour', which might seem a good deal until you hear what he want you to do in return...

Segemund uses the Proprietor NPC template.

Austen Gilbrecht

Austen was an Accountant in Staumludt who was legitimately caught for killing his wife's lover. A usually soft spoken man with superb organisational skills he has found a niche for himself at the Tassenburg camp as a collaborator with the guards.

He understands what they are doing at the camp, probably better than most and has an idea how twisted his captors are but he doesn't see how resisting them and being crushed as a result would do anyone any good so he continues to quietly do the administrative tasks he's assigned. He usually works directly to the Camp Commandant or Sergeant Segesmund and as a result the guards leave him alone, and even take instruction from him as he sometimes delivers messages on their behalf, definitely a useful man in any attempt to disrupt the camp activities.

Not an evil man, but one anxious to protect his position, if the Adventurer's can persuade Austen they can put a stop to the evil's in Tassenburg he would help them. Austen uses the Proprietor NPC template.

Quintus

Quintus was one of the top players in the Underworld of Staumludt. He was approached by Cultists of the Brotherhood to help 'procure' certain things, like drugs and young flesh, but after doing some checking and discovering the nature of the Brotherhood, he told them to go to hell. They promptly kidnapped him, took him to Tassenburg and tried to install a puppet boss to Quintus old organisation.

A few of Quintus most trusted henchmen have been trying to find him and Volker is actually amongst the new prisoners. When Volker finds Quintus, if the Adventurer's have proved themselves trustworthy to Volker, he'll recommend them to Quintus. Quintus, having organised some of the other prisoners, has already started to excavate the collapsed sewer tunnel under the Prisoner area. However, unless the Adventurers can help them step it up a gear (by acquiring tools etc) then there is no way it will be finished in time to help the Adventurer's meet Adelmann.

Psychology of a Forced Labour Camp

Forced Labour Camps are all about exploitation, they are built with the express purpose of taking every conceivable thing from the people forced to work there in pursuit of the camp's specific goal. Health, dignity, safety, individuality are all mined away from the prisoners to achieve a particular goal. When it's a camp run by Chaos Cultists this process is just a little bit faster...

Input V's Output

The idea is to put as little in as is needed to sustain a high output. So, it's cheaper to get more prisoners to march to the camp, carrying supplies for the guards than it is to feed the prisoners you already have and keep them healthy – you give them just enough food that they can last until you have enough new prisoners that it doesn't matter if some of the old ones die.

However, an occasional treat conditional on good working, can increase productivity for next to no additional input, like double rations to anyone who finds a warpstone shard, this can also work in reverse, that anyone who finds nothing, eats nothing.

The same applies to medical treatment for wounds, it may be cost effective to do some small amount of treatment but don't waste time or resources on anyone seriously hurt.

Divide & Conquer

The prisoners always seriously outnumber the guards, enough so that if they attacked en-masse they would undoubtedly win (the casualties might be pretty horrendous but sheer weight of numbers would win out). The reason they don't is that the guards operate by singling out and punishing anyone who tries to organise the prisoners and they reward those who betray their fellows.

Additionally, any rewards are aimed at individuals not groups. Doesn't matter if twenty people slogged all day digging in the dirt to find your trinket, only the one who brings it to you is rewarded, this encourages competition and a lack of team work.

Finally, fear is what makes a labour camp run, fear of the guards, fear of the consequences of failing, fear that your fellow prisoners will sell you out for an extra ration or the chance to stay alive just one more day.

Camp Life

From the moment the Chain Gang arrives the rules of the game change, the shackles and chains linking the prisoners are removed (though they keep their manacles) and they can move around with greater freedom. Assuming the Chain Gang arrives at Tassenburg on time, they now have seven days until they meet with Captain Adelmann

Numbers

The camp is home to thirty Guards, these are a mix of Watchmen and 'Volunteers' (read: Cultists), divided into three watches; Morning, Afternoon and Night. There are around ninety Prisoners, including those who have mutated who are kept purely for the pit.

Routine

The Camp's daily routine is as follows

05.00 – Night Guards changed, new guards rouse Prisoners and send them to the Pit for morning 'inspiratioal' from the Commandant followed by duties assigned by Sergeant Hartlip, Sergeant Segemund or the Accountant Austen Gilbrecht.

06.00 – Prisoner's collect tools (where necessary), which are counted out, then proceed to assigned duty.

13.00 – Guards Change, Prisoners stay at posts but allowed half hour break.

20.00 – Prisoners returned to camp to eat, tools counted back in, and prisoners allowed one hours 'free' time.

21.00 – Prisoners must be in their block, breaking this rule punishable by flogging. Night guards come back on duty.

Food, Glorious Food...

The Adventurers may well be looking forward to some food when they get to the camp to break the starvation tests. Unfortunately, the food in Tassenburg is worse than that on the road.

