

**WARHAMMER™
FANTASY ROLE PLAY**

LICHEMASTER



AN ADVENTURE SUPPLEMENT FOR STARTING CHARACTERS

BY CARL SARGENT
AND
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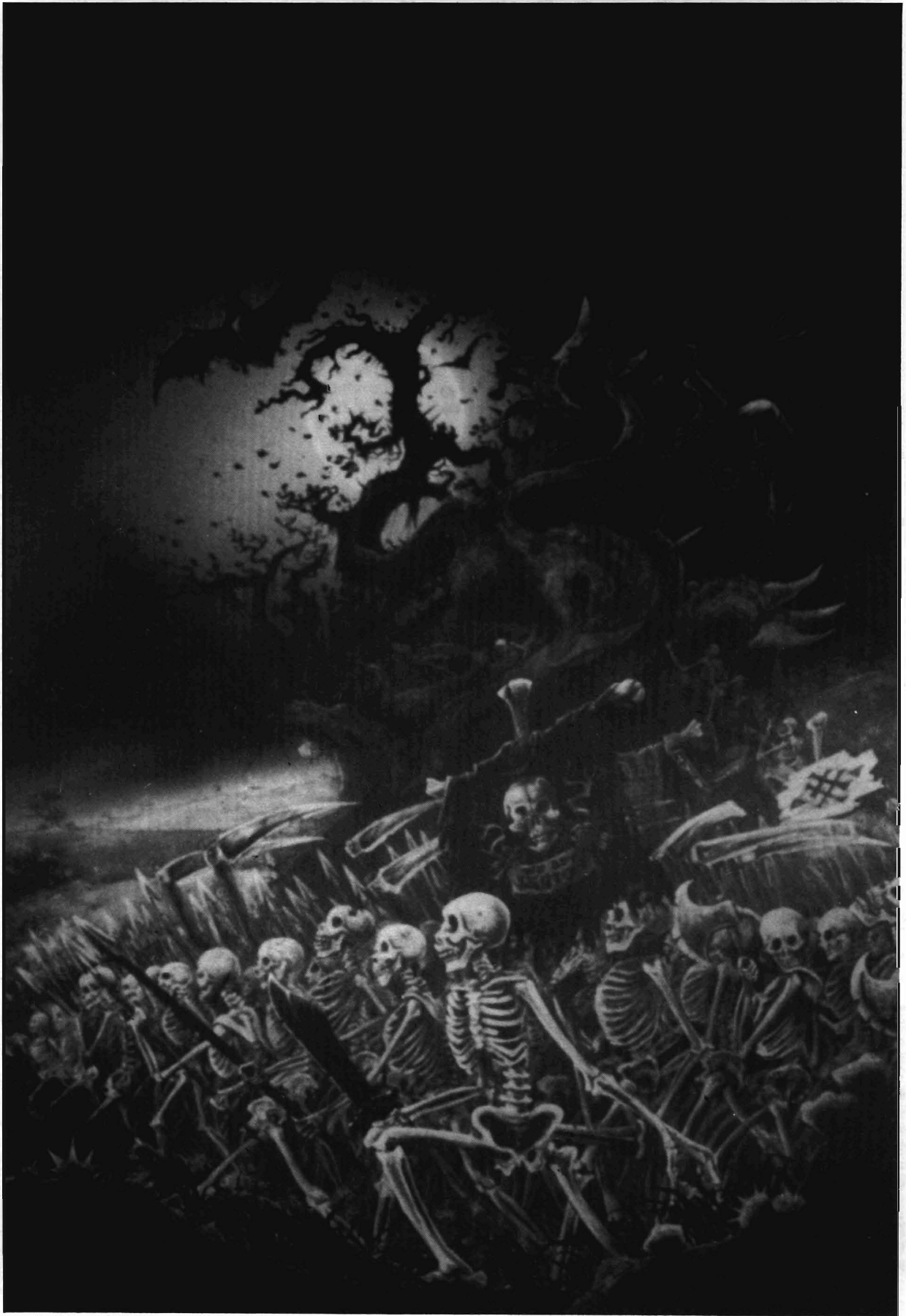
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RETURN OF THE LICHEMASTER

Welcome to *Return of the Lichemaster*. In this *Warhammer Fantasy Roleplay* mini-campaign, adventurers face the terrifying prospect of an Undead army, massing in the Grey Mountains and preparing to sweep down on the settlements below.

In the isolated monastery of La Maisontaal, one senior monk suspects the truth. But when – and where – will the Undead appear? Where will they strike first? How can they be stopped?

The mountains need to be scouted; a vital burial mound must be located before it is too late. And to prevent panic, the searchers must not know what they are really looking for.

Designed for adventurers in their first careers, this adventure will test roleplaying and combat skills to the limit as the Undead sweep down from the mountains.

Abbreviations

A	Number of attacks (melee)
AP	Armour Points
BS	Ballistic Skill
CI	Cool
CR	Complexity Rating (locks)
D	Damage
Dex	Dexterity
DOTR	Death on the Reik adventure
EIF	Empire in Flames adventure
EPs	Experience Points
ES	Effective Strength (missile weapons)
Fel	Fellowship
GC	Gold Crown
GM	Gamesmaster
I	Initiative
Int	Intelligence
Ld	Leadership
M	Movement
MP	Magic Points
NPC	Non-player Character
P	Parry
PBT	Power Behind the Throne adventure
PC	Player Character
R	Range (missile weapons)
RD	Restless Dead companion/rulebook
Rld	Reload time (missile weapons)
ROC-LD	Realm of Chaos – The Lost and Damned
ROC-SD	Realm of Chaos – Slaves to Darkness
S	Strength
SOB	Shadows over Bøgenhafen adventure
SRK	Something Rotten in Kislev adventure
SS	Silver Shilling
T	Toughness
TEW	The Enemy Within sourcebook
W	Wounds
WC	Warhammer City sourcebook
WFRP	Warhammer Fantasy RolePlay rulebook
WP	Will Power
WS	Weapon Skill

WHAT THIS BOOK CONTAINS

Return of the Lichemaster includes the following elements:

- the introduction (this section), giving you basic notes on how to use the book, and the background to the terrifying sequence of events set out in the adventure sections;
- a complete mini-campaign in five chapters, with all necessary maps, player handouts and GM aids, plus a range of suggestions for expanding and continuing the adventure;
- six pregenerated player characters, complete with backgrounds and ready to use;
- an appendix on playing the four major battles using the *Warhammer Fantasy Battle* tabletop rules.
- an appendix detailing the Monk, a new career for WFRP characters.

The Five Chapters

Return of the Lichemaster breaks down into five distinct phases, or chapters:

In Search of Famous Dead

The PCs are hired by a scholarly monk to locate a burial-mound which is of vital importance to a historical book he is writing. But things are stirring in the mountains...

The Lichemaster Strikes

While following up a lead at a remote Dwarven mine, the PCs have to fight off an Undead attack. The people at an isolated mountain farm must be warned – and then defended.

Carnage at Frugelhofen

The PCs have pulled back to the village of Frugelhofen, along with many refugees from the growing Undead menace. They must build the terrified peasants into an effective defensive force before an Undead horde falls upon the village.

Secrets in the Crypt

Frugelhofen has fallen. After a hair-raising escape from the Undead army, the PCs find themselves back at the monastery of La Maisontaal amid a flood of refugees. Defences are built around the monastery, but then the Master of La Maisontaal remembers the story of a hidden laboratory and two devastating weapons. Time is short – can the PCs find the laboratory, neutralise its defences and find the monastery's salvation?

Death Shall Not Have Them

Swollen by the dead of recent battles, the Undead army lays siege to La Maisontaal. How long can the defences hold out? Do the PCs have the weapons from the crypt? Do they have the means to use them? If La Maisontaal falls, where can they run?

HOW TO USE THIS BOOK

In order to use *Return of the Lichemaster*, you will require the *Warhammer Fantasy Roleplay* rulebook, plus scrap paper, pencils and dice. Some spells and magical items from *The Restless Dead* campaign and rules supplement are used in this mini-campaign, and you will find it useful to have that book. If you do not have access to a copy of *The Restless Dead*, you can easily replace the spells and magical items with others chosen from the *WFRP* rulebook.

Return of the Lichemaster is designed for beginning-level characters, still in their first career. Players can generate characters of their own using the *WFRP* rulebook, or they can use the pregenerated PCs in the back of this book. The pregenerated characters can be used to start play almost immediately, saving a lot of time for eager players!

The pregenerated PCs have other advantages. Firstly,



they have been specifically designed with this adventure in mind, and they have a range of personality traits and Guilty Secrets which will make them a very interesting and entertaining group to play. Secondly, there are some NPCs and events which have extra value if the pregenerated PCs are used; they may come uncomfortably close to a Guilty Secret here or there. Finally, the pregenerated PCs are a well-mixed group, with a good range of skills and capabilities: not too combat-oriented, but capable in a fight, and with some important and useful specialists in the form of Wizard's Apprentice and a Physician's Student – magic and healing are vital when dealing with the Undead, and a party without these two facilities can end up in serious trouble.

Whether or not you intend to use the pregenerated characters, have a look at them – you might be able to use them as NPCs at some time. Their backgrounds can provide a useful basis for you to sketch in details of player-generated PCs to fit them into place in the country around La Maisontaal, where the action begins.

Using Experienced PCs

Return of the Lichemaster was designed for PCs with little or no adventuring experience. However, it can be used with more experienced characters, provided that you bear the following points in mind:

First, how much experience can the PCs have? Ideally, *Return of the Lichemaster* is designed for PCs with no more than, say, 800 experience points' worth of profile advances and skills. An important part of the campaign is the fact the the PCs are comparatively weak, and have to recruit NPCs and find magical items to help them overcome the Undead peril. If the PCs are powerful enough to mow down forty Skeletons without breaking their stride, then a lot of the adventure's challenges and dilemmas – and enjoyment – will be lost.

