

WARHAMMER  
WARLORDS  
FANTASY ROLEPLAY

# The Nine Virtues of Magnus the Pious



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# The Nine Virtues of Magnus the Pious

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## - INTRODUCTION -

Welcome to *The Nine Virtues of Magnus the Pious*, a WFRP scenario for players still in their first careers. It is ideal as a campaign opener, since it gives GM opportunity to bunch together PCs from all sorts of careers. If you are planning to run this adventure for more experienced players, all you need to do is accordingly adjust the strength of opposition.

The adventure takes place in the city of Wolfenburg during the first siege of Chaos led by warlord Surtha Lenk in the year 2521. It will take PCs on a quest through the streets of ravaged city, bring them face to face with the horrors of chaos and offer them possible salvation from the besieged city.

### THE DEFEAT

When word of approaching Chaos horde reached Elector-Count of Ostland, Valmir

von Raukov, he mustered his army to meet it. Unfortunately, the bravery of Ostland's soldiers was not enough to stop the mighty tide of Surtha Lenk's Kurgan tribes, and after crushing defeat von Raukov was forced to retreat his battered army to Ostland's capital Wolfenburg. He left his men there, and went "to get help", leaving the defense of the capital to marshal Schpeer. Ostlanders barely had time to recuperate when Lenk's army reached the city. After several tries to storm the walls, Kurgan withdrew and the defenders, to their horror, could only watch from the city walls the unholy ritual, where chaos sorcerers sacrificed several hundred captives to their unspeakable gods. Then the chaos moon Morrslieb cried tears, and where those tears fell, madness followed. East part of the city was destroyed and thousands died, engulfed by green flames. Good marshal had enough foresight to place cannon batteries along west bank of the Wolfen river prior to the ritual, in hope to create a line of defense in case the east wall was breached. What is



left of the defenders is now huddled behind this line, awaiting their doom. As if all this wasn't enough, the beastmen clans of the Forest of Shadows heeded the call of chaos and have gathered in woods west of the city. Their fires can be seen along the forests edge, as well as corpses of villagers hanging from the trees. What bravery the defenders had is now gone, and all Schpeer can do for his men is offer hope of reinforcements from Hochland, reinforcements that will never come.

## DEAD MEN WALKING

Fires started by the warp storm burned for a better part of the day. Then, heavy clouds covered the skies and a downpour began. It rained for hours, and as fires died down, first Kurgan looters entered the city. These are not organized by any means, they are clans that decided it's time to do some pillaging. Surtha Lenk will allow his warriors to have some fun before he attacks the west bank. West Wolfenburg housed city's harbor, warehouses, and craftsmen workshops. Customs building is now transformed into makeshift headquarters from where marshal

Schpeer commands his decimated army. Since most of the soldiers are dead, all citizens capable of wielding a weapon are recruited and given a sword, spear, or any kind of makeshift weapon, along with a black band that marks them as militiamen. The streets are filled with despairing people, refugees from all over Ostland. Small Shallya temple is packed with wounded and dying, and temple's orphanage is turned into a hospital. It is hopelessly understaffed and screams of the patients are deafening. Food is still not a problem for the survivors, though most people don't know that, and fights break for a sack of turnip.

"Sign o' four" a mercenary company in Ostland's service, had enough of all this and decided to leave the city. Schpeer had no choice but to let them go, since he wasn't about to waste his men on well trained and armed mercenaries. They left through West gate, but several hours later just three returned, almost insane from horrors they survived. All that could be gathered from their ramblings was "horned devils, blood, blood, blood...". Since then, no one is thinking of trying their luck leaving that way... Also, all fishing boats are gone from the city's harbor. Their owners left the city with the first sight of Kurgan.





## OVERVIEW OF THE ADVENTURE

At the beginning of the adventure PC's are assumed to be drafted in Wolfenburg militia, no matter what career they are in. If you are using this adventure as a beginning of a campaign, then it is advised to have at least one PC as a former employee of Wolfenburg's city hall. Most academic or warrior careers will do, and with a little ingenuity you can give this background to almost any of your PC's, although this is not crucial for this adventure.

PC's are approached by the sergeant Harold Zemann with a special task for them. He introduces them to Sigmarite sister Krimhilde, who offers them a way out of the town, if they help her save an important artifact of the Sigmarite fate from Kurgans. Artifact is currently displayed in city hall, as a part of "Magnus the Pious: Man behind the Hero" exhibition. They are to cross the river and sneak through devastated streets and get the item, and once they return, they are to escort the sister and the artifact back to Altdorf, for which they will be richly rewarded. What PC's do not now is that Wolfenburg streets house more than kurgan invaders, city hall has is riddled with mutated clerks, and Krimhilde is not all she seems...



# - THE NINE VIRTUES OF SISTER KRIMHILDE -



## TOUCH OF DESTINY

In a derelict house, near the west city wall, with window looking at the foreboding Forest of Shadows and fires rising from the beastman ravaged villages, huddled together with other fresh recruits, heroes of our story are resting after their guard shift, soaked wet from the relentless downpour, when sergeant Zemann enters the room, dragging one of unfortunate "Sign o' four" survivors. Mercenary is screaming at a top of his lungs, prophesizing certain death and doom for all.

Zemann throws him violently to the floor and growls with deep bass that made him so popular at the Wolfenburg Watch parties, 'Disgraceful...'

Poor wretch continues to gibber madly and slowly skulks to the far corner of the house, muttering '...they ate them, ate their soft parts, didn't they, my lovelies, they won't get my eyes, no, no...'

Zemann, not paying any attention to his insane ramblings, slowly eyeballs around the room and shakes his huge, bearlike, bearded head.

'I suppose you'll have to do...Any of you louts worked at the City Hall? C'mon, c'mon, we don't have the whole day...Soon our unwashed friends will be here to keep us company... You, I recognize you – he points at one of PCs – Yes, yes, you...get up your sorry good for nothing ass, and come here and you – he points to other PCs – what are you waiting for? Formal invitation from Count Valmir? Get here or I'll come to get you'

As characters slowly approach this burly, threatening man, they observe that he is not alone. Behind him there is a figure and before they can even think out that properly, they are face to face with young Sigmarite nun, dressed in red regalia of her order. He

pulls them outside in the rain, obviously not wanting to be overheard by other militia members, and before they say or do anything Zemann continues his tirade:

'Who said you can gaze at her holiness face! Heads down, you peasant clowns or I'll send you to tend your farms again and produce more furry forest inbreeds with your sheep! This here is sister Krimhilde! Holy woman of impeccable virtue and breeding! Bride of our lord Sigmar! She says that she needs our help and even now at this dire moment I say she'll have it! Even if Surtalan (corrupted Kislevite form for Surtha Lenk) came to dinner tonight! So, now she'll speak and you'll listen...

Sister Krimhilde, unusually young and attractive nun, steps forward and with considerably less bluster introduces herself.

'I am sister Krimhilda, from the order of Brides of Sigmar. I am keeper of records and journeyman scholar at our Temple in Altdorf...

She sighs deeply, obviously tired and almost beyond any hope...

'Forgive me...these events have taken a great toll on me. You see much more here is at stake, at least for the Order, then just the fate of one town. I know that sounds callous but you see...'

She stops suddenly and looks sharply at PCs

'You obviously know of the great exhibition 'Magnus the Pious: Man behind the Hero?'

## THE EXHIBITION

Even if PCs aren't exhibition going types they certainly heard of this great cultural endeavor, sponsored by Karl (you know, that Karl) himself, aimed at bringing glory of Magnus the Pious to all provinces of his great

and benevolent Empire (and Marienburg – since after all Magnus was the one who created Province of Westerland in 2305 IC).

Started in 2439 IC as private collection by an ancestor of emperor Karl Franz, Wilhelm III, known as the Wise, first emperor of the Holswig-Schliestein line, this collection was point of great pride and prestige of imperial line since from earliest beginnings it has claimed Magnus as spiritual role-model and predecessor.

Wilhelm III and after him all emperors of Holswig-Schliestein line, or better said curators specially appointed by them, collected almost every non-sacral item or curio related to Magnus the Pious. This were then put on exhibit in for that specially prepared space – so called Magnuskammer. They enjoyed receiving distinguished guests and ambassadors there and in time it became customary for newly appointed ambassadors in Altordf to bring some curio for this collection on their first visit to imperial court. Of course, this was private collection and as such closed to the public.

While collections of rich and idle are common in the Empire, idea of letting common people see them is relatively new. In accordance with this new vogue Karl (you know, that Karl) decided to organize public display of collected items from Magnuskammer. Rene Block, emperor appointed curator of this collection, suggested to Karl (you know...) that they should also collect other, both sacral and non-sacral, items related to Magnus and his War against Chaos and put them on display.

Karl liked this idea so much that he ordered that this will be traveling exhibition traversing all provincial capitals (and Marienburg – make of this what you want) financed partially from imperial coffers and partially from provincial treasuries. After some grumbling and fist waving, most of the Electors were put in their place and paid for

it. Marienburg exhibition will be financed by the Emperor himself from his private funds.

At that moment, Rene Block started scouring old treasuries and vaults in search for all Magnus related paraphernalia still not in the Magnuskammer and in time he collected enough objects and documents and felt that this is the most comprehensive exhibition on the subject of the Great War against Chaos ever.

They were also given on loan from monastic order Brides of Sigmar small but priceless and beautiful statuette called Nine Virtues of Magnus the Pious (see boxed text), made almost 200 years ago in Praag and which Tzarina Katrin recently gifted to this reclusive order.

In 2519 IC exhibit started its long track, followed by long line of pilgrims and occasional flagellant, around the Empire from easternmost capital – Bechafen – where it remained until the end of the 2520 IC when it moved, under watchful eye of imperial curator Rene Block, to capital of Ostland – Wolfenburg, where it was supposed to remain until 2521 IC.

Unfortunately, Surtha Lenk had other plans.

Wolfenburg exhibit opening was very spectacular. Valmir von Raukov opened it personally, in order to raise public moral and generate patriotic feelings in face of the possible invasion from the north. It was located in the City Hall and was always under guard by Wolfenburg Watch. In time there was almost no inhabitant of Wolfenburg or nearby countryside that haven't seen the exhibition.

'But you see' – continues sister Krimhilde – 'this statuette is of extreme importance to our order because we believe that as long it is in hands of an imperial subject, saint Magnus will be able to protect Sigmar's heirs and their lands. I was sent here when it was

obvious that another incursion of Evil from North was inevitable. I came here to ask imperial curator Rene Block that I take this priceless artifact for safekeeping until this storm of vultures from the north passes over this land’.

She humbly crosses her hands with worry and stares intently with big brown eyes at PCs almost pleading

‘But now everything’s changed. The Horde has overrun this town, Herr Block has disappeared in confusion, I was swept in a wave of refugees, my escorts died defending the bridge over Wolfen and it seemed to me that everything was lost when Herr Schpeer, Imperial Marshal, offered to help.’

Zemann suddenly interrupts and practically yells

‘Yes, good for moral and all that. Something to keep spirits up till boys from Hochland come here to give these bare-assed savages good hiding. But you know we don’t have enough time for this. You know lay of the city, you know the building, you are now soldiers of the Empire. You’ll escort this lady to the City hall tonight and protect her from any harm and you’ll get that Magnus thingy and get it back here or so help me Sigmar I’ll rip you apart like a ripe melon!’