Every day the characters have one meal of gruel, the same thin unwholesome mixture, filled with bits you'd rather not think about, they were served in Staumludt Watch House.

The truth about the gruel is that it's a special concoction designed to subtly rob those eating it of their desire to resist, ultimately making them more compliant prisoners.

Gross Gruel

Each time they eat a bowl of gruel the characters lose a single point of permanent Willpower as it slowly robs them of their fire.

Digging in the Ruins

Random Encounters

During the day much of the Adventurer's time will be spent searching through the ruins for Wyrystone.

Wyrystone, Booty or Nothing?

The guards at Tassenburg have a saying, 'you find nothing, you eat nothing'. Each day the characters search the ruins they have to try to come up with the goods.

For every hour spent searching the rubble roll against the following table, but see below for full details;

01-10% = You find a sliver of Warpstone, make an Average Toughness test or gain a mutation.

11-50% = You find some form of treasured item, roll on the Booty table to see what.

51-90% = You find nothing this hour

91-99% = Special Event, see below.

Special Events

1. *Lashworm Attack* – Adventurer has stumbled within range of this mindless creature, hidden in the rock crevices, the Lashworm attacks with surprise, resolve the hit (BS 33, S 10). After that the character can attempt to dig it out but may prefer to just avoid the area. See *Tome of Corruption*, P.118.
2. *Chaos Spawn Attack* – a foul spawn of chaos lurks within the ruins of Tassenburg, the rumour amongst the guards is that it is all that remains of the previous Cult Magus. In reality, there are multiple Chaos Spawn and the Adventurer has just encountered one. Use the sample Spawn generated in the *Tome of Corruption*, P.59
3. *Slip, Trip or Fall* – The Character takes a tumble in the rubble, roll against Average Agility or twist an ankle (-1Move, -1 Wound for the rest of the day).
4. *Rockslide / Cave-In* – The Character is in the vicinity of a rockslide, roll against Hard (-20%) Agility test or the character becomes trapped for D10 hours before someone finds and digs them out.
5. *Skaven Encounter* – The Character encounters a Skaven who is also searching the ruins. Roll D10, Odds the Skaven flees, Evens the Skaven attacks.

Booty

When Adventurer's roll to indicate they've found some Booty, roll below to determine what they've found.

#	Booty
1	Silverware – 2D10 Karls worth of silver candlesticks, cutlery etc.
2	Tools and Weapons – found a tool or weapon worth D10 Karls.
3	Jewellery and Trinkets found worth 2D10 karls
4	Book found on random Academic Knowledge subject.
5	Bronze fittings from house, worth D10/2 Karls.
6	Patch of Fungus, Roll a D10. Characters with appropriate Herbalism skills can modify the results by +/-2. 1-2 Poisonous to eat 3-4 Poisonous to touch 5-6 Edible 7-8 Devil's Cap 9-10 Can be crushed to Create a Healing Poultice
7	Armour scrap worth D10 karls (3AP to one location)
8	Coin Pouch of D10 Karls
9	Broken Firearm (can be fixed on a successful Trade: Gunsmith roll)
10	Set of Trade random Trade Tools.

Hiding Warpstone and Booty

The guards expect prisoners to hide booty from them so they are searched fairly thoroughly on their return.

Attempts to smuggle something past require a Sleight of Hand test with a difficulty based on the size of the object

A Week at the Camp

What about Kastor?

Commandant Erkenbraund was expecting Kastor to arrive at the Camp with the prisoners, so depending on what happened to Kastor during the journey there may be some difficult times ahead.

Kastor Died in an 'Accident'

This is possibly the best position the Adventurer's can be in, somehow Kastor has been killed and it has been written off by the guards as an accident (remember they don't

know Kastor was a Spy so they won't investigate too hard, as long as it doesn't appear suspicious on the surface). All Erkenbraund can do is take their word that it was an accident.

Kastor is alive but hasn't 'made' any of the Adventurers

The next best thing is that neither side was very good at finding the other, and Kastor reports to Erkenbraund (though one or to other Chain Gang members might 'disappear' the Adventurer's are safe) before heading back to Staumludt. Of course that's just trusting to luck that he didn't spot them.

Kastor Died in Suspicious Circumstances

Kastor was killed but it didn't look like an accident, still it's not a total right off, it might have been blamed on Nickolas Schon or one of the other prisoners, in which case they will be taken away and will admit to whatever Erkenbraund wants, whilst under torture. If no plausible suspect is given, then all the new prisoners will be watched closely for signs that they might have been spies themselves (use the same rules that Kastor was using to 'spot' the Adventurers).