More powerful characters can be used in smaller numbers – for example, a party of three characters with two careers behind them, or two characters with three careers behind them. As a rule of thumb, try to keep the party's total number of previous careers to six or less.

Experienced PCs will need some reason for being at La Maisontaal – or in the area – when the adventure begins. They could be hired as bodyguards to protect an elderly academic bookworm who is visiting La Maisontaal to study certain ancient and rare tomes kept there; or they could have been hired by a clerk in the service of Jean-Louis Dintrans, Master of La Maisontaal, to act as couriers for a trunk of rare books being sent from Altdorf (or somewhere close to where the PCs are) to La Maisontaal.

You can easily improvise a couple of encounters along the way to La Maisontaal. These should be kept fairly low-key (a couple of mutants, a small band of Goblins, etc) so that the PCs are not exposed to serious hazards before the campaign starts – they'll have enough to do when the Undead horde begins to consume the countryside!

The Enemy Within Campaign

If you want to use *Return of the Lichemaster* in conjunction with *The Enemy Within* campaign, you should play *Return of the Lichemaster* first – or at any rate, at some time before *Death on the Reik*. At a later

point than this, the PCs will be rather too powerful for *Return of the Lichemaster* – and by the end of the campaign, they may also be nobles and have even worse problems to worry about than a few Skeletons! The section on *Expanding the Adventure* at the end of this book includes notes on combining *Return of the Lichemaster* with *The Enemy Within* campaign.

The Restless Dead Campaign

PCs from this campaign will fit quite well into *Return of the Lichemaster*, although the party size shouldn't exceed five, and even then you may want to increase the rank-and-file Undead strength in the various skirmishes by 50% or so.

The *Restless Dead* campaign ultimately leads the PCs to Delberz, which is not far from Altdorf, so that it is possible to use either of the experienced character lead-ins to *Return of the Lichemaster*.

Alternatively, characters could go on to *The Restless Dead* after completing *Return of the Lichemaster*, and this option is covered in the section on *Expanding the Adventure* at the end of this book.

Profiles, Maps and Play-Aids

At the back of this book is a reference section, including NPC and monster profiles, maps, player handouts and play-aids. Especially important is the Adventure Log, which is designed to help you keep track of key events during the campaign – you will often be told to make a note of something which occurs during the adventure, and this is the place to do it! It is especially useful for keeping track of NPC fatalities, and the PC Heroism Chart is vital, as you will see!

THE RETURN OF THE LICHEMASTER

Our story begins in 2132 IC, in the Grey Mountains, with a remarkable outlaw gang known as the Blue-Blooded Bandits. Led by one Adolphus Zwemmer, the gang preyed upon the area of the Grey Mountains between the Helmgart Pass and the upper reaches of the river Bsgen.

The Bluebloods, as they were also known, got their name from the fact that many of the gang members had been born into noble families in The Empire and Bretonnia. Some were black sheep and younger sons, driven to banditry by lack of money; others were sensation-seekers, bored with conventional entertainments. They terrorised the central stretch of the Grey Mountains, staging daring raids on merchant caravans in the Helmgart Pass and evading the forces of the Duc de Parravon for almost four years before they were brought to battle and annihilated by a large combined force of Parravon militia and Imperial Witch Hunters, working with Dwarf mountain scouts. In all their raids and robberies, the Blue-Blooded Bandits never left a single survivor or witness who could say where they came from or what they looked like.

So much is part of the local legend. The bandit gang's ferocity is generally attributed to aristocratic disregard for lesser mortals; in fact, it was more sinister in its origins. What is not generally known is that Adolphus Zwemmer was a Champion of Chaos, and that at the





core of the Blue-Blooded Bandits lay a debased cult of Nurgle, the Chaos Lord of Pestilence and Decay.

Zwemmer was mortally injured in the final battle, and his few surviving followers took him to the remote Frugelhorn valley, where he died. They buried him in a mound like the ancient tombs which dot the mountain landscape, hoping that this would hide his final resting place from their enemies. His Chaos armour and sword were laid in the mound with him, for his followers were afraid keep these baneful items. The last of the Blue-Bloods scattered to the winds, and Zwemmer's body lay undiscovered in its mound for almost four centuries.

Undiscovered, until the coming of Heinrich Kemmler, the necromancer who called himself the Lichemaster.

Kemmler's career began over a century ago, when he began studying at the University of Nuln. Possessed of a solitary and secretive nature, Kemmler grew interested in those arcane magical arts which a man would perforce have to practice alone in any civilized place: necromancy, magical transmutation of the shape and substance of living things, and many other horrors. Over years and decades, Kemmler grew in power as he sank in depravity until, that is, the secret laboratory in his lodgings was discovered by the authorities.

Kemmler fought his way clear of the militia detachment sent to arrest him. Many of them fled as their dead comrades arose to attack them at Kemmler's behest. Kemmler fled the city before its more powerful wizards could lay hands on him, and fled down the Reik, never more than hours ahead of the wizards and witch hunters sent out to kill him. As the alarm spread along the Reik through the chain of semaphore towers linking

Nuln and Altdorf, Kemmler found the net closing in. He turned westwards, and fled into the Grey Mountains, heading for the Helmgart Pass and Bretonnia.

In the mountains, Kemmler came upon the remote monastery of La Maisontaal. The monks there received him courteously, and he thought that, at last, he had found a safe haven for a little while. But he was wrong. René de Muscadet, the Master of La Maisontaal, was a wizard of some power himself, and the news had already reached him.

De Muscadet's attack caught Kemmler off-guard. Most terribly for the necromancer, de Muscadet struck him with a *Staff of Ether Shrivening*, a rare and powerful magic item which left the necromancer permanently drained of all magical power. Maddened with rage, crippled physically and mentally, Kemmler escaped only with the aid of a *Ring of Flight*. He flew back into the mountains, and de Muscadet thought he was finished; although Kemmler was still alive, his power was broken and he would soon be brought to justice.

Search parties went into the mountains, but no trace of Kemmler could be found, alive or dead. After a few months the search was called off; the necromancer must surely have died in the mountains, and his body eaten by wolves of other beasts.

The searchers were wrong. For forty years Kemmler was assumed to be dead, but only two weeks ago de Muscadet, now near death, had a vision. He saw his old enemy Kemmler, and knew that he was on the verge of regaining his old power, and more besides. He saw a burial mound in the mountains, and he heard the name *Zwemmer* – the leader of the now-legendary Blue-Blooded Bandits. When he awoke, de Muscadet summoned his deputy and nominated successor Jean-Louis Dintrans – who had been an initiate at La Maisontaal when the Lichemaster was defeated – and told him of the vision. Two days later he died, and one of the junior monks reported seeing an albino raven flying away into the mountains.

Dintrans, now the Master of La Maisontaal, is taking his mentor's vision very seriously indeed. If Kemmler is to recover from the effects of the *Staff of Ether Shrivening*, he must have made contact with a source of tremendous evil power; and if that is so, the whole area is in terrible danger – and perhaps, the whole of the Old World.

He knows that he must find Zwemmer's burial mound, but the mountains are full of such ancient monuments, and to find one among so many is an almost impossible task. Especially since, in order to avoid widespread panic, the search must be kept secret. So, Dintrans has begun to write a book – a definitive history of the Blue-Blooded Bandits. He is hiring scouts and other adventurers as 'research assistants', and giving each group an area to search for the last resting-place of Adolphus Zwemmer. By coincidence – or fate – the PCs are sent to search the Frugelhorn valley.

Kemmler did not die in the mountains, but wandered for years, sustained only by hatred and the thought of vengeance. In the high summer pastures of the Grey Mountains, stories sprang up of the Ghost of the Crags: a figure sometimes seen by herdsmen tending their sheep on the high fells, silhouetted against the sky as he stumbles through the high peaks. He lived by scavenging and stealing chickens from remote upland farms, until one stormy day which has yet to dawn.

On that day, he will stumble upon a burial mound, high in the Frugelhorn valley. There, a Daemon which once aided Adolphus Zwemmer will make Heinrich Kemmler an offer he cannot refuse. In exchange for his service, the Daemon will restore his lost power, and give him the means to avenge himself.

GM'S PLOT SUMMARY

The adventure opens with the PCs on the road to La Maisontaal. Perhaps they have seen a notice circulated by Jean-Louis Dintrans, offering payment for a simple scouting task in the mountains. Or perhaps they have other reasons for going to the monastery, as outlined in the section on *Using Experienced PCs*.

As the road winds into the mountains, the PCs have a chance encounter with a small group of Skaven. The Ratmen are on a mission of their own, and will try to avoid the PCs if possible. The significance of this encounter will become clear later on.

Upon their arrival at La Maisontaal, the PCs are briefed by Jean-Louis Dintrans – who does not mention his real objective – and the following morning they begin their work. When they reach Frugelhofen, which is to be their base of operations, they have a chance to question the villagers and to discover that one or two of them are more than simple farmers. They find few firm facts about burial mounds, though, and decide to set out the next day for a Dwarven mine deep in the mountains.

Meanwhile, Kemmler has found Zwemmer's tomb, and is making the daemonic bargain that will precipitate a nightmarish sequence of events.

At the mine, the PCs speak to an old Dwarf who may be able to direct them to a burial mound which is said to be Zwemmer's, although extracting this information takes a little time. Some scary and unsettling things begin to happen, too. A shepherd is found horribly murdered, along with some of his flock. A violent storm shakes the village, beginning and ending unnaturally suddenly. People are growing frightened...

At the Dwarven mining camp, the PCs learn that Undead have been sighted. Before they can act, a group of Undead attacks the mine itself, and the PCs have to fight for their lives and those of the Dwarfs.