Krimhilde lies her delicate white hand on his shoulder and that seems to have calming effect on raging sergeant, and than speaks:

‘What Herr Zemann wants to say is that we are looking for a group of able men who know lay of the city who will accompany me to the City Hall where I can retrieve the Nine Virtues of Magnus the Pious and who will letter escort me to Altdorf with this important package. Are you ready to do that?’

If players ask why is it necessary for sister

Krimhilde to risk her life when she could just provide them with description of the object, she will explain that she is only one that knows proper procedure for handling this sacred object and that she is more willing to risk her life then any damage, both physical or spiritual, to the item.

If player express their doubt that such trip to Altdorf is possible in current circumstances (beastmen in the woods, Kurgan raiding groups that have crossed the river Wolfen, lack of boats, etc) Krimhilde will just say:

‘We have means of getting out of the city safely.’

And that is about the only truthful thing she said during the conversation...

## OF CATS AND BURGLARS

In truth, there is sister Krimhilde but she is 84 years old nun that is living eremitic existence in former Solland and has never heard of the Nine Virtues of Magnus the Pious. Girl that is going about under her name is in truth one Teresa Sokolowski, blade for hire and accomplished cat burglar from Nuln.

She has been tracking the exhibition for the last two years with her accomplices, waiting for a right moment to strike and steal this priceless object.

It was one of infamous Pirate Lords from the city of Sartosa that has hired Teresa for this daring theft and supplied her with money and equipment necessary. This shadowy and powerful individual has more than aesthetic interest for this object of art.

Statuette, traditional Kislevite babushka, at its heart hides piece of the map that can lead one to the place where treasure plundered from famous ‘Love Fleet’ lies buried! Love Fleet is the name given in popular Old

World folklore to the huge fleet bearing gifts in gold, gems and curious magic from mighty Caliph of Araby Yashar to beautiful elven lady from Marienburg that was said to be the fairest woman alive outside Ulthuan.

Unfortunately for lovestruck Caliph his fleet was intercepted, plundered and sunk by the group of Sartosan pirates led by infamous Ingwi the Black. Chased by powerful elementals summoned by Caliph's wizardous grand vezir Iznogud, pirates hastily buried the treasure, drew a map, divided parts of the map among four leading captains and swore to come back for it one day.

This never happened. Ingwi has hidden his part of the map inside Nine Virtues of Magnus the Pious and now someone wants it...

Once offered a job Teresa takes it very seriously. As soon as she got to Wolfenburg she started mapping the City Hall where collection was on display, bribing guards and city officials that could be useful, trying to get close to imperial curator Herr Block and preparing spectacular getaway in a hot air balloon that is operated by the crew of Tilean mercenaries.

She has finally been ready for all this when Chaos incursion interrupted her carefully laid plan. City fell almost overnight due to strange magic of northern Shamans and Teresa escaped with her life only thanks to her quick wits and the fact that she could run much faster than her bodyguards. Although she has means to escape, hot air balloon secreted in an abandoned warehouse on the west bank of river Wolfen, she is loath to leave empty handed.

She is pulling PCs along but she is planning to take them along when she escapes and if they somehow find out the truth before that she is ready to let them in the deal. In that case she offers 200 GC per character if they help her.

But she is not the only with a secret.

Harold Zemann is, simply put, bought man. He has been conspiring with Teresa since she came to town almost a year ago. She has paid him handsomely and for him Kurgan invasion changes nothing except that it means that they have to act quickly and find new muscle to do their dirty work.

On the other hand, Herr Zemann is not a man that has common decency to stay bought. He is always on a lookout for better paying employer. That is how he was bought again, almost 6 months ago, this time by a rival Pirate Lord that wants statuette for himself.

Zemann plans to let Teresa and PCs do all the heavy lifting and then to swoop down and take Nine Virtues for himself. He is utterly ruthless and reprehensible individual, always looking for a number one and has no concept of loyalty. He doesn't want to share anything with anyone and plans to simply leave Teresa and PCs in Wolfenburg or if they put up a fight to slaughter them where they stand.



## The Nine Virtues of Magnus the Pious

The Nine Virtues of Magnus the Pious is an icon of the emerging cult of Magnus in Kislev.

Statuette was made twenty years after the unification of Empire in 2302 IC, as a token of Kislevite gratitude to the great Magnus the Pious. Object was to be presented to Imperial emissary that was present at the city of Praag walls consecration ceremony.

Magnus, thoughtful as always, instructed his emissary to inform his hosts that they are to keep the statuette as a symbol of friendship between two great realms.

Statuette remained in Praag until 2409 IC, when it was decided that it will be moved to Erengraad as a part of the inter-city pact between that city and Erengraad.

Two cities exchanged sacred objects as a sign of good faith, and Praag got to keep the ear of Kopyeykin the Rampant, one of Erengraads folk saints.

At one point, the statue was stolen from the treasury of Erengraad. Culprit was Ingwi the Black, famous Norse pirate operating from the island of Sartosa, who led the audacious attack on the Erengraad in 2441 IC. Portions of the city were razed, and the treasury was looted.

Statuette was retrieved only in 2509 IC, when Ingwi's great-grandson, one Lutwi the Reckless was attacked on the sea by the Elven ship sailing from Ulthuan to Marienburg. Statuette was found among his other belongings that he did not dare to leave in a personal stash on Sartosa.

Elves promptly returned the statuette to its rightful owners in Kislev.

In 2517 IC Tzarina Katarin had a dream in which her late father Tzar Boris urged her to gift statuette to the Order of Brides of Sigmar in the Empire, so that it can stand guard over the Empire now that he is dead.

Tzarina heeded this dream advice and now Brides of Sigmar hold the statuette in high regard, and they were very reluctant to borrow it for the exhibition, even though it was the direct wish of Emperor himself.

„The Nine Virtues of Magnus the Pious“ statuette is in the form traditional Kislevite babushka or matryoshka, popular Ungol children stacking doll, set of dolls of decreasing sizes placed one inside the other, but intricately made from precious materials and having deep spiritual meaning. It consists of nine stacking statuettes made of, from inside to outside: clay, wood, terracotta, porcelain, copper, marble (constructing a carved shell out of marble was a artisan's feat of enormous proportions which took dozens of failed attempts and one beheading of the inebriated mason's apprentice who accidentally broke the thin marble shell ), bronze, silver and gold. These respectively symbolize: honesty, patience, inner beauty, wisdom, bravery, strength, clemency, great faith and Sigmar's blessing. Every statuette is delicately carved, and represents Magnus the Pious in various garments, uniforms and armors. Golden shell represents the elderly Magnus holding the book, and clay figurine represents the young and virile Magnus with sword in his hand.

Parchment with the part of the map scribbled on it is in the innermost layer, next to the clay figurine.

## - STREETS OF MADNESS -

That night, after Zemann has equipped them with arms and armor and other adventuring paraphernalia, silently, while rain clouds blot the moons and stars and incessant rain drowns sounds like innkeeper little kittens, PCs are crawling through old bridge maintenance tunnel that will take them to eastern part of the city.

Smelly, dank and unused for years by anyone, this passageway was forgotten by almost all inhabitants of Wolfenburg.

Herr Zemann watches them leave and sadly waves his hand in a silent goodbye. They are now on their own.

PCs leave the bridge maintenance tunnel just on the other side and surface up in the middle of the no-man's land (see map) just in time to see that rain has stopped and that Morrsliebe has found a way to squeeze through clouds.

This leads us straight into...



### KEYED ENCOUNTER 1:

Once players have crossed the bridge it takes them only a few moments to realize that they are standing on the no-man's land.

They also see upturned noble carriage with von Raukov coat of arms. Stray cannonball has obviously struck the carriage.

Dead, bloated, geldings are laying in mud and blood. Coachman or passengers are nowhere in sight. However, neither the awful corpse-stench nor slimy rain can mask the fact that there are golden coins strewn about. When, and if, players search the carriage, they will realize that this carriage was loaded with sizeable portion of the von Raukovs,

Ostlands' elector count, personal treasury . False bottom hides (Search check, Hard) incredible amount of money (small chest with 2000 golden crowns) as well as following objects:

- *Best quality sword* with bull headed pommel,
- Embroidered cloak made from finest Cathay silk
- Plume helmet adorned with feathers of some strange bird (from Lustria but they don't know that)
- Priceless illuminated copy of the infamous poetry collection "Vulgar Shepard and other

poems“

Oh, yes if players are greedy enough to tow around 2000 (two thousand) gold crowns, their chances of random encounter suddenly and sharply rises from standard 60% to almost inevitable 90%. Even money has its price.

Unfortunately, our heroes will not be able to dawdle here for long. Suddenly, viscous and unpredictable moon *Morrsliebe* breaks through clouds again and casts its malevolent glow on our eager carriage robbers.

These few seconds are enough for Captain Friedrich Caspar David (commander of the gunnery – his friends call him Hammerhead) to spot them and misunderstand their presence there as a night raid and order fire from all of his remaining ordnances! First shot from an imperial cannon,

nicknamed Warty the Hog, unerringly hits the only remaining wall that is still standing. Rubble closes the exit from the maintenance tunnel that PCs have used to cross the bridge. That excludes any possibility of going back that way.

Every following shot forces PCs to pass Ag check or to be hit with flying shrapnel and debris (strength 4). This continues for each round that PCs spend in the open.

Alas, this cannonade also attracts a group of Kurgans, which only few minutes ago, and not that far away (see the map), have been entertained with construction of the giant wicker man.

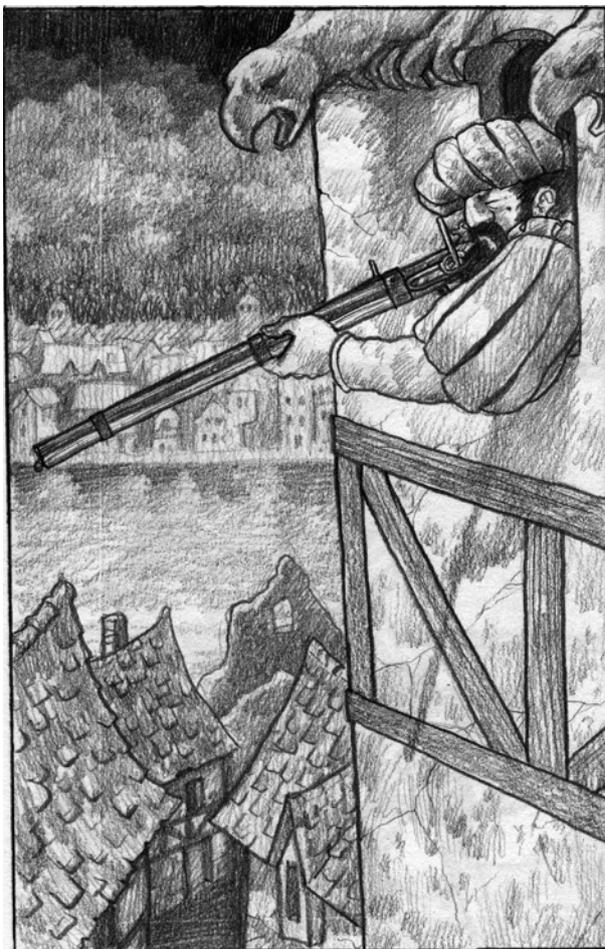
Kurgans, dozen of them, crying like a goshawks of their steppe homeland, run toward PCs wishing to fill said wicker man with some slow burning fuel.