Kastor was killed and the Adventurer's are suspects, or Kastor survived and informed about the Adventurer's

Not a good situation be in. Erkenbraund will at least throw them in the pit to fight the mutants and if they survive, devise tortures that will keep them in agony all week long. Unless some of the Adventurer's escaped detection your party are effectively dead or at the very least out of commission for the rest of the Adventure.

The Magistrate is Coming

The Camp Commandant, Erkenbraund has sent a messenger to the Magistrate to say that he believes they have found almost all the shards. So Berkhopf is being carried on his way up to the Camp on his ornate litter, he will arrive the afternoon that the Adventurer's are due to break out to meet Adelmann (and their equipment).

The following night the Cultists are planning to conduct their ritual to slaughter all the prisoners and reform the Black Heart, doesn't leave long for the Adventurer's to plan if they want to save the day!

If the Adventurer's are making attempts to listen to or keep tabs on the guards then they can attempt a Hard (-20%) Perception (listening) test (or a Challenging Lip Reading test) to overhear the guards discussing all this.

If your Adventurer's are not actively listening to the guards, it may be down to a worried

Austen Gilbrecht to tell them what he has overheard shortly after Magistrate Berkhopf has arrived.

Evening 'Entertainment'

This being a Slaaneshi camp, many of the cultists like to indulge their sick fetishes when off duty and many do so with unwilling participants drawn from the prisoner populations, pretty young men and women are particularly favoured.

Erkenbraund has set a rule that no-one useful is to be 'damaged' such that they can't work, it's one of the few rules which result in the guards being punished (not with pain, as that would almost be a reward!?). Of course that rule leaves a lot of room for interpretation and for the sake of all our sanities I don't intend to delve too far into what goes on in that aspect of the camp. Suffice to say that Tassenburg will leave deep psychological scars on many of the prisoners who survive it.

The Pit Fights

Every couple of nights the off duty guards hold a pit fight in which any prisoner who has developed mutations from contact with the weirdstone is thrown to fight to the death. Any prisoners that Erkenbraund considers to be too troublesome will also be tossed in here to fight for the amusement of all.

This is a spectacle that always clears the camp of off duty guards and even a few of the on duty ones will slope over there for awhile (the trouble with Slaaneshi Cultists is that you teach them to do whatever they feel like which doesn't make for great discipline, although those who came from the Town Watch are slightly better). Obviously this is a great chance to be sneaky.

Any Adventurer deemed to be troublesome might be tossed in here to fight it out with a mutant; similarly anyone that did particularly well in the bare knuckle brawls on the journey could well be forced to compete. Should they be successful they will be treated as prized fighters, given double rations and not expected to work during the day, in fact they have (almost) a free run of the camp. However, they will ultimately be expected to fight the Pit King (a Chaos Ogre found wandering Tassenburg that the Cultists have been treating as a pet, see Tome of Corruption, P122 for stats).

The Pit

The pit is full of muddy water and other debris which provide the inventive Pit Fighter with at least some weapons, most of which qualify as Improvised Weapons of some description.

Drowning

Attempting to drown someone in the muddy water is one unusual way to win. Firstly, the attacker has to successfully grapple their opponent as usual and then win on opposed Strength rolls as usual, however, instead of inflicting normal unarmed damage the Damage is D10 + the number of turns they have been held underwater.

The Skaven Warband

With the players having briefly encountered Skaven on at least one occasion it should not come as much of a surprise that the sly ratmen are up to something in the area.

Anyone with Common Knowledge (Skaven) or significant experience fighting them knows that they prize Warpstone very highly which might give a clue as to their intention.

In truth the Skaven Warband were part of the force that besieged the Middenheim Undercity during the Storm of Chaos and since the giant explosion that devastated the tunnels there, many scouting parties have been dispatched looking for Warpstone to help rebuild the Skaven technologies and magicks lost during the siege. This particular group have travelled further than most because they have so far been unsuccessful in finding any and dare not return without some.

The Skaven Warpstone Scouting Party

The thirty strong warband is led by a veteran Storm Rat named 'Chi' Quell' and this is his first command, being recently promoted due to the death of his Commander.

Chi' Quell 's warband contains;

- **Chi 'Quell** – Use the Skaven template in WFRP and add the Brute and Chief Careers.
- **10 Storm Rats** – Use the Skaven template and add the Brute Career.
- **3 Gutter Runners** – Use the Skaven template and add the Sneak Career.
- **16 Clan Rats** – Use the Skaven template.

Skaven activity should increase closer to the end of the week that the Adventurer's have been there. It is clear that the Skaven intend to attack in force at the most opportune time. Character's with Academic Knowledge (Strategy / Tactics) can make a Challenging (-10%) test to determine the most likely time for the Skaven to attack. Perhaps unsurprisingly it will be night time on the night when the Cult are preparing for their ritual as their forces will be stretched thinnest and the Warpstone will be laid out in readiness for the ritual.