The Undead are defeated, but at a cost. The Dwarfs decide to pull back to Frugelhofen, and confer with their Human neighbours on the best course of action. The PCs are sent to take word of the Undead to the remote Hesse Farm. The people there should be warned of the threat, and persuaded, if possible, to leave their farm and help in a planned defence of Frugelhofen. The Undead arrive shortly after the PCs, however, and they must fight for their lives once more.

Fleeing back to Frugelhofen, the PCs arrive just before the village is encircled by Undead. The PCs must unite the terrified villagers into a viable defensive force, and for a while it looks as if they can defend the village successfully. Then Undead reinforcements arrive, and it becomes clear that Frugelhofen must fall. The survivors are forced to escape downriver to La Maisontaal over terrifying rapids in frail and almost uncontrollable Bretonnian coracles. Whether the PCs have allies to take with them, and how useful they are, will depend on the kind of example that the PCs have set through the

action so far. If they have been courageous and decisive leaders, they will do far better than if they have hidden behind the nearest peasant as soon as danger threatens!

On their return to La Maisontaal, Jean-Louis Dintrans will tell the PCs everything that he previously held back. In their absence, a deathbed note from de Muscadet has been found. Magical help can be found in the crypt and catacombs below the monastery, but there are perils and traps and the help itself is double-edged, its use not without danger. As the others conduct a desperate holding action, the PCs must go into the crypt and bring back two magical items – the powerful but dangerous warpstone-powered *Arca Chaotis* and the half-activated Iron Warrior. These weapons can turn the tide in favour of the defenders, provided that they are recovered in time.

But once these magical items are recovered from the catacombs, the defenders of the monastery must learn how to use them. The Iron Warrior is not completely activated, and can move but not fight. The *Arca Chaotis* is likewise inactive, and requires the expertise of a Skaven Grey Seer to unlock its power. De Muscadet's notes mention Skaven, and the PCs remember encountering a band of Ratmen earlier on. They are the only chance – can the PCs get out through the Undead lines, find the Skaven, and persuade them to help their Human enemies?

By chance – or fate – the Skaven band is not far from the monastery. Their mission is to retrieve the *Arca Chaotis* from the Humans, and their Grey Seer leader has been following the scent of the warpstone for months. He has a warp-key, and will assist in the defence of the monastery upon one condition – that he and his Skaven are allowed to leave (unmolested) with the *Arca*. Alternatively, the PCs might slaughter the Skaven search party, weakening themselves for the final battle and gaining a warp-key which they are unsure how to use. One way or the other, the PCs must get back through the attacking Undead to unleash the power of the *Arca Chaotis*, activate the Iron Warrior and save La Maisontaal – if it still exists.



IN SEARCH OF FAMOUS DEAD

STARTING THE ADVENTURE

Return of the Lichemaster begins with the PCs on the road to the monastery at La Maisontaal. If you are using newly-generated PCs, or experienced PCs who are in the general area of Helmgart, then you should start the adventure by giving the players *Handout 1*. This is a copy of a notice circulated by Jean-Louis Dintrans to attract adventurers to scout the mountains. Copies of the notice will be posted in taverns and similar places all along the Helmgart Pass and the upper Grismarie river, and rumours that a monk in the mountains is recruiting adventurers can reach as far as Bögenhafen, Auerswald and Dunkelberg.

If you are using experienced PCs who are not in the general vicinity of La Maisontaal, then you can give them a reason for visiting the monastery, as we've already mentioned. In this case, have the PCs see the notice in an inn along the way, and give the players *Handout 1* at that time; if they fail to enquire when they arrive at La Maisontaal, have Jean-Louis show them another copy and ask them if they would be interested in the job.

THE ROAD TO LA MAISONTAAL

Map 1 shows the south-western Empire bordering on to eastern Bretonnia, and *Map 2* shows the area around La Maisontaal in greater detail. It is likely that the PCs will have to go through Parravon in order to get to La Maisontaal – basic information about Parravon may be found in the WFRP rulebook, and notes on this and other local Bretonnian settlements may be found in the *Gazetteer*, which is in the reference section at the back of this book. You shouldn't need much more than this, since the PCs are just passing through on the way to La Maisontaal – feel free to improvise if you need to! If they haven't seen the notice (*Handout 1*) by now, they will certainly see it in Parravon, since it is posted in the town square as well as in all the taverns, inns and ale-houses.

From Parravon, the PCs may take the road or river to Grunère, whence a rough track winds into the mountains towards La Maisontaal. The river is not navigable above Grunère – it narrows considerably, and becomes a rushing mountain torrent with frequent rapids and waterfalls.

The journey from Grunère to La Maisontaal is about forty miles, most of them through mountains. The journey will take twelve hours on horseback, and about twenty hours by any other means. About half-way along the road is a small wayside shrine to Taal – nothing more than a thatched circular hut with a deer-skull nailed over the doorway, where up to ten people could take shelter.

ENCOUNTERS ON THE ROAD

The road to La Maisontaal is fraught with the same perils and difficulties as any remote mountain track. You should feel free to improvise encounters along the way if you wish, but take care not to weaken the party unduly – they will need their strength for the nightmare to come!

There is one mandatory encounter during this part of the adventure, and that is the Skaven search-party described in the section headed *Stolen Goods*. The significance of this encounter will become clear later in the adventure. The other encounters and events described here are optional, and you are free to replace, amend or ignore them as you see fit.

Stolen Goods

As we have seen, René de Muscadet, the late Master of La Maisontaal, was a wizard of some power, and conducted various researches into the field of arcane mysteries. The story of how he obtained the great *Arca*

ADVENTURERS OF WIT AND SOME LITTLE INTELLECT REQUIRED

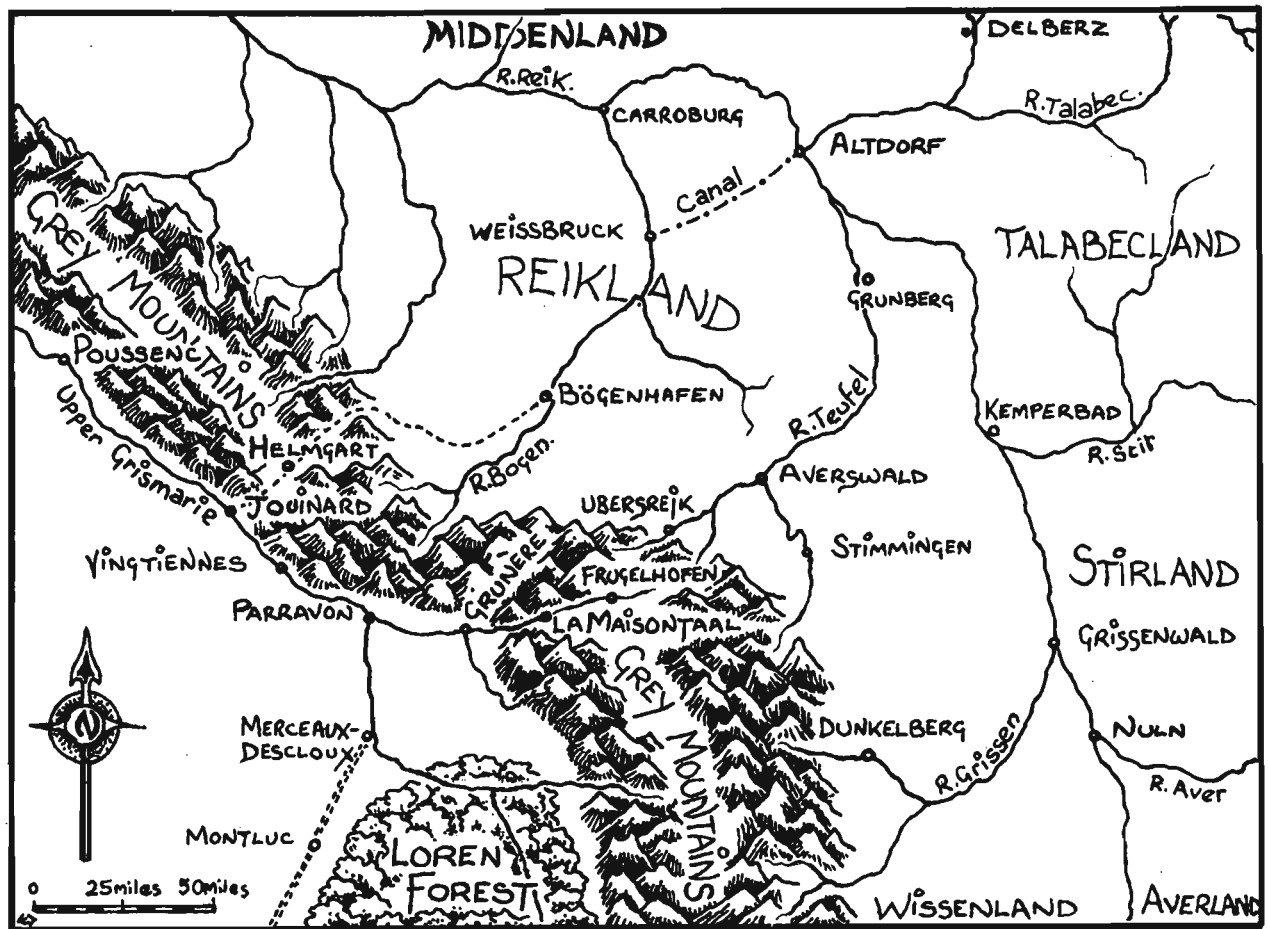
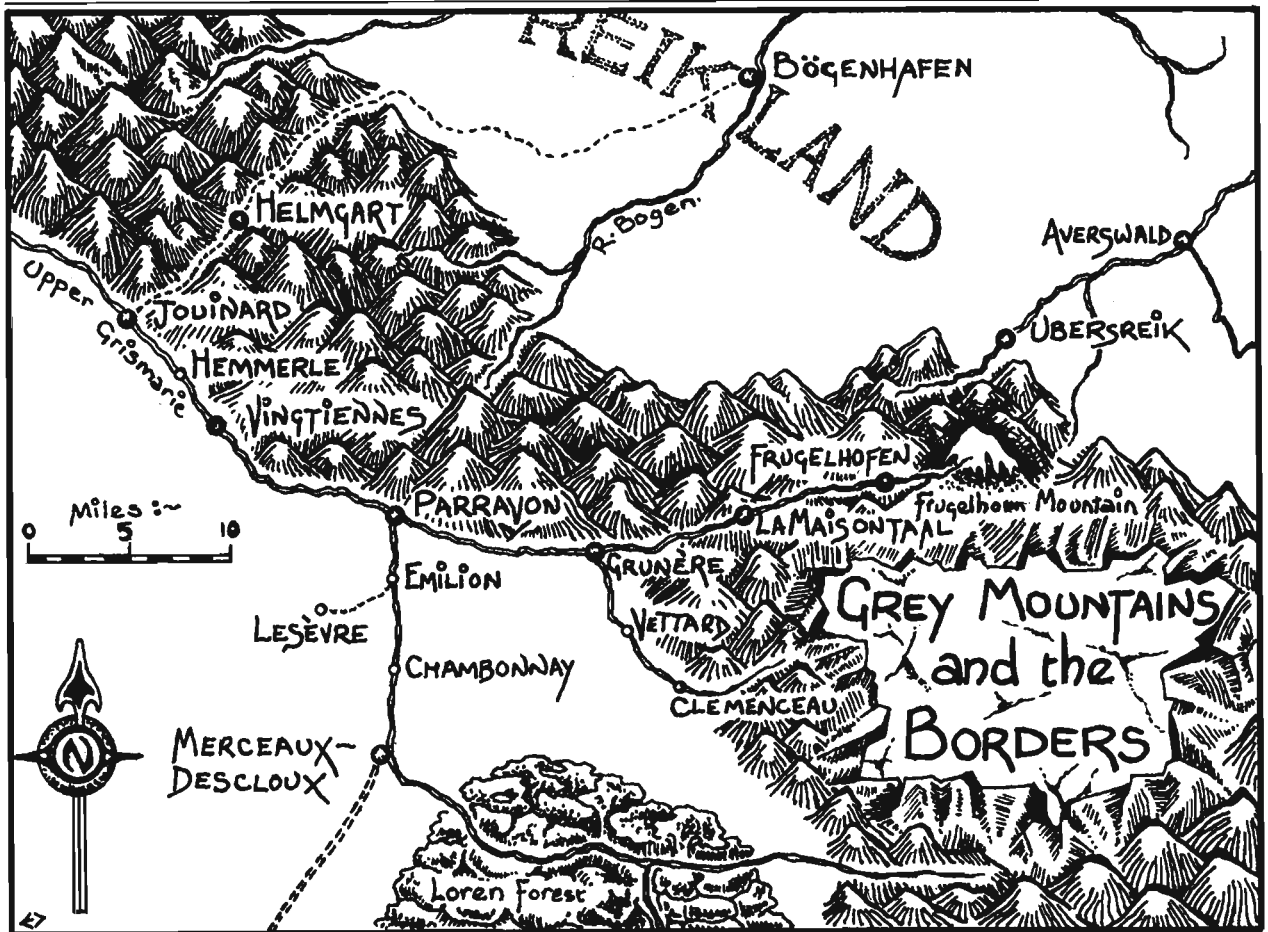
For a SURVEY of the Grey Mountains of this area, in search of TOMBS, Burial Mounds and other such RELICS of the ANTIQUE PAST.