## KEYED ENCOUNTER NO 2:

Suddenly while Kurgans are running toward PCs with their panther-like gait, shrill rifle shot breaks silence between two cannon shots. Leading Kurgan keels over and crumples to the ground. Other Kurgans stop just long enough for our intrepid heroes to run away.

If they succeeded perception check (Very Hard), they spot quickly reclining figure on the window of the tallest standing building, almost a tower, in the vicinity. Even if they do not, Kurgan will spot the sniper and will quickly close on the house.

Sniper is one Rudi Voeller, aided by his wife Mimi. They have two long rifles. While he shoots, she reloads. Once he is discovered he succeeds in killing another Kurgan before they break down the door. PCs might decide, in a moment of suicidal heroism, to fight numerically superior Kurgans. If they do that and if they win, grateful Rudi will give them his Hochland long rifle.



## KEYED ENCOUNTER NO 3:

Kurgan warparty, forty warriors all in all, led by aspiring champion of Tchar, huge eagle headed brute, are currently engaged in their favorite pastime – burning ‘unworthy’ prisoners on a huge bonfire and collecting half-burnt skulls for small, intimate and decorative, pyramid they are planning to build here.

In this case, here being small town square that PCs should cross to reach City Hall.

Blood and gore here should be enough of a warning for more sensible players that they should not GO THIS WAY! Wp test for insanity (1 IP) should also help convince them.

Even the most persistent players soon gather that this way is blocked by Kurgan party that got out of hand and that they should find another way to the City hall slinking through back alleys of the ruined city.

## RANDOM ENCOUNTERS: LISTZMANIA!!!!

Let us not dally anymore on keyed encounters...

Kurgans have overrun the city and blasphemous warp-stuff has irradiated whole blocks and literally anything can happen... and it does...

For the purpose of this adventure, we have divided city in three distinct areas:

### A. NO-MAN'S LAND

Imperial cannons and mortar have leveled this part of the city. Burnt and ruined houses, strewn corpses and smoldering trees form an apocalyptic landscape. Scenery here should

remind players that this area is not safe to linger about. Imperial artillery spotters have sharp eyes and recent experiences have taught them that they should shoot first... and then shoot some more. For every ten minutes (or as often as GM decides) there is 60% chance that something will happen:

**1. Friendly fire** – Loud, whistling noise, followed by an explosion. That's what you hear if you are not a target. After this warning shot PCs have few rounds to get a hell away from there. If not get they will have to pass Ag check (Hard) or suffer strength 4 hit. Cannonade persists until they move away...

**2. Survivors** – Survivors crawl from partially caved in basement and start calling out to our heroes, begging them for help. Their loud calls will sooner or latter attract attention of the Kurgan patrol. Players must succeed Fel test (Hard) to silence them or to take survivors with them. If they do that each following encounter has 50% chance to be Kurgan patrol. If this result comes up again – roll once more.

**3. Town fountain** – Two Kurgans have reached city fountain and having dismantled it, they are now strolling down the city wildly gesticulating. If players attack them these two hapless raiders will flee because they are too busy protecting ‘magical fountain of water’. If this result comes up again – roll once more.

**4. Kurgan patrol** – Three Kurgans are patrolling the city looking for anything they can steal, eat or kill and not necessarily in that order. If players win an opposed Per test they'll spot Kurgans first and can attempt to hide or avoid them. Kurgans are alert and if they win opposed check they will charge players immediately, shouting and calling for reinforcements. Staring from that round one additional Kurgan will join the fray every five rounds.

01 – 40 – Friendly fire
41 – 60 – Survivors
61 – 90 – Town fountain
91 – 00 – Kurgan patrol

## B. ALTERED STATES

This part of the city was devastated by the magic attack that has leveled city walls and gates. Survivors call this event Tears of Morrslieb. Where tears from the leering Moon fell city burnt with sickly green flames, people and buildings warped and reality itself cracked. Even Kurgans do not venture there if they don't need to. Hideous things that once were men slither, buildings sprout faces and whisper ugly truths, shadows have life of their own and streets and alleys trick your steps if you do not watch them closely. For every ten minutes (or as often as GM decides) there is 60% chance that something of following will happen:

### 1. Tchar's sorcerer on a disc

– Shadow falls over characters. Shadow of a large creature with a long neck and huge beak of a steppe eagle. When they dare to raise their heads they'll see that this shadow is emanating from a single figure dressed in a sky-blue plate spiked with gold studs standing on a flying disc. He glances at characters, almost nods and then wordlessly continues his fly-over. If this result comes up again – roll again.

**2. Endless streets** – Suddenly characters realize that they are lost. It takes an Orientation test (Hard) for them to realize that they are in the completely different part of the city. If this result comes up, GM can relocate them to any other Altered states area in the city.

**3. Mansion** – while passing by an abandoned mansion characters hear familiar voice calling one of them by name. If characters enter the mansion they will soon realize that they are trapped in a labyrinth of doors and hallways and that all doors eventually take them back to the lobby of the mansion. Each time they pass through a door GM secretly rolls d10. If 0 comes they leave the mansion, if 9 come up Minor Chaos manifestation occurs.

**4. Fleshwall** – Hideous mass of legs, arms, hands, eyes and mouths fused with a house. It screams in terror and pain and begs PCs for mercy and release of death. Characters have to pass Wp test or gain 1d5 IP. If this result comes up again – roll once more.

**5. Park** – Trees with faces and needlelike, long, branches that reach for passersby. If players approach this monstrosity it tries to grapple one of them (WS 30, S 40) and if it wins the grapple test it starts to 'root' the one it caught beside itself. If tree succeeds in holding character for 6 rounds this unfortunate soul will mutate and sprout roots. Tree will release him only they can inflict to it 12 wounds of damage (T 60, 2 points of armor). If this result comes up again – roll once more.

01 – 10	– Tchar's sorcerer on a disc
11 – 33	– Endless streets
34 – 60	– Mansion
61 – 80	– Fleshwall
81 – 98	– Park
99 – 00	– Major chaos manifestation

## C. UTTER MAYHEM

This part of the city was spared of destruction by cannon fire or magic, only to fall prey to merciless nomads from easternmost provinces of Old World, minions of dark deities who now savor the fruits of their conquest, and plan the final assault on last pocket of resistance to the upcoming Storm of Chaos, on the west bank on Wolfen river. Strange enough, houses are intact, but one can see scattered bodies of murdered townsfolk, like ragdolls tossed around by some spoilt brat. The rain has washed away the blood, and, to some degree, subdued the scent of burned flesh and rancid stench, but horror, almost tangible, lingers in the air like a burial shroud.



### 1. Two Kurgans for Sister Sara

– Two Kurgans, more mutated and more hideous than the rest of their lot are brutally manhandling and tossing around the elderly woman in red raiment of nun of Sigmar. Players have the option of hiding and doing nothing (save from WP roll and, if they fail, acquiring 1 Insanity point), or they could help her. In either case, Sister Sara is mortally wounded, and, with feeble voice, she begs the sister Krimhilda to perform the last rites on her. Rites are performed in badly improvised manner of someone with only the most superficial knowledge of Sigmarite rituals and dogma. Sister Sara finds the strength for one confused glance to Sister Krimhilda and dies.

### 2. The fruits of our struggle... –

Group of Wolfenburg citizens, members of the cult named “Purple apron”, clad in their ceremonial vestments (purple aprons), and singing the hymns dedicated to Tzeentch, crawl out from their hiding place to greet the “liberators”. Players have just enough time, to hide and watch them get massacred by hungry Kurgans.

**3. Kurgan patrol** – Three Kurgans are patrolling the city looking for anything they can steal, eat or kill and not necessarily in that order. If players win an opposed Per test they’ll spot Kurgans first and can attempt to hide or avoid them. Kurgans are alert and if they win opposed check they will charge players immediately, shouting and calling for reinforcements. Staring from that round one

additional Kurgan will join the fray every five rounds.

**4. Internal affairs** – Two Kurgan tribes, who, at least so far, fought side by side, now concluded that the time is nigh for some scores from the old country to be settled. The word led to the word, the punch led to the kick, and this dispute progressed to a nasty little battle. Players are completely unnoticed, unless they make some really stupid move...

**5. The guests are met, the feast is set ...** – One wall of the homely mansion has collapsed, and the rest of this opulent villa stays intact. The house boasts the lavish dinner set on high table, complete with candelabrum and Cathay porcelain plates. The food is untouched, expertly made, lukewarm but very tasty, wine is of the best Tilean vintage and players are well advised to rest here for a while. There is not a sign of their gracious host...

**6. I KNEW IT!!!** – Players hear someone calling them with loud whisper. After some futile glancing around, players realize that voice is coming from the cellar. Cellar contains the crazed Sigmarite fanatic and survivalist, who obviously went to great lengths in preparations for this invasion. The cellar is stocked with food and various weapons. Sigmarite fanatic is obviously a flagellant, prone to self-mutilation and mad as a box of frogs. Immediately after (falsely) recognizing Krimhilda as a nun of Sigmar, fanatic falls to his knees and begs her for the forgiveness of his sins. If players disrespect him or Krimhilda, fanatic turns to his aggressive self and informs them that his house is rigged to explode. If they treat him with respect he could show them the entrance to the secret passage that can help them to avoid one encounter.

01 – 10 – Two Kurgans for sister Sara  
 11 – 33 – The fruits of our struggle...  
 34 – 60 – Kurgan patrol  
 61 – 80 – Internal affairs  
 81 – 90 – The guests are met, the feast is set  
 90 – 99 – I KNEW IT!!!  
 00 – Kurgan patrol