Break Out Plans

The Adventurer's will need to plan and implement an escape to meet Adelmann to collect their weapons and get their pardons; after all there is certainly enough evidence against Berkhopf.

Of course, events have moved on somewhat since the Adventurers were first railroaded into becoming Adelmann's spies and to leave the remaining prisoners, or even the Warpstone for the Cult or the Skaven to fulfil their dastardly plans would be callous and a phenomenally bad idea (if the Cultist ritual works, a long shot but the Adventurers don't know that, Tassenburg will become a gateway through which the daemons of Slaanesh can be born into the real world as Possessed Daemonhosts into the sacrificed bodies of the prisoners). Such a force could deal the final blow to a region already nearly crippled by war.

All of this means that they are looking to break out to meet Adelmann to warn him and collect weapons and then possibly to break back in again to steal the Warpstone shards and stage a mass breakout before people start getting sacrificed!

As your Player's could have a dozen different ideas about how to go about all this, all I'll do is present a couple of possible options in case they need a prompt.

The Sewer System

Quintus has already begun removing the rubble and shoring up the sewer line that leads from the Prisoner's area but it's a long process by hand, especially when there are only a few hours each night. If the Player's can organise a rota of prisoners and manage to fool the guards about the numbers heading out to search the ruins so that work can continue all day or can smuggle in tools then the process might just be finished in time. It would be possible, but not easy to slip out the rest of the prisoner's one at a time through the tunnel, but its very risky and a steady flow of rugees away from the town could be very easily spotted by the guards unless their attention was focussed elsewhere for a very long time.

Over or Through the Palisade

Particularly acrobatic characters may be able to make it over the palisade and then sneak through the ruins to meet Adelmann, but it's doubtful the whole party could do it, and it's certainly not possible for a mass escape.

There are however, several blind spots from the guards regular watch points that could be exploited over time to create a section of palisade that is weak enough to remove a post and slip through. Though again, it's not hugely suitable for a mass breakout.

Adelmann is Waiting

As long as the Adventurer's escape at the right time, Adelmann is waiting for them with their equipment. He listens incredulously as they explain what is happening and he agrees to help in any way.

If nothing else, he has two horses (one for riding, one for the pack containing the Adventurer's gear that can be used to raise the alarm and get the Warpstone to a safer place as soon as possible)

Mass Breakout

In fact, the only way to get all those prisoner's out will likely be to organise a rush of the guards, tool shed and armoury all at once, with the armed Adventurer's leading the way and then storming the gates.

If the Adventurer's and/or Aria the Halfling can pick as many manacles as possible before hand this frees the prisoners and gives them an instant weapon.

Of course, their best chance of succeeding is right when the Skaven attack (or if they choose to go sooner, so should the Skaven) and the guard's attentions will be turned to more aggressive foes.

This will also be a great chance for the Character's to get their revenge for all those things they have had to suffer at the hands of the guards and for what they have seen done to others. No matter how desperate the rush to escape, let them have their moment with at least one of the bullies.

That's not forgetting the need to steal the Warpstone and get away from two sets of foes who both want them back.

Won't be easy... Best of luck!

Outcomes

So, once it's all over where are you? And what's next?

Depending on how well the Adventurer's did, they may have killed all the bad guys, be holding a bag of Warpstone, considerably richer (if they raided the booty stash), pardoned and heroes to boot!

More likely is that they will be running from two powerful enemies with a property that is so rare that people will kill to get their hands on it. They may also have split up, some Adventurer's protecting the escaped prisoners and some going on ahead, or in a different direction with the Warpstone.

What about the rest of the Cult, even if Berkhopf and the others are dead, the Brotherhood of the Black Heart still has members out there. Well, I'm afraid you are on your own with that little lot!

Rewards

GM's should be encouraged to be generous with their rewards for Black Heart; your players have taken a lot of abuse and may have been quite frustrated at times. Show them you noticed and give big bonuses for their grace under fire.

Incidentally, Adventurers can now take Bone Picker or Pit Fighter as legitimate Career Exits for 100XP.

Other rewards might include the chance to recruit some of the prisoners from Tassenburg, they are all deeply indebted to the Adventurers and there are people from all walks of life from criminals and bandits to make your own gang, to soldiers for mercenary companies and broken minded zealots to accompany wannabe Witchhunters.

That's it! Hope you enjoy the Adventure and have fun playing it.

Ben.

By Lines

Ben Dell – Ben works in an office somewhere quite dull and loves his wife and new baby daughter very much. He also managed to work in a number of personal references in the game including his daughter's name and personality (Aria can escape from anything!) and two references to his home town (Hornchurch).

Steve Mann – Steven is currently studying for his BA Illustration at Hereford college of arts, if you like Steve's art in this adventure why not visit his My Space site for further info at myspace.com/stevmann