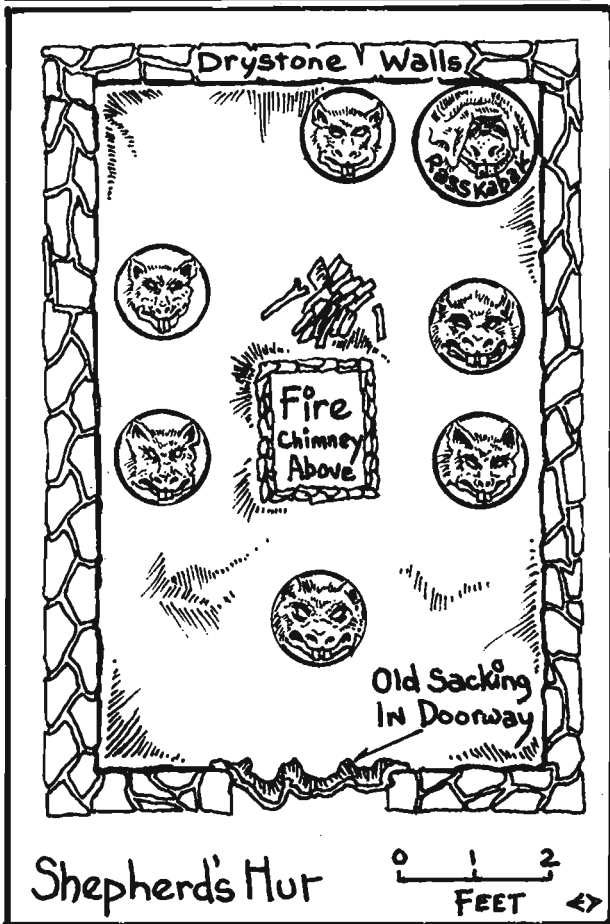
The SEARCHING to be CONDUCTED by Small Groups, each with an allotted REGION, who must STUDY, Survey, Map and REPORT (in a FAIR and READABLE Hand) upon all SITES of INTEREST they Discover.

SKILLS and Talents for SCOUTING, MAPPING and Survival are REQUISITE, since each party shall rely on their OWN RESOURCES to maintain them in the Wilds, and LOOK TO THEMSELVES against all Danger and Adversity.

GOOD PAY, with BONUS for each Discovery made.

SEEK OUT JEAN-LOUIS DINTRANS AT THE MONASTERY OF LA MAISONTAAL





If the PCs head for the inviting shelter – as they probably will – they will find the Skaven taking shelter inside. The Skaven are automatically *surprised* – they didn't hear the PCs approaching above the howling wind and lashing rain. The PCs probably didn't expect Skaven, either – unless they approached the building with deliberate caution, prepared weapons before opening the door, and so on, each PC must make an I test to avoid being surprised.

The Skaven are sitting around the fire, having obviously had much the same idea as the PCs when the weather closed in. The diagram below gives you the situation inside the hut, which you can set up with miniatures and floorplans if you wish.

Fighting the Skaven

The ceiling of the hut is only about 7ft high at the ridge, dropping to 5ft at the sides – this means that everyone over 4 feet tall will suffer a -10 penalty to hit while fighting with hand weapons in the hut. Bows and slings can only be used effectively by characters standing outside in the doorway and firing in. The fire is the only source of light, and shooting across it imposes a -10 penalty to hit.

It is not intended that this meeting should turn into a long battle. Although the PCs should have the upper hand for the first round, the Skaven could wipe them out or inflict serious casualties. And as we've already said, the Skaven need to preserve their own strength, and will try to avoid fighting.

You should keep any PC from engaging Rasskabak in the first round; there are Skaven all round him, and they will drag any assailant off. At the start of the second round, the Grey Seer will cast a Smash spell against the back wall of the hut and make a break for it; the Skaven warriors will conduct a fighting withdrawal through the gap and then take to their heels. With the darkness, the bad weather and the Skaven's superior movement rate, they should all get away without serious losses. If the PCs are particularly organised and inventive they might kill one or two of the warriors, but no more. At all costs, you must keep Rasskabak alive, as he has things to do later on.

Err – hello...

There is a chance that the PCs will not attack the Skaven immediately. Any PC who takes a moment to size them up will realise that they are a superior force; he will also realise that they are not making any hostile moves. If mutual *surprise* is achieved when the door is first opened, or if the PCs make no sudden moves for any other reason, Rasskabak will speak:

"Staystill, manthing! Heartalk. Nofight Skaven, diequick! Gonow, livelong!" (Translation: "Don't move, Human, and listen. If you attack us you will die. We do not wish to fight you at this time, so do yourself a favour and walk away.")

As the Grey Seer speaks, the Skaven warriors bunch themselves at the end of the hut furthest from the PCs, hands on hilts and eyes locked on the PCs. It is obvious that they wish to avoid a fight, but are confident they can deal with the PCs if necessary.

If any of the PCs tries to talk to Rasskabak, either to request information or to suggest that the Skaven leave the hut to the PCs, Rasskabak will cut him short midway through the first syllable:

"Gonow, manthing! Gogo! Wekill!" The warrior Skaven

Chaotis would make a book in itself, but for now suffice it to say that there are certain Skaven Grey Seers who are very, very interested in getting this huge mass of warpstone back.

One such is Rasskabak, who is searching the mountains at the head of a small band of Skaven warriors. His magical *seerstone* tells him that he is getting closer to the lost treasure, but it will be some time before he traces it to the monastery of La Maisontaal.

On the track from Grunère to La Maisontaal, the PCs will encounter Rasskabak and his warriors. The Skaven want to avoid any skirmishing, since their mission is to find the *Arca* and gain possession of the warpstone which it contains.

This encounter is best staged at around dusk, when the PCs should be some way into the mountains. The weather suddenly closes in with that violent speed for which mountain areas are notorious – clouds gather, the temperature drops almost as if a *Zone of Cold* spell had been cast over the area, the wind picks up almost to gale force, and it begins to rain – sideways. Visibility drops almost instantly to less than thirty yards, and the PCs trudge onward, getting colder, wetter and more miserable by the minute. If anyone uses a *Protection from Rain* spell, the others will very quickly feel like throttling him.