## - CYTY HALL -

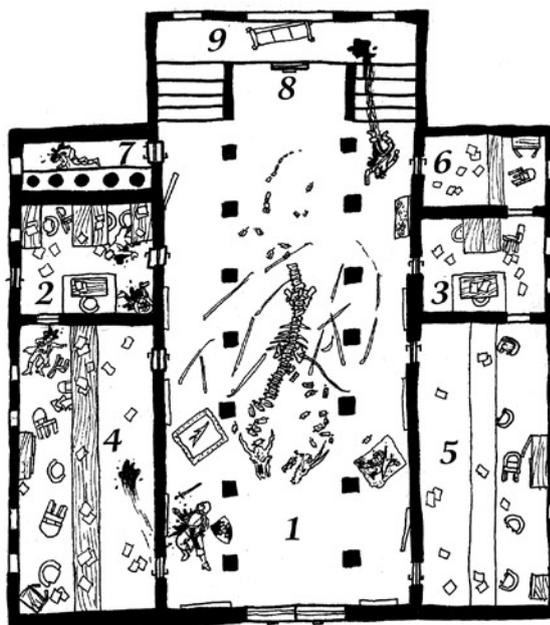
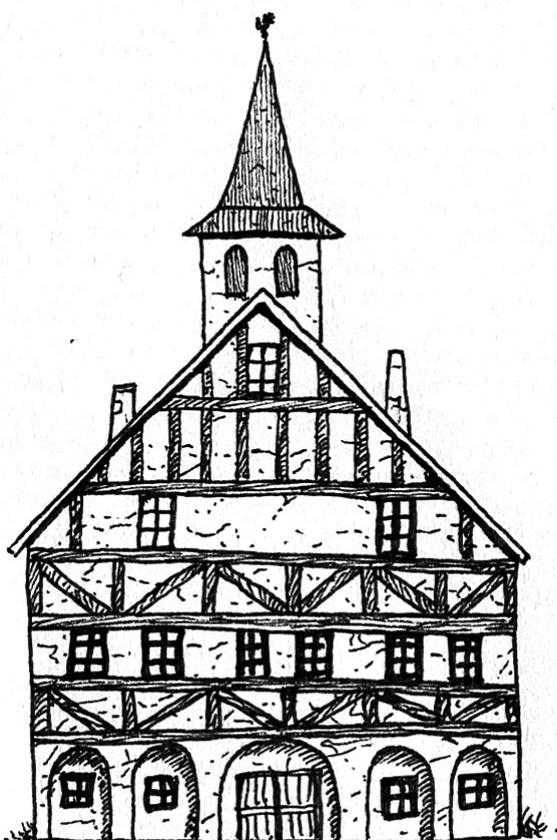
The city hall is an imposing stone structure situated on the central square. The square is a vast open space, designed to accommodate celebrations, parades and other communal meetings. The Temple of Sigmar is situated right across the square, and in the centre is an equestrian statue of Karl Franz, now toppled over by a huge projectile from Surtha Lenk's army. The building is somber and simple, without many decorations, save the gargoyles perched under the gently sloped roof. Dead bodies are scattered around the square, some ravaged by stray dogs and other sporting various mutations, and this scene of carnage serves as a grim reminder of the fate that this city had to endure, with worse yet to come. The huge main gate of the building is shut from the inside. Players know that they can enter the building through the clerk's entrance, which is located on the back side, deep in the narrow and dark alley, with the deserted garrison's barracks on the other side. The clerks' entrance is actually a small wooden door designed for men of very small stature, as if, in some cruel jest, the architect wanted the employees to bow their heads before the consecrated, but mind-numbing routine of clerical work. These doors are also shut, but breaking in does not present a great challenge.



During peace time, Wolfenburg City hall was a busy place, staffed by life-long employees, and Ostlanders from all over the province gathered here to legislate property contracts. It was also home to city officials and burgomaster's offices. Citizens crowded its corridors, waiting for their deeds to be written in the „Altebuch“, the old book of land registry whose pages could not be altered, not even by the Emperor himself. It also housed an extensive registry of tax payers, and an office for local tax collectors and bailiffs.



Today, after the horror that struck this once proud and beautiful town, the city hall reflects the spirit of chaos that the Kurgan have brought upon it.



## GROUND FLOOR

1. Numerous signs of struggle can be seen all over the great hall. It's marble floor is scattered with corpses of the defenders and Kurgan alike, their blood splattered over what's left of the grand exhibition. The massive obsidian-black skeleton of the chaos dragon, reputedly slain by the Emperor Magnus the Pious, was a central piece of the collection. Its bones are now in disarray, many of them stripped by Kurgan. Huge paintings depicting Magnus and other heroes of the last chaos incursion grace the walls. Various artifacts from that period lie smashed on the floor, or are, perversely, still on display. Items include weapons, uniforms, and curiosities.

2. Office of the first order junior secretary. Room is littered with papers and documents, the furniture is turned upside down, and corpses of employees can be found, horribly mutilated (GM's discretion, PCs could check their Wp, gaining an insanity point on a failed test).
3. Office of the younger secretary of the second order. Same as 2.
4. Admission room A.
5. Admission room B.
6. Tax collector's records.
7. Toilette. Lying on the toilette floor is the Altebuch. The Kurgan used it for a bit baser purposes than it was meant to, so it's lacking the first 20 pages or so. You can find the description of this tome below.
8. Door to the basement.
9. Stairs to the first floor.



Rummaging through the first floor PC's can encounter the following:

### War horse

A half-mad Destrier is standing in the middle of the great hall, waiting for it's dead master. It is a beautiful animal, still wearing pieces of plate armor on it's head and legs, and will attack anyone who comes close to it. A hard (-10%) Animal Care test is needed to calm it down. It's former owner called it „Schon“ (Pretty).

### Ms Munchner

Agatte Munchner (86) is an incredibly lucky old lady that came, unharmed, to city hall to file a deed for an estate that she purchased for her grandson Rolph „He's in Wolfengard now he is, grandma's solider, and when he gets back he'll have his own land!“ She is appalled at the state the city hall is in - „in my time it would not do, not do at all!“ - and insists that PCs help her in her task.

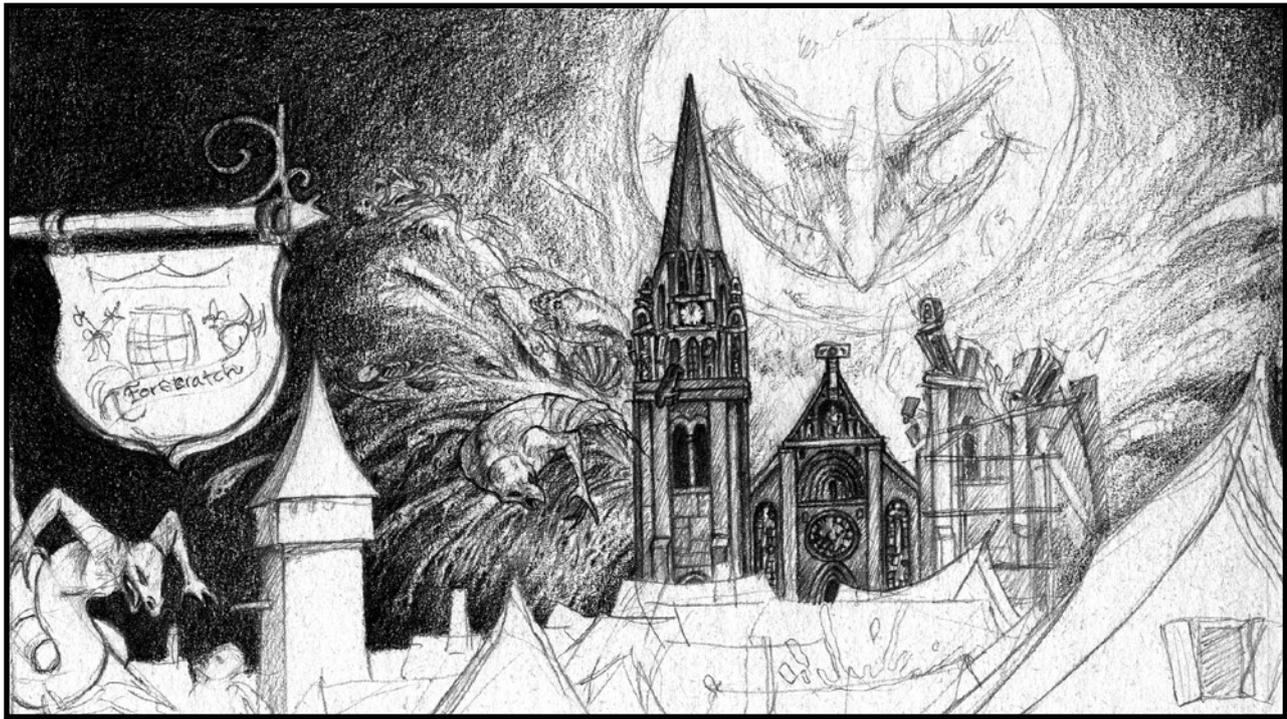
### Altebuch

It is a huge book (25“ x 38“) bound in non-human leather and held together by iron rings. Upon closer inspection, the PCs will be surprised to find that all the text in the book has been transformed into animated illuminations. Instead of files and deeds, leather pages are now covered with moving pictures of people going about their business, living their entire lives inside this artifact. Once removed from the book, pages turn back to their original written state, and stay like that even if returned to the book. The Chaos storm brought on this amazing transformation, but surprisingly it is quite harmless. The tome has great esthetic value and many collectors would sell a good part of their estates just to get their hands on it. It could easily go for 1500 gc on an auction.

### Kurgan

There's a small Kurgan band prowling through the city hall, four warriors and a champion. Use the standard Kurgan profile for them. Their leader is one Pitrit Tyolka, touched by Slaanesh. Pitrit has mutated and now is a slender and gracefully built hermaphrodite. It will hesitate to enter the melee, preferring to shoot at PCs with its longbow, using his sword only to finish them off.

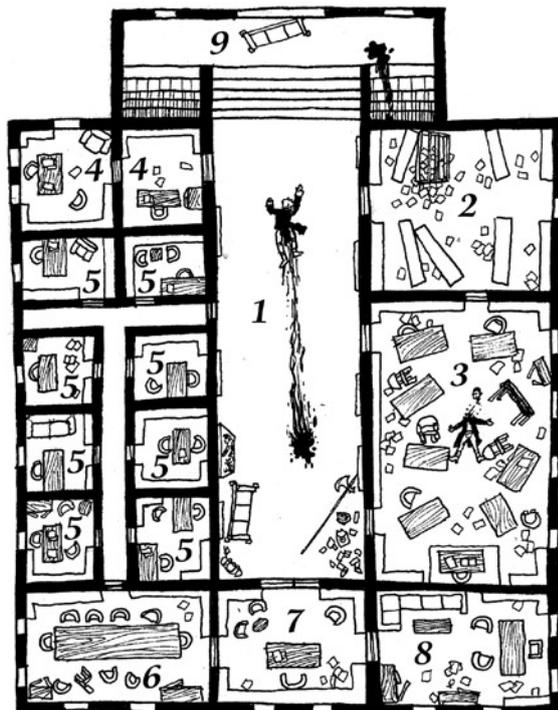




## FIRST FLOOR

Located on the first floor are the burgomaster's cabinet and other executive offices. It is just as run down as the rest of the building.

1. Hall. Paintings of deserved Burgomasters hang on the walls, and there's a naked body of an older man lying on the floor in a pool of blood. This is corpse of Wolfenburg Burgomaster Vladimir Stowasser, stripped by Rumpus Hildegaard.
2. Recent archives.
3. Clerk office.
4. Offices of the Guild Union representative.
5. Offices of the City Elders.
6. Meeting cabinet.
7. Cancellor's office.
8. Burgomaster's office. Rumpus Hildegaard is hidden here under a massive oak table.
9. Stairs leading down to the ground floor and up to the building's attic.

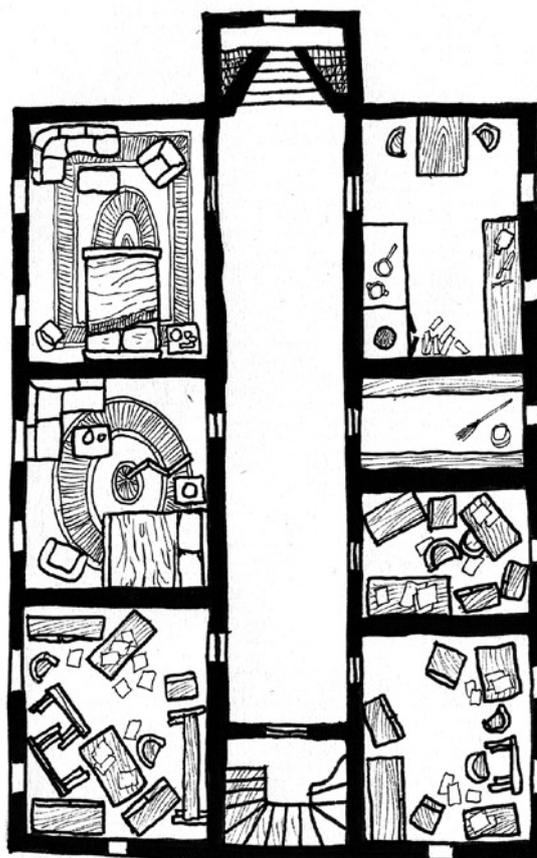


Rumpus Hildegaard is a „younger“ scribe of the third order, and has spent his lifetime working for the city hall. He is in his late sixties and gone insane from the horrors of the siege. In a mad plan to save himself, he took the burgomaster’s clothes and is impersonating him, hoping to bribe his way out of the town. PCs not familiar with the city hall staff will notice, on a successful perception test, that his hands are stained with ink, and that his right ear is deformed from decades of use as a pen holder. Once adventurers find him, he will beg for his life and offer a rich reward in exchange for a way out of town. He, of course, doesn’t have anything of worth. If PC’s discover he is a fake and confront him about it, he will turn into a sniveling pathetic creature he is, begging for help.