Then, through the gloom and weather, they see a light. It seems to be a little way off the road, and as they head for it they see a small stone-built hut, of the type used by shepherds tending summer pastures. The idea of being out of the rain and round a warm fire sounds very good right now.

draw their weapons, but do not move. If the PCs do anything but leave at this point, the situation will develop into a fight, as detailed above.

The purpose of this encounter is to let the PCs know that there is a small group of Skaven in the area, for reasons which will become obvious later on. Neither the PCs nor the Skaven should suffer serious casualties; the Skaven should disappear into the night, leaving the PCs with the feeling that they could reappear at any time.

The weather lifts after about three hours, and the next morning is cold and clear. If the PCs left the Skaven in possession of the hut, they will be long gone before any reinforcements can arrive.

The Ghost of the Crag

If you like, you could also have the PCs catch an occasional glimpse of a Human (or at least, humanoid...) figure, outlined against the skyline – the Ghost of the Crag, as they will later find out, making his haphazard way about the mountaintops.

This event is not intended to lead to anything, but fits in well enough with the main plotline (although the players may never know this) and can help build up an air of mystery and tension as they make their way into the mountains. The figure will always be at least half a mile away when the PCs see him, and will not respond to any amount of hailing; if they decide to try and catch up with him, they will always find themselves coming over a rise to find a completely empty landscape. You know how players hate something they can never come to grips with – exploit it.

Wildlife

The smaller animals native to the mountains can provide interesting encounters without putting the PCs in too much danger – remember, the adventure hasn't properly started yet, and they have a lot ahead of them.

Hissss...

A snake suddenly rears up by the roadside, scaring the horses of the leading D3 characters and requiring the riders to make an I test (*Ride Horse* skill +20) to stay mounted, followed by an Int test (*Ride Horse* +10, *Animal Training* +10, *Charm Animal* +10, cumulative) to calm their skittish animals. Repeat the Int test once per round until it succeeds, and each time the test is failed, repeat the I test to stay mounted. Characters falling off must make a standard *Risk* test to avoid injury.

The snake is of normal size, and may not even be poisonous; it was dozing on a stone when the PCs approached, and was as frightened of the horses as they were of the snake. It will glide off into the scrub grass in the second round of the encounter.

Rock Rats

The mountains are ideal terrain for rock rats, and the PCs might encounter one or more of these creatures when they stop for the night. For instance, they might accidentally corner a rock rat in the wayside shrine if they decide to go inside and rest. There is a scuffling noise among some dead leaves and other debris at the back of the shrine, and a large rodent head pops up. The rat looks around, sniffs twice, and then launches itself desperately towards the door.

It is just trying to escape, but the PCs may not know

that, and any PC who is in a direct line between the rat and the doorway will have the unnerving experience of a rat the size of a large dog flying at him in an apparent *frenzy*. A successful *dodge* by either party will allow the rat to pass harmlessly by, otherwise the rat will attack the obstructing character once in passing, before running out of the shrine.

Alternatively, if the PCs spend the night under the stars, the smell of their cooking might attract a pack of six or so rock rats, which will try to get at the saddlebags or other containers where the PCs' spare food is stored. The horses or mules start making panicky noises, and when a PC goes to investigate he sees dog-sized rats advancing on the camp in the darkness. All around, the night glints with small red eyes in the torchlight...

If you play one or more rock rat encounters after the Skaven encounter, you can have a lot of fun. PCs who haven't been born and raised in the mountains will never have seen a rock rat before – simply describe these rats four feet long, with unusually long, thin legs and strange-looking paws, and watch the players wondering if they're a mutant strain created by the Skaven, somehow connected to Rasskabak and his band. You just sit there and look smug while they convince themselves that a whole Skaven army is on the march in the darkness.





Hazards

Finally, there are events you can play using no more than the mountain environment.

Weather

We've already mentioned the sudden and violent weather changes which can take place in the mountains. When one of the sudden mountain squalls blows up, the PCs should really take the hint and find some kind of shelter. Pitching a tent or lighting a fire (even assuming the PCs can find somewhere that's dry enough) in these conditions requires a Dex test at -30 and takes 10 turns for each attempt.

If the PCs insist on trudging onward through the driving rain and knife-sharp winds, let them; but when they rest for the night make a T test for each character, adding +20 if the character has weatherproof clothing and +10 (cumulative) for *Immunity to Disease* skill. Next day, each character who failed the test has a stinking cold – all percentage characteristics are reduced by -5 for D3+1 days, and any attempts at stealth suffer a -10 penalty because of the character's tendency to let rip with a shattering sneeze at just the wrong time.

Don't be too harsh with this – the PCs aren't going to stand a chance in the rest of the adventure if they are crippled with double pneumonia, no matter how much they might deserve it.

The Thousand-Foot Drop

And then there's the road itself – little more than a track in most places, and skirting some precipitous drops. After bad weather, the edge might well be a little crumbly. Again, try not to kill anyone, but a good scare won't do them any harm at all.

No more than once during the journey to La Maisontaal, have the road go along the side of a sheer rock wall. The 'road' becomes a ledge, a little more than eight feet wide, which runs above a thousand-foot drop. If they are on horseback, the PCs must go in single file, and every so often stones are dislodged, falling away to the valley floor far, far below. Let the players get a good sense of vertigo, and then have a large section of the ledge fall away under the last horse.

Make an I test for the horse (I 30 under most circum-

stances), adding +10 if the rider has *Ride Horse* skill – success indicates that the horse has managed to make it to better footing, as the PCs watch a large chunk of the road fall a thousand feet to the valley floor below. If the horse fails its I test, then it's goodbye Dobbin – but you really can't lose a PC at this stage. So, give the PC a separate I test (*Acrobatics* +10, *Ride Horse* +10) to throw himself off his doomed steed to safety. If the PC fails this test, then there's nothing for it but to take a Fate Point and leave him hanging on to the crumbly edge by his fingernails until the others can rescue him. If you're feeling particularly mean, you might give him a CI test to avoid picking up an insanity point from the brush with death.

Needless to say, if a horse goes over the edge, the saddlebags and all they contain go with it. The rider will get away with just the equipment that is physically attached to his person in belt pouches and the like.

If the PCs come this way again, the broken stretch of road can be traversed with care – any characters going faster than the *cautious* movement rate must make an I test as before to avoid falling from a great height...

LA MAISONTAAL

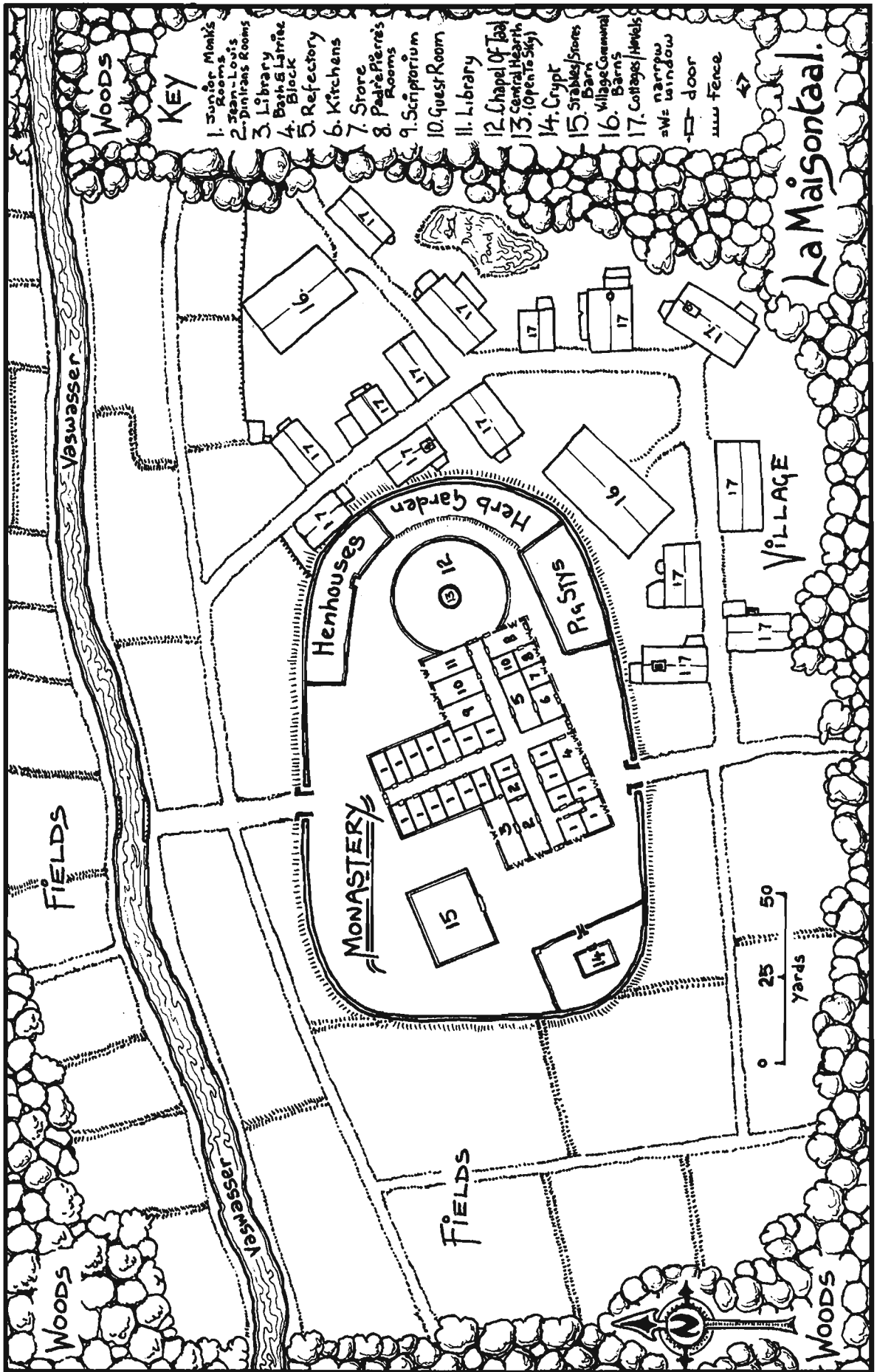
The monastery of La Maisontaal lies in a small fertile basin between the peaks. As shown in *Map 3*, the area is lightly wooded, with cleared fields around the monastery complex and a small lay settlement grown up around it, composed mainly of the farmers, herders, hunters and trappers who supply the monastery with food and other essentials. Close by runs the Vaswaser, the tributary of the Upper Grismarie which the PCs have followed from Grunère. As it flows through the comparatively flat basin, the Vaswaser is less violent than it is further downstream, but it is still a stream rather than a river, and is too small for boats.