If they refuse to help him, Rumpus will run to the window, shouting „Save us Sigmar! Help!“. In this case there’s 30% chance that he will attract attention from the Kurgan lurking around the building.

Should the PCs show pity for him, he’ll warn them about Akakius, and if they don’t already know, tell them the location where „the Nine virtues of Magnus the Pious“ is being kept.

Rumpus collected a small number of artifacts he considers worth saving, mostly useless junk, but amongst them is the burgomasters seal.



## ATTIC

This part of the building was used mostly by the service staff. There are two small apartments, meant to be used by the city’s honored guests, but were mostly used by city officials for their amorous adventures.

1. Apartments.
2. Kitchen.
3. Storeroom.
4. Abandoned rooms. These rooms are piled with old furniture, paintings and books, they all are dusty and cobwebbed, and hardly anything of worth can be found here.
5. Stairs.

## TOWER

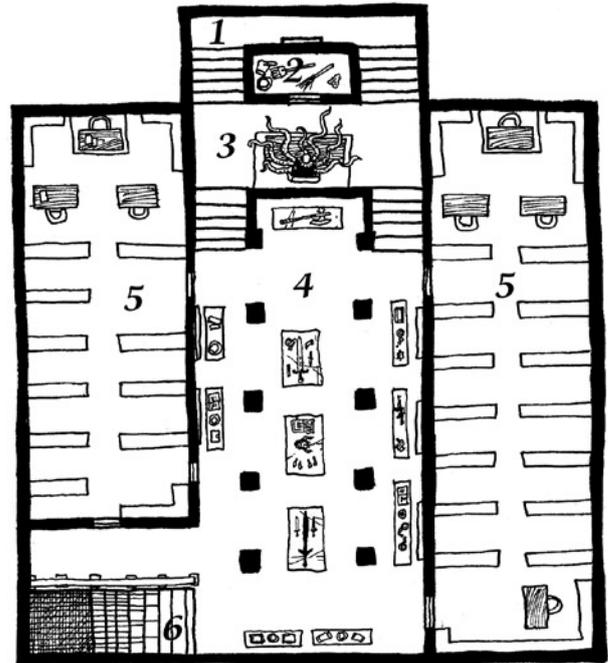
Large windows allow for a great view of entire Wolfenburg. The roof is easily accessible from here.



## BASEMENT, archive

The first level of basement is used for the town's huge archives. A part of the visiting exhibition is located in the hall.

1. Stairs up.
2. Storeroom.
3. Akakius's desk. His long tentacles bar the passage, so it's impossible to get through without a fight or his permission.
4. Hall. The exhibition pieces here are intact. Among other curiosities, there's a replica of Reikland's Runefang. It's all but useless in combat (-20% Ws, -4 Dmg) but looks impressive.
5. Archives.
6. Stairs down.



Clerks that worked in the archives all mutated from the storm. Most of them are reduced to shells mechanically doing their former job. All but Akakius have no facial features and are unnaturally slim. Should the PCs attack them, they will offer no resistance, and die from the first blow.

Akakius Akakius is master archivist and he still faithfully guards his archives. His body mutated during the storm, and now he has a number of agile tentacles 2,5 meters long, all over his upper body. His lower body has grown together with the desk and the chair he spent his entire career sitting in.

Akakius is impossible to bribe, a loyal city clerk to the end. The only way he will allow the PCs to take the sculpture from the exhibition is if they bring him the signed permission from the burgomaster, on an A-404bis form, with his proper seal. If they manage to obtain the seal, they can counterfeit the letter. Akakius just needs to follow proper procedure, and will let them pass no matter how badly they have written the „official“ letter.

There is a 20% chance that at any time the PCs visit Akakius he is on a break. He will grudgingly tell them to wait, and proceed to eat rats and cockroaches that other clerks bring him. There's nothing the PC's can do to hurry him up.

Should PC's decide to simply kill Akakius he will fight them fervently, keeping them at bay with his tentacles. Instead the usual hit locations, use the following:

The tentacles can take maximum 2 hits, so ignore any overbleed of damage.

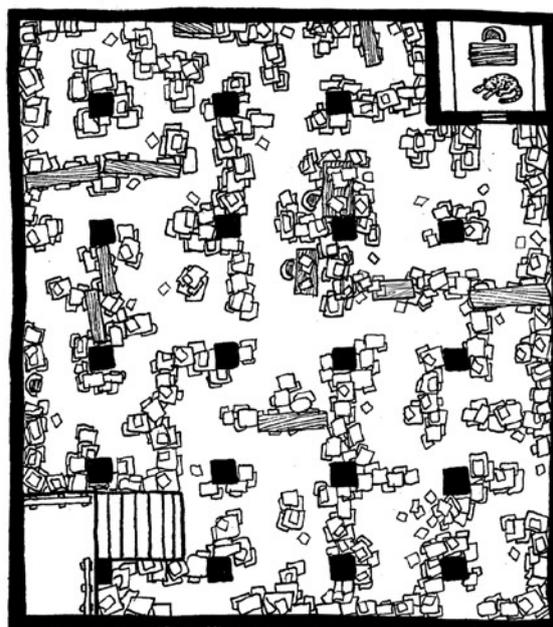
1 - 60	tentacles
61 - 90	body
91 - 100	head





## BASEMENT, old archive

Wolfenburg city hall's old archives are every researcher's nightmare (room 1). One huge room has been transformed over the years into a true labyrinth of shelves, tables and heaps of paper, with rats and cockroaches running free about the place. Anyone trying to navigate through the old archives must pass an orientation test or become lost. Also, contents of the archive are highly flammable, and anyone carrying an open flame (torch and such) has a 10% chance of accidentally starting a fire. Once the flames catch on, it's impossible to put them out. It will take a couple of hours, but eventually the fire will consume the whole building.



The statuette of Magnus the Pious is locked in a cabinet (Pick Lock easy, +10%) in the Planning, Complaints and Notifications Department (room 2). The Door to this room is open, and hiding inside is a hungry leopard, escaped from von Raukov's menagerie. The beast is scared and irritable, but quite domesticated, and on a successful perception test (hard, - 10%) the PCs will notice a golden pendant around its neck, bearing the words „Putzi“. The animal answers to this name, and will attack adventurers only if they fail Fel. test (+ 10% if they call it by it's name). Should PCs feed Putzi, she will follow them around, and will flee at the first sign of danger.



## STATUETTE!

The statuette “The Nine Virtues of Magnus the Pious” is safely locked away in a chained iron safe. One copy of the key is in possession of Akakius Akakius, who will gladly hand them the key, providing that they have proper clearance for that. The other key, in a blatant example of administrative negligence, is hanging on a large key ring with 25 other keys for various file cabinets.

Once players find a way to open the iron safe, the inside of the safe reveals the merrier nature of clerks who spend year after agonizing year of paper pushing, for meager pay. Tucked deep in the safe, behind the pile of papers marked ad acta, is a bottle of brandy as well as ceramic jugs bearing the names of Akakius, Grunt, Hedwig and Bodo. A half-eaten shepherds pie lies on a plate, emanating the rancid smell of stale oil and rotten meat. There is a simple wooden box, also, and it contains statue of “The Nine Virtues of Magnus”, carefully placed on a bed of sawdust. This is a golden object, 15 inches in height, and of such beauty that the entire room seems illuminated by it.



## - OUT OF THE FIRE INTO THE FLYING BOAT -

Once our heroes have found the statuette they hear sound of many horns and drums as well as frantic shouting and renewed cannon fire from imperial ordnances on the west bank of river Wolfen.

If they look through one of City hall windows they'll see that city is swarming with Kurgan and worse. Wild horses, feathered, wolfskin and dragonscale banners fill the air as savage Kurgans chant in their dark tongue calling names of their fell deities. Sorcerous fire sizzles through air and sky has turned wine-red.

Final attack has started and all seems lost! They can not hope to outrun the murderous horde and there is nowhere to hide.

Suddenly, sister Krimhilde shouts: Follow me if you want to live!

She starts running for the roof of the building.

Krimhilde and the PCs will easily locate the stairs and the door to the attic, which is cluttered with broken furniture and dead pigeons. They can climb up to the roof using the rusted metal stairs, and through the narrow hatch, one by one.

Once on the slightly sloped roof, Krimhilde fires signal rocket she was hiding under her robes and the PCs, after a brief but tense wait they spend watching awful horde fill the city and converge on the City hall, spot an unusual sight: the hot air balloon, Thunder Dragon, a wondrous device painted in bright colors, leisurely floating towards them, amidst the smoldering city ruins. Zemann and his men are manning the dirigible.

Captain Puzzo steers the balloon to the roof, and the strange contraption hovers above the building, gently rocking in midair 3 feet above the roof tiles. Not one of them leaves the balloon, and the PCs suddenly realize that there are guns and crossbows pointed at them. A basket attached to a rope is hanging from one side of the contraption. Zemann speaks to Krimhilda and the PCs:

"Missy, I am not a man of many words. You will give me the statue, by putting it in this basket, and your lives will be spared, and maybe, just maybe, I will let you all climb upon this contraption - and then off we go. Just give me that silly Kislevite thing and our weapons will stay silent".

Krimhilda, fuming with anger, replies that she will rather die than succumb to treacherous ways of Herr Zemann. Zemann is in hurry to leave the city, so he will not negotiate at length with players or Krimhilda. He will repeat his line once again, and in 3 combat rounds (if the players haven't initiated the combat until that point) he will utter just one word: "Fire".

At this point, battle cannot be avoided any more. Zemann's tactic is very simple: shoot, jump from the balloon, and kill the ones who escaped the first barrage of pistol fire and crossbow bolts. Zemann and his men are reluctant to move away from the balloon, since it is their only option of escaping the city if something goes wrong, so, in terms of disposition, the players can basically move around on the roof as they seem fit. Krimhilda will fight side by side with players in the fiercest of manners. As the battle progresses, the PCs can see a truly infernal sight: sounds of Kurgan are starting their final push to the west bank of the river Wolfen.



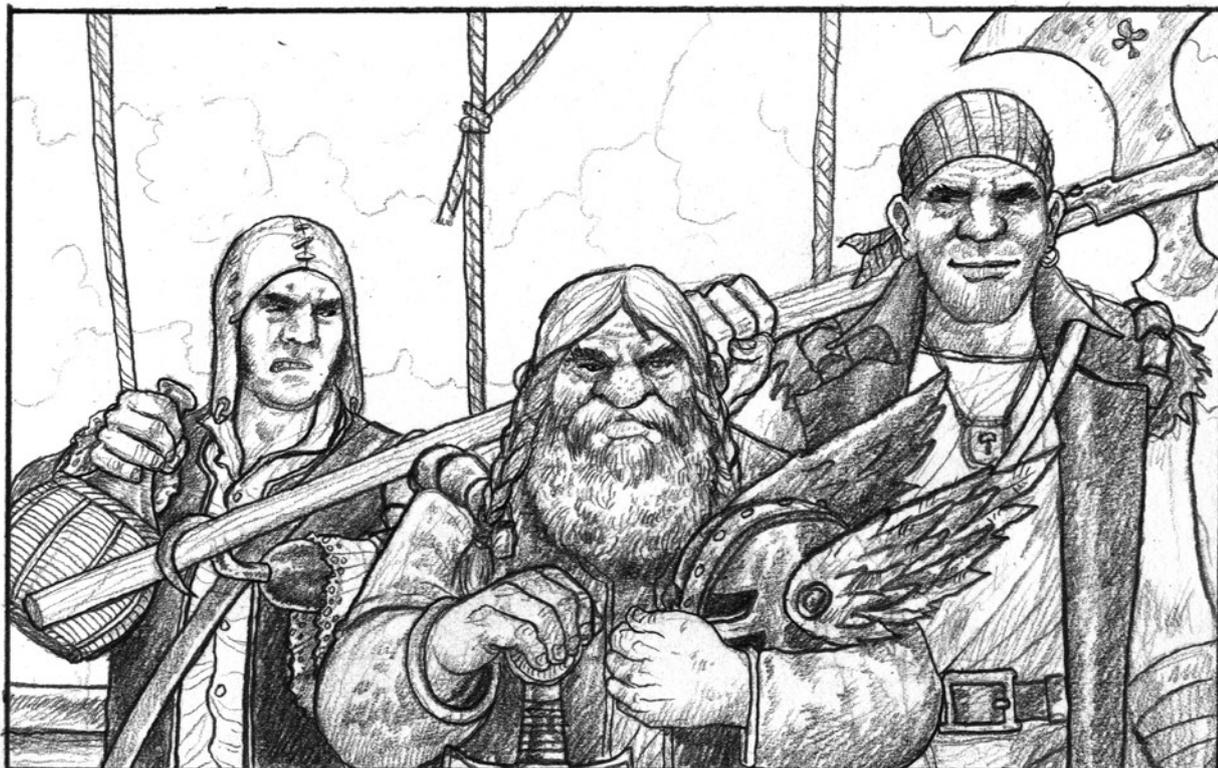
Once in the aircraft, and presuming that Captain Puzzo is dead, incapacitated, not there, or unwilling to cooperate with the players, they must find the way to operate the contraption. The task is not a very complicated one: the balloon is balanced by the hot air that lifts it, and the intensity of the flame is regulated by a simple valve-based device with lever. Int (Hard) test is required to deduce this. Failure by more than 30 leads to a dramatic plunge towards the ground. This will give the players a good scare, but nothing more serious than that.

If the PCs managed to defeat Zemann and his men, and take over the balloon, this encounter is concluded with a devastating sight: as winds carry the players high over Wolfenburg, they gaze with terror upon the marauding hordes of Kurgan who have finally obliterated last pockets of resistance on the left bank and now are turning to ravaging, looting and burning what was once a stately and powerful city.



## SLIPPERY WHEN WET!

As the roof is sloped and wet from recent rain, the PCs must pass the Ag test (Easy) for every combat round, but only when a character is directly engaged in melee or is aware that he or she is targeted with a ranged weapon. The same applies to the villains. Failure leads to a D100 roll: on 10 or less, character slips on a roof tile, effectively losing one combat round, or, probably, his life if he or she is at that point on the edge.



## EXPERIENCE AWARDS

- Survive and retrieve the Nine Virtues of Magnus the Pious 200 xp
- Saving Rudi Voeller and Mimi Voeller 100 xp
- Surviving random encounter 30 xp per encounter
- Finding Altebuch 30 xp
- Not killing Akakius 30 xp
- Finding Burgemeister's seal 50 xp
- Calming Putzi without hurting him 20 xp
- Calming the warhorse without hurting him 20 xp
- Striking a deal with Teresa 30 xp
- Striking a deal with Puzzo, Dieter and Volks 50 xp
- Operating the balloon if Puzzo and Dieter are killed 50 xp

## - IMPORTANT NPCs -

### Seargent Harold Zemann

**Career:** Soldier/Mercenary

**Race:** Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	45	43	41	40	32	41	30
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	4	4	4	0	0	0

**Skills:** Animal care, Common knowledge (Empire), Perception, Dodge blow, Ride, Gossip, Intimidate, Common Knowledge (Tilea), Haggle, Search, Speak language (Battle Tongue), Speak language (Tilean), Swim, Speak language (Reikspiel), Read/Write

**Talents:** Quick Draw, Strike Mighty Blow, Specialist weapon (2-handed), Strike to Injure, Strike to Stun, Disarm

**Trappings:** Mail shirt & Leather jack, Crossbow, 10 bolts, shield, mace, great weapon, healing draught

**Appearance:** Huge, bearded, jovial, big handed with big lopsided grin when he is reveled to be more than simpleton soldier Harold Zemann is deeply unhappy man.

He always wanted to be a painter, but since he was a little kid in Marienburg everybody only judged him by his looks. He was big and intimidating and he slowly and almost by chance drifted into life of crime and soldiering. His natural air of authority catapulted him first through ranks of Marienburg Black hats (where he was known as bent cop) and then through ranks of various mercenary companies (once things got too hot in Marienburg). Almost by chance, he became member of Wolfenbug watch in 2519 IC. He seemed to settle, only occasionally dabbling with racketeering and similar criminal enterprises but he always longed for more. There was hole in his soul that could only be filled by huge amount of gold. It seemed that perfect opportunity arose when he met Teresa Sokolowski in 2520 IC. They soon struck mutually beneficial partnership and started to plot how to filch the Nine Virtues of Magnus the Pious under von Raukov's nose. However, in keeping with his nature, he found a way to betray even her. He got in contact with rival of Teresa's employee and for huge amount of money he agreed to sell her out. He bribed into obedience crew of the hot air balloon that are after all mercenaries. He is already planning his retirement in picturesque countryside of Tilea.

## Sister Krimhilda aka Teresa 'Fanny' Sokolowski

**Career:** thief/cat burgler

**Race:** Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	43	26	36	51	42	43	48
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	2	3	4	0	0	0

**Skills:** Charm, Scale sheer surfaces + 10, Concealment, Dodge blow, Evaluate, Disguise, Gamble, Pick lock + 10, Perception, Read/Write, Sleight of hand, Search, Speak language (Thieves tongue), Speak language (Tilean), Speak language (Reikspiel), Secret signs (Thief), Silent move + 10, Gossip

**Talents:** Alley cat, Streetwise, Trapfinder, Streetfighting, Specialist weapon (Crossbow)

**Trappings:** Red robes, Repeater crossbow, Leather jack, Sword, Dagger,

**Appearance:** Wasp-waisted, big breasted, blonde, brown eyed, true bred, sausage and cabbage fed daughter of the Empire, dressed in monastic robes that do bad job of hiding her womanly attributes.

Teresa was born in a refuge camp in the northern Empire in 2499 IC where her parents were dislocated after Orcish army vanguard slaughtered and burned their town. Her parents were killed in Middenheim snotling riots when she was only 4 and she was taken in by the local thief guild where she quickly learned their trade under watchful eye of the guild master.

Although she did well and her good looks kept her in good graces of city nobility and guild masters she soon found out that guild rules were smothering here and that she need something new.

After some unfortunate events involving one member of Todbringer family, one pearl necklace and one injured manhood she left for Tilea. There she discovered a completely different world that treated woman with more respect. In Sartosa one of the City's infamous Pirate Lords approached her and offered 2000 gold crowns and all help that she might need in order to recover one item from some traveling show. Money for nothing, she thought.



**Pidrit Tyolka**

**Career:** Kurgan champion  
**Race:** Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
46	38	46	32	48	27	29	39
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	12	4	3	5	0	6	0

**Skills:** Dodge blow, Follow trail, Search, Perception, Silent move

**Talents:** Excellent vision, Night vision, Rover, SWG longbow, Rapid Reload

**Trappings:** Sword, Longbow and 20 arrows, full leather armor, breastplate

**Skills:** Read/Write, Academic Knowledge (Administrative), Intimidate, Perception, Command

**Talents:** Acute Hearing, Etiquette (Bureaucratic), Frightening, Super Numerate

**Special:** Each successful tentacle hit adds a cumulative 10% chance of Akakius inserting corrosive ink into his opponent. The ink slowly decomposes the victims internal organs for d10 – TB days. The affected character must succeed a Toughness test each day or lose 5% from all physical characteristics (S, T, Ag). On the last day, the final test is made to determine if stat. loss is permanent. On a successive roll, the character heals the damage at 5% per week.

**Rumpus Hildegard**

**Career:** Scribe  
**Race:** Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
46	38	46	32	48	27	29	39
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	12	4	3	5	0	6	0

**Skills:** N/A

**Talents:** N/A

**Putzi, hungry leopard**

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	0	40	45	45	14	25	0
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	4	4	7	0	2	0

**Skills:** Follow Trail

**Talents:** Keen Senses, Natural Weapons

**Special:** Claws + Bite attack.

**Akakius Akakius**

**Career:** Archivist  
**Race:** Mutant

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
38	23	42	44	33	39	32	26
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	10	4	4	0	0	6	0

**Captain Mario Puzzo**

**Career:** Seaman/Mate  
**Race:** Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
46	43	46	43	37	36	32	39
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	18	4	4	4	0	0	0

**Skills:** Common knowledge (Tilea), Consume alcohol, dodge blow, sail, Scale Sheer Surfaces, Speak language (Tilean),

Swim, Command, Gamble, Intimidate, Speak language (Reikspiel)

**Talents:** Hardy, Seasoned Traveler, Strike mighty blow, Resistance to Disease, Street fighting,

**Trappings:** Leather jack, Helmet with feather wings, Hand axe, Shield, Bad temperament

**Appearance:** Fat, red faced, with huge blonde mustaches, blood-shot eyes, never without his winged helmet (true flyer never leaves a home without one)

Proud captain of the “Thunder Dragon” hails from pastoral Averland and is seventh child from the mixed marriage between Tilean father and Aver mother. He run from home, traveled extensively on Reik, reaching eventually Marienburg and latter enrolling in Luccini military.

He was soon bored by simple garrison duty and teamed up for regular drinking bouts with another Imperial expatriate Dieter ‘Eccentric’ Dengler who searched for someone to finance his half-baked ‘scientific’ projects. Mario immediately understood that these inventions could have military use and soon fancied that he can become another Borgio the Besieger.

Together they plundered coffers of one minor Prince that made his home in Luccini and with these ill gotten gains passed the strait of Pirate’s Current to pirate city of Sartosa. There they spent all of it finishing and assembling the hot air balloon (they call it skyship) that could carry small cannon. Unfortunately, this device proved somewhat temperamental, not exactly safe, and nowhere as useful as they hoped it to be. They constantly quarreled and fought and that is when one of the infamous Pirate Lords had an assignment for them in the Empire.