The Monastery of La Maisontaal, as might be expected, is dedicated to Taal, the god of nature and wild places. Many of Taal's clerics and other devout followers in eastern Bretonnia and the western part of The Empire come here as a retreat.

Within the wall is a T-shaped main building with a circular thatched chapel building at the eastern end, surrounded by a herb garden and livestock pens. At the other end of the enclosure are a stable block and the entrance to the crypt where generations of monks lie buried. The monastery is built of local limestone, with a stout wooden roof and heavily shuttered windows.

Importantly, while La Maisontaal is settled and has gardens, corrals, and suchlike, there are no large agricultural clearings around the small settlement. Taal is a god of wild places, and major agricultural clearings do not find favour with him. Any PC with a past or current Ranger career or an appropriate skill such as *Plant Lore* or suchlike can guess fairly easily that the inhabitants of La Maisontaal rely on animal foraging, and foraging themselves, for their subsistence; they harvest wild fruits, berries, nuts and tubers rather than cultivating them.

La Maisontaal is a primitive place, and city-dwellers might regard its spartan simplicity with horror; but it is an ideal place for followers of Taal to retreat for contemplation and instruction.



ARRIVAL

The PCs will approach La Maisontaal from the west, and will see the monastery as soon as they come out of the woods. While in the woods, they might come across a peasant tending the monastery's pigs or goats, which forage among the trees all year round. The animals are only semi-tame, and will avoid strangers, but the PCs can get directions to the monastery from any herder they encounter: "Just keep on the track. Goes right to the monastery. Nowhere else for it to go."

The monastery gates are open in the daytime, and a cylindrical iron bell hangs by them for use at night. The PCs will be greeted by a junior monk, who will ask them the nature of their business. An audience with Jean-Louis Dintrans is easily arranged, and the PCs will be shown to guest rooms and allowed time to freshen up before another junior monk comes to escort them to the Master's chambers. In the meantime, characters who are suffering from wounds, colds and other ailments from their time on the road can seek treatment.

The PCs will be ushered into the Library and offered herb tea or wine as well as bread and cheese. The tea and wine are both excellent, although hardened drinkers may find the wine a little on the light side, but the cheese is something of an acquired taste. It is the local *Salaud Bleu*, made from goat's milk with blue

veins. It has quite a powerful smell, but this is nothing compared to the pungency of its flavour; any character eating the cheese must make a T test (Bretonnians have a +10 bonus, being more used to this type of cheese than Imperials) or feel queasy after 20 minutes or so. Regardless of the effects of the T test, characters with colds will find that the cheese clears their sinuses almost instantly; the effect lasts for about half an hour.

The cheese has only one special game effect: anyone who eats this cheese suffers a -10 penalty when using the *Concealment Rural* or *Concealment Urban* skills – the eater can always be 'nosed out' by anything with an olfactory organ! Of course, a PC might suddenly turn green, clap his hand over his mouth and run out of the audience with the Master of the monastery if you want to embarrass him. If the PCs avoid the cheese here, you can always spring this little trick on them later.

Meeting the Master

About half an hour after their arrival, the PCs will be shown in to Jean-Louis' study. Full NPC details for Jean-Louis Dintrans (and for the other monks of La Maisontaal) may be found in the *Profiles* section at the end of the book.

The Master of La Maisontaal sits in a huge wooden armchair by the window, basking in the pale mountain sunshine that streams into the room. He rises as the PCs enter the room.

"Welcome, welcome." He says. "I trust your journey through the mountains was a safe one?" This is the PCs' cue to nod and shuffle and generally be greeted. It also gives them the opportunity to wonder about the correct form of address for the master of a monastery of Taal, and gives them the chance to embarrass themselves slightly with a minor social faux-pas or two.

Followers of Taal should address Jean-Louis as 'my lord'; followers of Ulric and the Old Faith should address him as 'lord brother', as should clerics (but not initiates!) of other Old World deities. All others should address him as 'sir'. PCs have an Int test (Clerics +10/level, *Theology* +10, *Etiquette* +10, cumulative) to realise the correct form of address.

Jean-Louis will not be unduly bothered if anyone used the wrong form of address, merely raising an eyebrow in amusement; one of the junior monks in attendance will cough and shuffle, however, and will take the offending PCs to one side after the interview and helpfully explain the correct forms of address. A character using an incorrect form of address will suffer a -10 Fel penalty when dealing with monks other than Jean-Louis for the rest of the adventure.

After the initial business of greetings has been dealt with, Jean-Louis will proceed to business. If the PCs have not come specifically in answer to his notice, he will ask whether they have seen it, providing spare copies (*Handout 1*) if necessary.

We shall assume that the PCs take up this offer of employment. If they don't then you should feel no remorse about docking then a fate point apiece – here they are, lined up for the adventure of a lifetime, and they turn it down? Disgraceful.

Finally, if the PCs have met Rasskabak and his Skaven they will probably mention it to Jean-Louis. He will



appear interested but not unduly concerned – there were only half a dozen or so, after all – and will promise to pass the word round the surrounding countryside so that people will be on their guard.

The Joy of Scholarship

Once the PCs have expressed an interest in Jean-Louis' offer of employment, he will explain to the exactly what it entails. Well, not *exactly* what it entails, but what he wants them to know at this point.

"For about ten years now," he begins, "I've been writing a book. Oh, it's not going to set the world on fire, it's just a piece of local history, but I hope that it will be of interest to some scholars and historians.

"Some four hundred years ago, or thereabouts, a remarkable band of outlaws operated from a series of valley bases in this general area of the Grey Mountains. They were known as the Blue-Blooded Bandits, and it does seem that most of them were the sons and daughters of Bretonnian and Imperial nobility. Various legends have grown up about their exploits. After a reign of terror lasting almost four years, they were run down and destroyed by the Duc de Parravon."

Any PC born in eastern Bretonnia or the western Empire (roughly speaking, between the Reik and the Upper Grismarie) may make an Int test (*History +10, Heraldry +10, Human Noble +10, cumulative*) to remember vague tales of such a group of 'noble bandits' in the Grey Mountains in the distant past, although no details will be recalled. Jean-Louis continues: *"As I said, I am now almost at the end. It remains only to document local legends and stories, and to locate as many of their burial mounds as possible. The tradition is, you see, that these outlaws buried their dead in copies of ancient burial mounds – partly because they thought this fitting for fallen nobles in such a wild place, and partly so that the graves would never be found by the authorities. I need to locate all such mounds, and have maps of them.*

"Obviously, it is a task far beyond one man – or group of men – to search such a vast area. I've hired several groups of people to scout the mountains, and I hope you'll join them." He produces a map, with the Grey Mountains divided into zones with thick lines of red ink.

"This is the area I'd like you to search." He says, pointing to the area around Frugelhofen. *"Talk to the locals, see if you can run any local legends to ground, and if you find the particular mound I'm after, map it as well. Come to think of it, you might as well collect any local legends about burial mounds – there might be another book in that, after all. Frugelhofen is a very small village, but there are a couple of outlying farms, and a mine further up the mountain. Collect rumours, walk as much of the mountains as you can – there's no substitute for getting out there yourself – and see what you can find.*

"It shouldn't take more than two weeks or so to conduct your investigations and report back to me. During that time, I offer you 2 Crowns per person per day as basic pay, plus a small amount to pay informants. There will be a final payment at the end of your work – five Crowns per person in any case, with a bounty of five Crowns per person for each mound mapped, and twenty Crowns if a mound can definitely be linked with the Blue-Blooded Bandits. I shall give you twenty Crowns each as an advance, representing one week's pay and expenses; the rest will be payable when you report to me in a fortnight's time. Is this agreeable?"

PCs may try to Bargain the price up; a successful Fel test (*Haggle +10*) will not raise the basic rates of pay, but will increase the offered bounty for a Blueblood mound to 25 GC. Regardless of the outcome of a Bargain attempt, have the PC make a second Fel test; if this is failed, Jean-Louis appears to take slight offence at the haggling.

At this point – when the basic information has been given and the PCs have had the chance to ask some simple questions – there is a knock on the door, and a junior monk enters. He whispers into the Master's ear, and Jean-Louis nods.

"I must ask you to excuse me," he says, rising from his chair – good etiquette demands that the PCs do the same – *"But we have another visitor who demands my attention – a merchant from Parravon who buys our wines and cheeses. After trying to chase the price down to nothing."* If the PCs have offended Jean-Louis by haggling over prices, this last remark will be slightly pointed.

"I'll leave you in the capable hands of Brother François here," he says, *"I hope you'll stay overnight, and avail yourselves of our simple fare. You may find Padre Pierre, our librarian, particularly interesting to talk to."* Any character who makes an Int test (with a penalty of -1 for each point that Jean-Louis' Fel 47 exceeds the PC's Int score) will detect a trace of irony about the final remark.

With this, Jean-Louis leaves the chamber, and Brother François leads them back to their guest rooms, where they are left to themselves until the evening meal is served at dusk.