## Dieter ‘Eccentric’ Dengler

**Career:** Student/Engineer

**Race:** Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
30	40	33	37	42	51	42	47
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	0	0	0

**Skills:** Academic knowledge (Engineering), Academic knowledge (Astronomy), Consume alcohol, Heal, Perception, R/W, Speak language (Classical), Speak language (Reikspiel), Academic knowledge (Science), Common knowledge (Tilea), Common knowledge (Empire), Drive, Speak language (Tilean), Trade (Gunsmith)

**Talents:** Linguistics, Savvy, Super Numerate, Specialist weapon (gunpowder), Master gunner

**Trappings:** Leather jack, 2 pistols, engineers’ kit,

**Appearance:** Tall, lanky, with long arms, with perpetual stoop, with only one hand (he lost other in flight related accident) and wispy thin blonde hair.

Dieter was always an eccentric. Even as a kid growing up in small town in the province of Wissenland, while other boys were playing with wooden swords, he was constructing kites and dreaming of flying like a bird.

Once he started University in Nuln he got interested into work of great Leonardo de Miraglino. After unfortunate incident involving Cathay rockets and Imperial steam-tank he quietly left Nuln and went to Tilea.

There he drunk, gambled, researched Leonardo then drank some more and gambled even more. He wandered from City-State to City-State, from court to court, from inn to inn till he already destitute ran into Mario Puzzo. It was meeting of kindred spirits. Two imperials in a foreign land that felt that their fatherland has forsaken their genius, they soon struck fast friendship. Now their dreams are crumbling and they are flying on unstable and dangerous machine but little Dieter only wants to fly.

### Volks Reiffeissen

Career: Ex Sergeant  
Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
54	38	41	49	31	31	31	31
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	4	4	4	0	0	0

**Skills:** Perception, Animal Care, Command, Gossip, Gamble, Outdoor Survival, Search, Swim, Dodge Blow + 10%, Speak language (Reikspiel), Speak language (Tilean)

**Talents:** Night Vision, Savvy, SWG two handed weapons, Strike Mighty Blow

**Trappings:** Page from Elven textbook on erotic art, bottle of brandy, pipe and tobacco, a dried ham, halberd, dagger, sword

Volks, born on a pig farm, is an ex-militiaman, now hired arm to anyone who can afford his skills. His loyalty to his employer is rock-solid, at least until better offer is presented to him. He keeps his thoughts for himself, mostly because he is utterly scared of flying, and mumbles sotto voce that "men are not meant for a-flying on them balloons, no sir".

### Kurgan warriors

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	33	36	37	34	28	37	24
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	3	0

**Skills:** Animal care, Common knowledge (Chaos Wastes), Follow trail, Navigation, Outdoor survival, Perception, Ride + 10, Search, Speak language (Kurgan)

**Talents:** Orientation, Specialist Weapon Group (2-handed), Strike to Injure

### Special abilities:

- **Chaos Mutation:** There is 25 % chance a Chaos Marauder has a single Chaos Mutation. Roll on a table 2-1: Expended Chaos Mutations in Old World Bestiary to generate it if present and modify stats as appropriate

**Trappings:** Light Armour (Helmet, Leather Leggings), 2 javelins, Great Weapon, Hand Weapon, Shield



**WOLFENBURG**  
during the 2521. siege



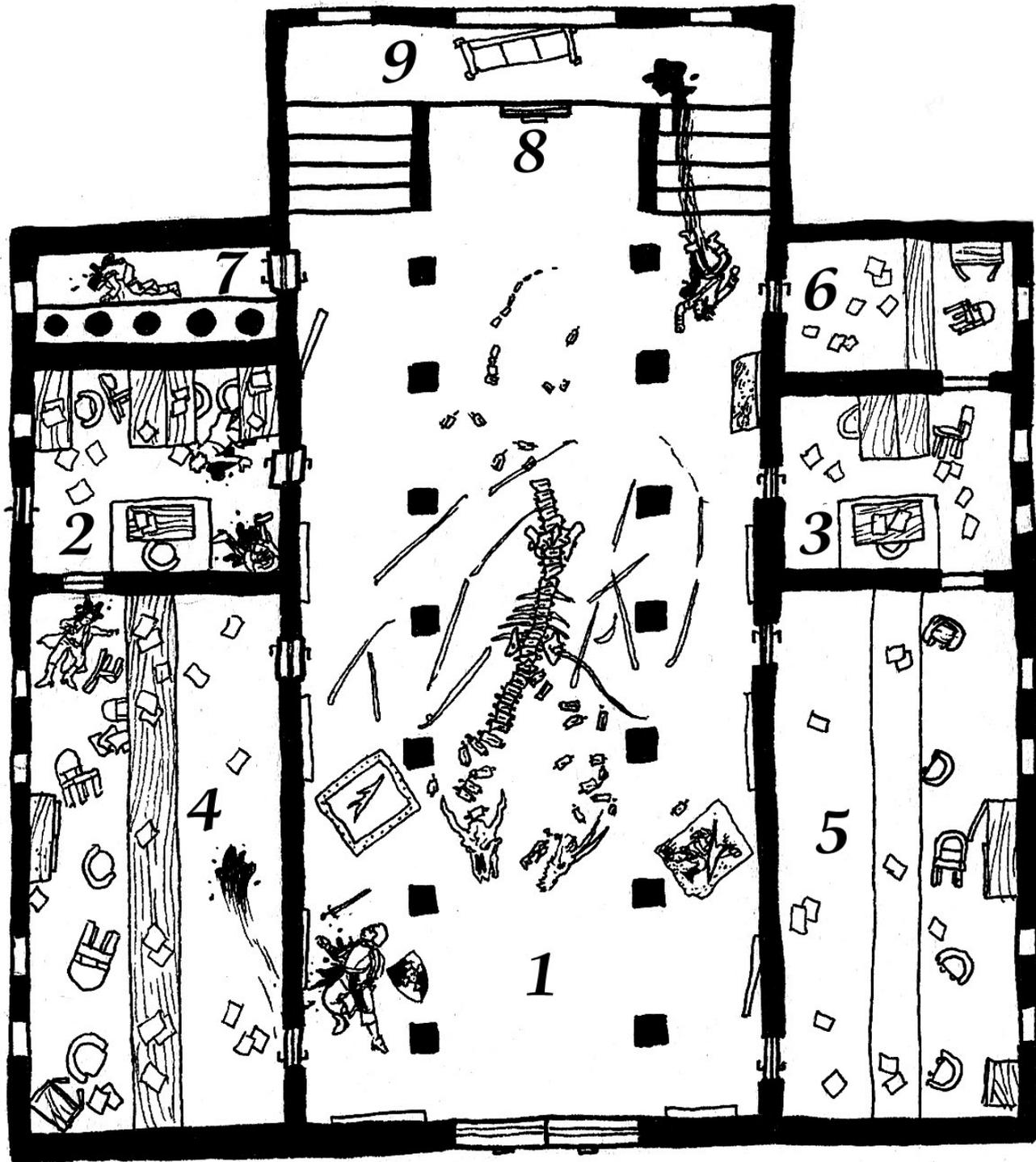


A. - NO MANS LAND

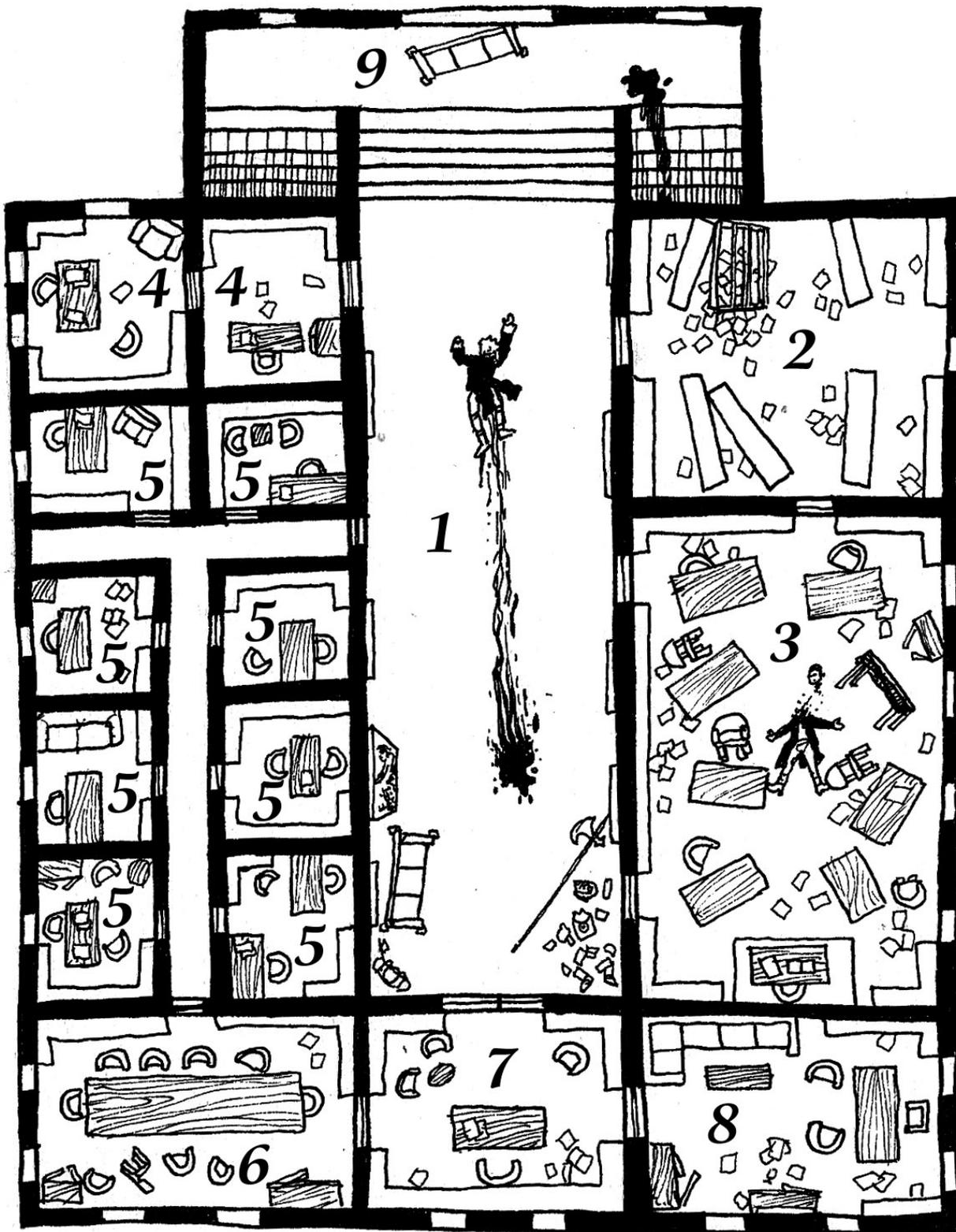
B. - ALTERED STATES

C. - UTTER MAYHEM

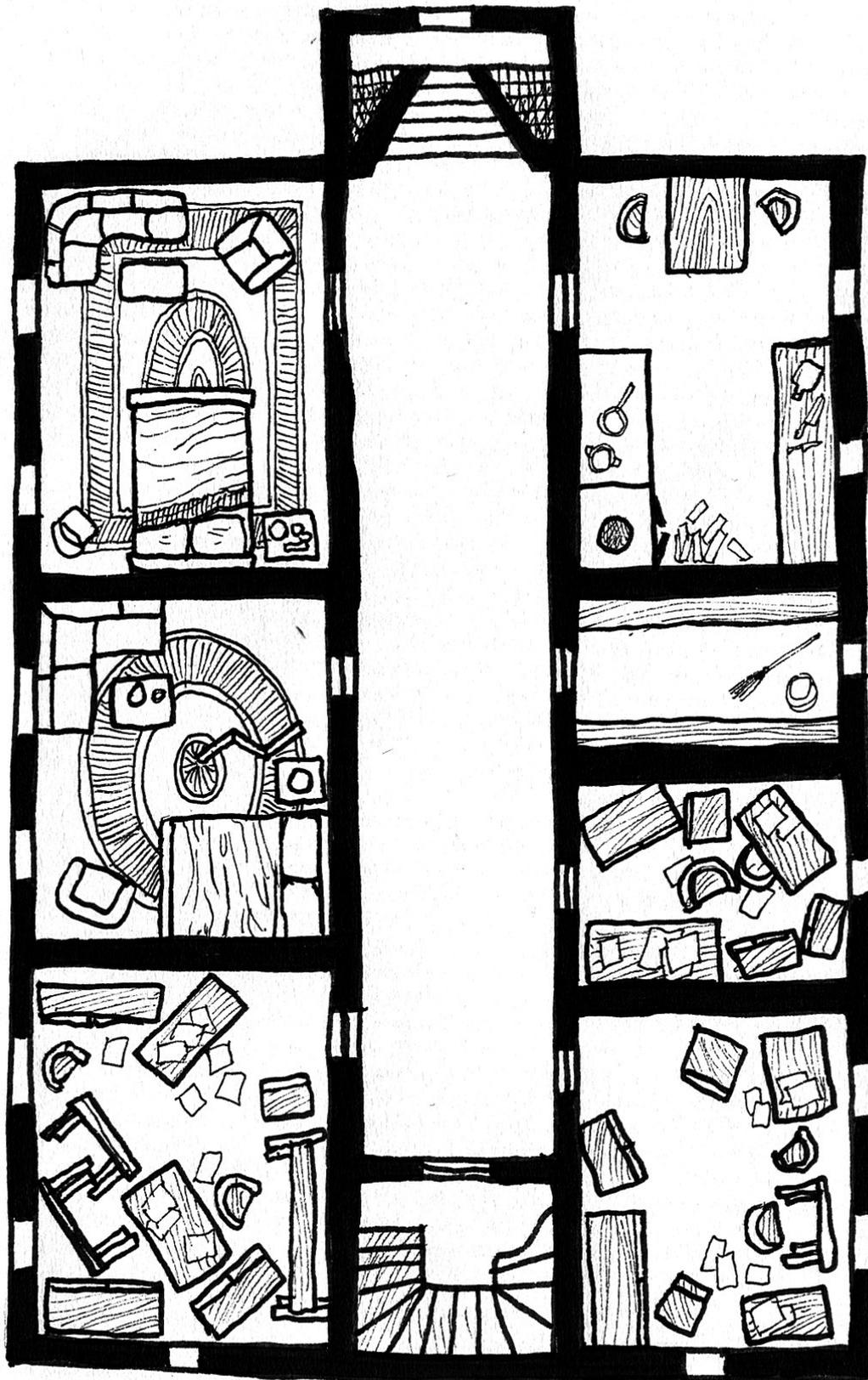
ZONES OF DEVASTATION



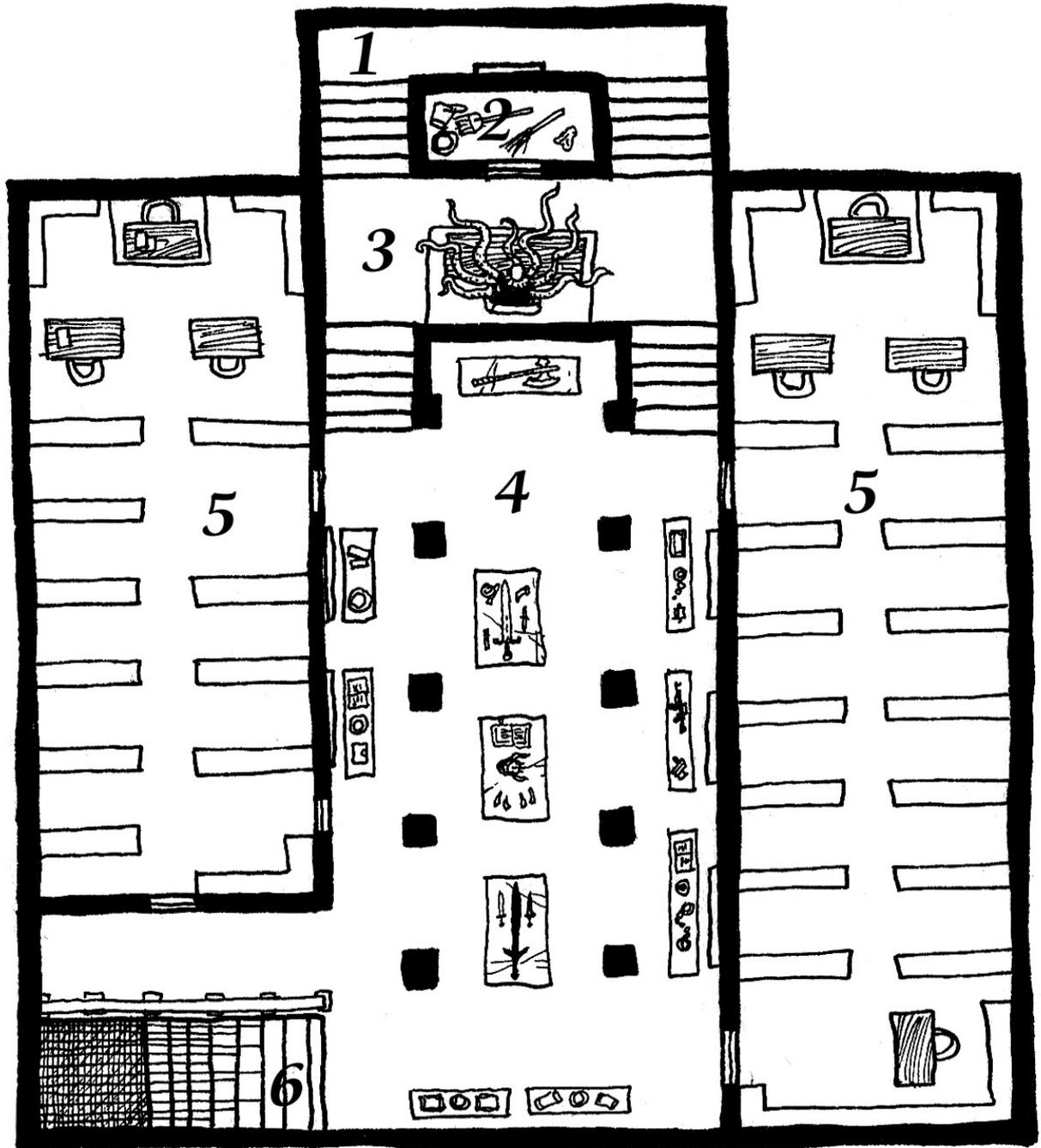
CITY HALL  
GROUND FLOOR



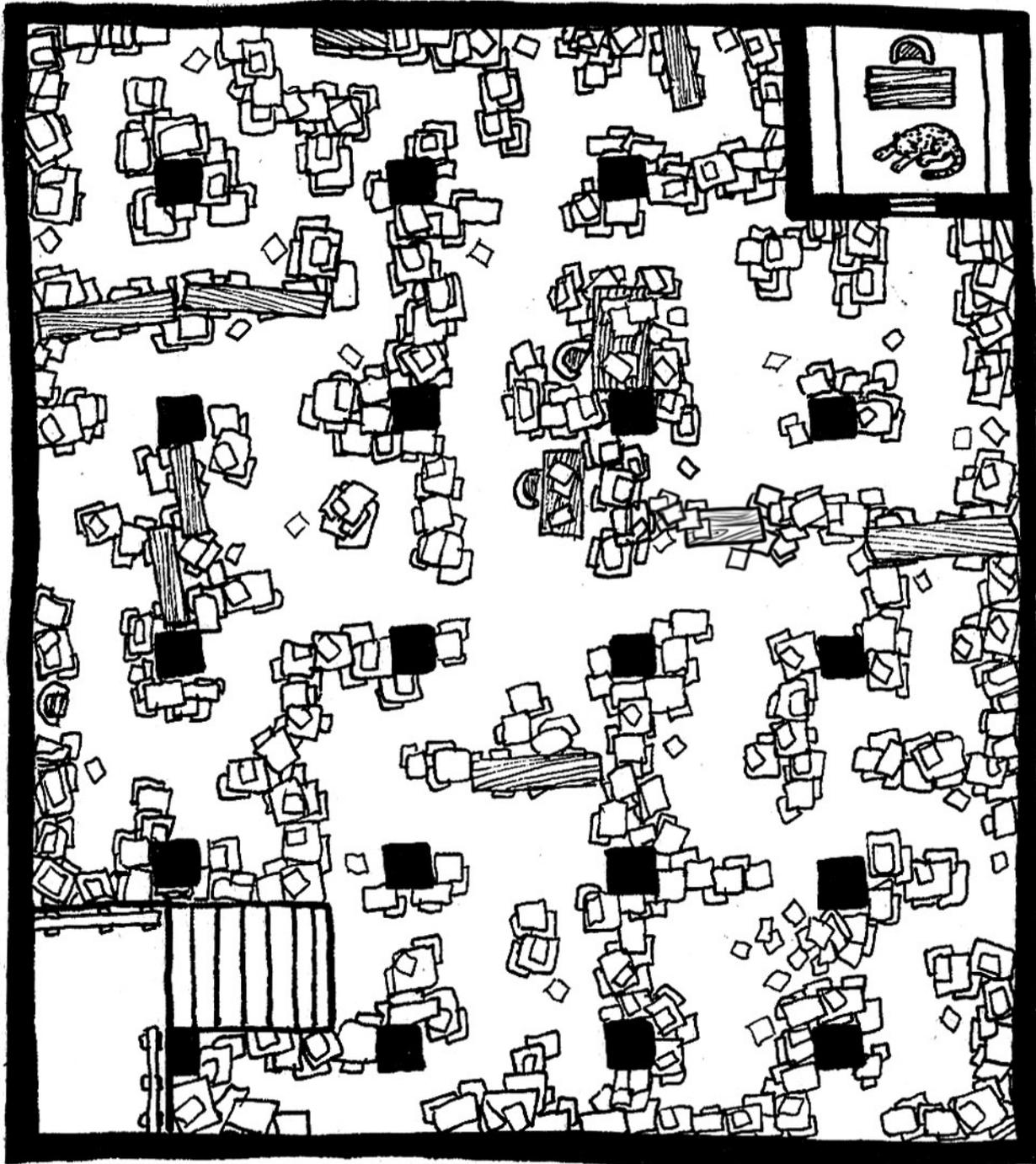
CITY HALL  
FIRST FLOOR



CITY HALL  
ATTIC



CITY HALL  
BASEMENT ARCHIVES



CITY HALL  
BASEMENT OLD ARCHIVES