DINNER AT LA MAISON TAAL

At dinner, Jean-Louis will be at table with old Padre Pierre who is very crotchety, and is almost rude to the PCs. He bemoans the lack of faith among the young, complains that strong drink, games of chance and suchlike lead to Daemon-worship among the young, that Taal's worship is not as strong as it should be among the young (he pointedly enquires whether any PC worships Taal – and he won't be fooled by a lie!), and so on. Jean-Louis' expression during this is one of pained patience. He deflects questions about the PCs' mission at this stage; if it is mentioned, Pierre will immediately launch into a long diatribe denouncing the whole business as nonsense, and says that rather than search for the burial mounds of bandits it would be better to spend the money constructing gallows for bandits alive today. Pierre is that sort of person.

Padre Pierre retires after the sweet, a traditional eastern Bretonnian recipe, something like a bread-and-butter pudding topped with candied fruit peel and thick yellow cream. The meal is topped off with liqueurs and a sweet herbal tea. When Pierre retires, grumbling about late hours leading to the moral degeneration of the whole race, Jean-Louis can answer any further questions the PCs have. He's already given the PCs most of the relevant information, but here are the answers to some of the questions they might ask.

You say we're not the only people working for you?

"Oh, no. It's a vast area to search, so I thought the best thing would be to divide it into areas and have one team work in each area. I'm very keen to get the book finished soon – I'm

Return of the Lichemaster

afraid Padre Pierre would say that I lacked patience as far as this project is concerned."

Is there anything special about Frugelhofen?

"Not as far as I know. That's rather for you to find out. I left it till last because it's not far from La Maisontaal – if I couldn't find one last group of assistants, I might be able to survey the Frugelhorn valley myself. Also, by sending people into the more distant areas first, I'm hoping that all the results will come in at much the same time."

What do you need in the way of maps?

"Nothing special – just a map that will let me find the site if I need to, and give me some idea of what it looks like. It doesn't need to be as precise as a Marienburg ship's chart. Having said that, though, I do need something intelligible. Oh, and by the way, if you can get into a mound and do a sketch-map of the inside, so much the better. Shall we say, a bonus of two Crowns a mound for that? And don't forget to collect local legends and superstitions, either – make sure you write them all down. When you've studied folklore for a little while, it's surprising the amount of information you can get out of them. They might even lead to more finds."

Will you come with us?

"I'm afraid not. I have my duties here, and I'm expecting my other investigators to start returning within a week. They'll want paying, and I'll want to look over their reports – so you see it's impossible."

Have you written many books?

"A few. History is one of my interests – Padre Pierre would say it was one of my vices, since it leads my mind to other things than the service of Taal. Five years ago I published a book through an independent printing house in Parravon – 'Morganatic Marriages in the Noble Houses of Bordeleaux, 1550-1822'. It was an extension of my studies at the University there, before I entered Taal's service. I'm afraid it would only really be of interest to another historian. I'm also translating a Norse commentary on Old Faith practices into Old Worlder, but that's on the shelf until I get this book finished."

How long have you been Master here?

"Not long. Less than a fortnight, in fact – I still haven't been properly installed. I always thought that was a strange term for it, being installed. I gives me visions of a crew of Dwarf engineers bolting me to the floor and plumbing me in with

pipes and things. Silly thought. Anyway, the old Master died about two weeks ago – he was very old, and hadn't been well for some time. I was his deputy – I was his initiate, years ago – so I'm the new Master. I just hope I can fill the post half as well as he did. You need to pay so much attention to the little things, keeping everything running smoothly and everyone happy. I don't know whether I've got the head for it."

Other queries

Field these as well as you can from the information about La Maisontaal and the general area given earlier. Everything pertinent to the material of this adventure has already been given to you, so don't be afraid to invent answers to questions on other matters!

ON TO FRUGELHOFEN

There is no reason for the PCs to remain at La Maisontaal, and Jean-Louis expects them to leave in the morning. If they show any reluctance, a couple of the junior monks will arrive at the doors to their guest rooms, carrying baskets of packed food and with instructions to help the adventurers prepare for their journey.

The journey to Frugelhofen will be by road (or rather, track) like the journey to La Maisontaal. At the eastern end of the basin which shelters the monastery and settlement, the Vaswaser plummets down a waterfall into a small lake; the wall of rock is at least a hundred feet high, and a zig-zag track winds its way up the face on the southern side of the waterfall. By the way, don't use the crumbling-ledge trick here. Our Heroes will become acquainted with this particular waterfall later in the adventure. For the moment, just let the waterfall – and the treacherous, rock-strewn rapids above it – impress on them that it would be suicide to try to take a boat down the Vaswaser at this point.

Frugelhofen is about 35 miles from La Maisontaal, but over slightly rougher ground; it will take about the same time as the journey to La Maisontaal from Grunère. This means that the PCs will have to spend another night in the open before they reach their destination; if you didn't use the Skaven encounter on the earlier stretch of the journey, now is the time to do so.

Whatever else happens during the night, be sure to run the following encounter with two Dwarfs when the PCs have pitched camp for the night.

Small Prospects

This encounter take place as the PCs are making camp for the night, on the journey from La Maisontaal to Frugelhofen. Through the dusk, they see two small figures leading a pair of mules down the track towards them. They stop about a hundred yards off, and one of them hails the PCs.

If there is a Dwarf in the party, these two will assume that he or she is the leader and hail the PCs in Khazalid. Otherwise, they will address themselves to the party in general.

"Ho, there! Do you mind us making our camp with you? There are wolves and cats about in these parts, so it makes sense to stick together."



Provided the PCs don't attack or tell the Dwarfs to get lost, they will come and join the PCs at camp, taking two bedrolls from one of the mules.

"Grumbli Stonehand," says the older of the two, holding out a heavily-calloused hand to the PC non-Elf who looks most like the leader, "And the youngster's Thalgrim, my nephew. We're headed for Grunère, down from Gimbrin's mine." Full NPC details for Grumbli and Thalgrim may be found in the Profiles section.

After introductions have been made (and the Dwarfs will not shake hands with an Elf, under any circumstances), Thalgrim offers some fine herbal tea from one pouch, and pulls a pipe and a block of dried smoking-herb from another.

The herbal tea is excellent, but the pipeweed is the viciously strong Dwarven Black Shag No.4. Thalgrim will offer it round to all the non-Elves; if a PC Elf expresses an interest in it, Thalgrim will begin to mutter some excuse, then Grumbli will whisper in his ear. The two Dwarfs will chuckle, and Thalgrim will let the Elf try the weed.

Any character smoking the No.4 Shag must make a T test, with the following modifiers:

Dwarf	+20	Halfling	+10
Non-smoker	-40	Immunity to Poison	+10

All modifiers are cumulative. To avoid arguments, a non-smoker is a character who does not have smoking materials written down on his character sheet at the start of the adventure, and has not purchased any in the adventure so far.

If the test is failed, the character is doubled over in a fit of coughing, and loses 1 point each of S and T for D4 hours. Even if the test is made, a non-Dwarf will still cough for a full turn and feel ill for D3 hours. Needless to say, this amuses the Dwarfs immensely.

Questioning the Dwarfs

The PCs may try to question Grumbli and Thalgrim about burial mounds and various other matters. Here are answers to some of the most common questions.

Where is Gimbrin's Mine?

"Way up in the mountains, above Frugelhofen."

How far are we from Frugelhofen?

"A day or so. Maybe half a day for you longlegs. You should get there before dark tomorrow. Can't miss it - it's the only place this track goes."

What are you carrying?

"Nothing. We're going down for supplies."

Is it dangerous in the mountains?

"Not if you know the ground like we do. Besides, anyone who bothers us will have every clan in the Grey Mountains down on them like a rockfall."

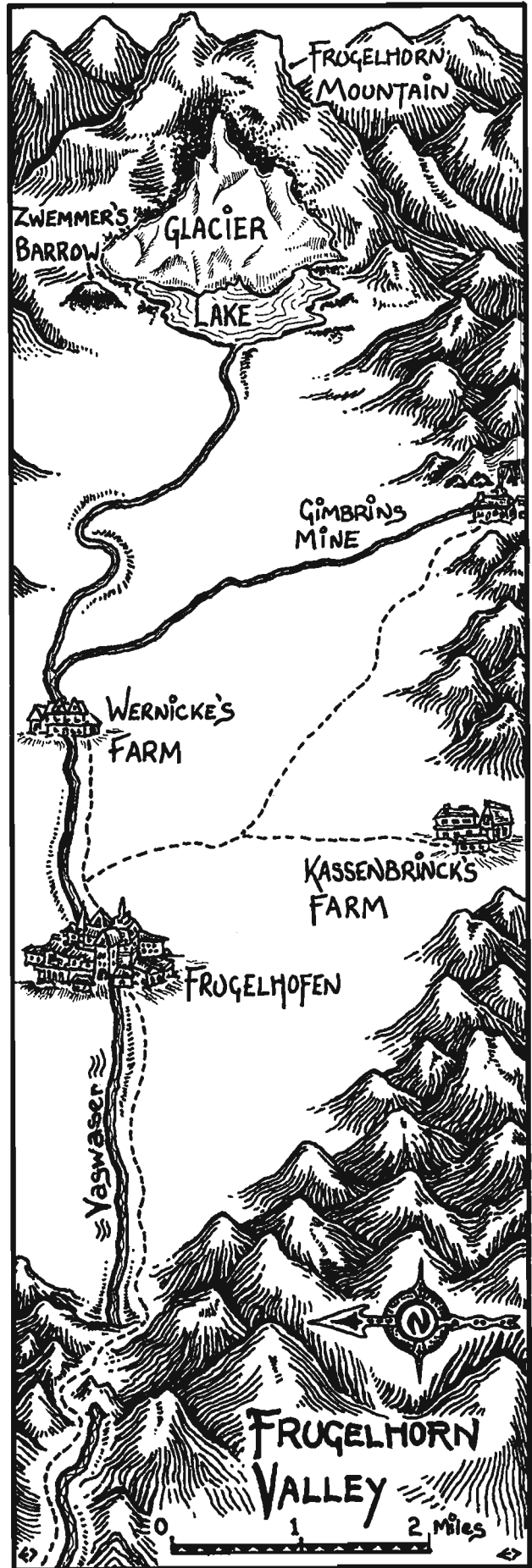
Have you seen any Skaven in the mountains recently?

"Skaven? No. We get the occasional bunch of Greenies, but they don't last long. The Holds usually hunt them down within a couple of days."

What's in the mine?

"Gold. Sometimes - mostly it's quartz. We manage to sell the odd shipment of good-quality rose quartz and amethyst to the manlings in Grunère, for making cheap jewellery."

Do you know of any burial mounds in the Frugelhorn valley?



"No. Mind you, we just stick to the mine – there's enough work in just scratching a living, with the seam at its last gasp like it is."

The PC who asks about burial mounds should make a Fel test. Ignore the usual -20 race modifier unless the questioner is an Elf. If the test is successful, the Dwarfs go on: "Old Bardak might be able to help you, though. He's the loremaster at the mine – been there for a couple of centuries now, and they say he knows the area pretty well. Ask for Bardak Barantan, and mind you talk respectful – he's important. When you get to Frugelhofen, go to Hector Brioche the miller and get a bottle of his brandy. Old Bardak's fond of that – it'll do you more good than anything. But mind you keep any pointy ears out of his sight – he hates Elves worse than Greenskins."

A Game of Chance?

After the camp has been set up and everyone has eaten, Grumbli produces a pair of dice, and tries to lure the PCs into a game. Use the normal gambling rules. For the first few games, the Dwarfs will play for penny stakes – "just for a bit of fun" as they say. Each time Grumbli loses, make a WP test for him – each time he fails a test, he will raise the stakes, going first to sixpence a game, then a shilling, then five, then ten, and finally to a Crown a game.

Both Dwarfs have *Gambling* skill, and after Grumbli has lost five games he will cheat on one game in three (roll a D6; Grumbli cheats on a 1-2). If a PC spots Grumbli cheating, Thalgrim tries to 'catch the eye' of that PC (the PC notices if a secret roll against I is made) to pre-empt any unpleasantness. Thalgrim will try to pay off that PC later, asking him to indulge Grumbli, who is rather old and cantankerous.

A Rude Awakening

The night is fine, clear and dry, and passes quietly (unless you want to run the rock rat encounter mentioned earlier) until about an hour after midnight. The PCs can make any arrangements they like about setting watches and so on; the Dwarfs divide the night into two four-hour watches, with Thalgrim taking the first and Grumbli the second.

About an hour after midnight, the darkness is shattered by a blazing light to the east, bright enough to waken any sleeping PC. About twenty seconds later, there a deafening crash of thunder reaches the PCs. A few seconds later, any character who is looking to the east sees a distant mountain, shaped roughly like a pyramid, silhouetted by dazzling lightning for almost a full minute. Again the thunder takes about twenty seconds to reach the PCs, and any character with a past or present Ranger career will realise on a successful Int test that the lightning is about twenty miles away.

Grumbli and Thalgrim are on their feet, looking at the display. "That's right on the Frugelhorn." says Grumbli. "Just seems to be coming out of a clear sky – no clouds round the mountain at all. Never seen anything like it." He scratches his head in perplexity for a moment, then shrugs and goes back to his bedroll. The lightning flickers for a while with reducing intensity, and then stops altogether.

The rest of the night passes uneventfully, although the sudden and unexplained lightning on the Frugelhorn may worry the PCs. And so it should – it's the start of a nightmare for everyone in the Frugelhorn valley, as we'll see.

A DEADLY CONTRACT

The figure that stumbled over the rocky mountainside was scarcely recognisable as a man. Drooling, glassy-eyed, he crooned and babbled to himself, walking stiff-legged like one in a dream.

His mind was empty. He saw nothing of the landscape around him, heard nothing of the wind, felt nothing of the cold and rain. He knew nothing of the mountain people who saw him in the distance and bolted their doors, scaring their children to sleep with tales of the Ghost of the Crag.

Sometimes, he remembered. Not completely, just garbled snatches of the past. Sometimes, he saw the beautiful smooth bones of those who had followed him, the eye-sockets turned to him in obedience and love. Sometimes he remembered being hunted, and his bleary eyes widened, his numbed legs tried to move faster. Nearly always, he knew that he had been wronged, that every man's hand was against him. He knew that power and glory had been stolen from him, and he burned to regain them. If only he could remember how and why...

The night was cold and clear as he made his way across the high fells. He knew not where he was going – he never did, any more – but his feet took the lead and he followed. Perhaps, he thought, he was still being pursued – but he wasn't sure. He just knew that he had to keep moving.

Without knowing why, he stumbled and struck his head. The pain cleared his blurred vision a little, and he found himself sprawled at the foot of a small mound. Something very far away in his mind told him that such places had once been special to him; he tried to remember, but could not.

Out on the fell, a wolf howled. Seized by sudden panic, the scarecrow figure cowered at the foot of the mound, backing around it until his hand encountered – nothing.

The great seal-stone of the mound had cracked, and a piece had fallen away leaving just enough room for him to squeeze inside. He needed to hide, and his broken mind told him that places like this had once been friendly to him. Inside, he huddled in the darkness, hugging his knees and rocking slowly forward and back, forward and back. He found the motion somehow comforting.

HEINRICH KEMMLER.

The matted, bleeding head turned abruptly, eyes straining uselessly against the darkness. Had he imagined the whispering voice?

HEINRICH KEMMLER.

The words were familiar, but their meaning escaped him. The voice was soft, almost warm. It promised friendship. He began to crawl further into the darkness, feeling his way towards the voice. As he crawled, a strange feeling invaded his tattered body; a feeling like being close to a fire that raged without heat. Again, he felt he should remember something, but knew not what.

HEINRICH KEMMLER.

His back arched violently as a thousand stars exploded in his broken mind. The scattered remnants fell inwards, glowing, coalescing.

"Heinrich Kemmler. I ...am Heinrich Kemmler." His mouth was unused to making human sounds, and the words came haltingly. But he had begun to remember.

GOOD. VERY GOOD. THEY ROBBED YOU, HEINRICH KEMMLER. YOUR ENEMIES TRIED TO DESTROY YOU. I KNOW YOUR PAIN, HEINRICH KEMMLER. I GIVE IT BACK TO YOU.

He thrashed feebly on the floor, and a low moan escaped his lips. Suddenly he remembered everything: his discovery in Nuln, his flight through the Reikland and into the mountains, the monk who had betrayed him – everything.

I CAN MAKE YOU STRONG AGAIN, HEINRICH KEMMLER. I CAN GIVE YOU YOUR VENGEANCE. DO YOU WISH IT?

The ragged figure clawed his way to his knees. His eyes were clearer now, his voice more steady.

"Who – what – are you?"

I AM THE MEANS OF YOUR VENGEANCE, HEINRICH KEMMLER. I AM YOUR GREATEST DESIRE. YOU WANT TO BE STRONG, DO YOU NOT? YOU WANT TO BE AVENGED?

Heinrich Kemmler bowed his head, and screwed his eyes up tightly. The word seemed to tear itself from his throat.

"YES!"

THEN I SHALL TELL YOU WHAT YOU MUST DO.



The wind whipped his hair and the rags of his clothing as he stood on the summit of the mound. Although the voice was no longer with him, he could feel its power, soaking up through the mound into his bare and bleeding feet. He closed his eyes, and tried to remember the words he must use.

"Neferkhet atruxiel!" The air thrummed with power.

"Nekrozon Khyfodian!" He raised one hand.

"Marbodan Astegan!" From deep in the mound came a noise of scuffling and grating.

"Feniak Lyris – Taibis!" The hand swung down, and lightning crashed down from the clear sky to the spot where it pointed. The blackened earth heaved and split; a skeleton rose from the earth, armed and armoured in a manner that had been fashionable centuries before. Dust poured from its bones as it stood, waiting for its new master's word.

"Taibis!" Another thunderbolt; another skeleton.

"Taibis!"

Within minutes, a dead warband stood before the figure on the mound. The grating sound grew louder, rising above the wind and the thunder; the mound itself shuddered slightly. The cracked and weathered seal-stone crumbled to dust. From within the mound came a figure, clad in weirdly-carved plate armour of green and brass. It climbed to the summit of the mound, and dropped to one knee before its summoner, removing its helmet to reveal a fleshless skull. Then it drew a long and jagged blade of unnaturally bright metal from the scabbard by its side, and held it out hilt-first to the tattered figure above it.

As he took the sword, a thin, piercing wail rose from a score of fleshless mouths. The terror of the Lichemaster was about to begin anew.

Articles of Agreement

Still insane and powerless after his defeat by René de Muscadet, Heinrich Kemmler has stumbled upon the burial-mound of Adolphus Zwemmer, as foretold in de Muscadet's deathbed vision. And he was not alone there.

At the mound he encountered Fachal'trethoulaer, a Daemon of Nurgle which had once served Zwemmer. The pact which Kemmler has made with the Daemon is this:

★ Kemmler gains the use of the Chaos weapon, and the service of Zwemmer and the Blue-Blooded Bandits – now Skeletons. A small force to begin with, but one whose victims can swell its ranks from raid to raid.

★ Kemmler regains his sanity and magical ability, after a fashion. As part of the deal, Kemmler too has died, and has become a Liche. Furthermore, Kemmler can only regain Magic Points in one way – from those killed by himself or his undead servants. The Daemon feeds off the psychic energy of these deaths, and passes some of it back to Kemmler; meanwhile, the Daemon itself grows stronger in its own warped dimension, and uses the strength to further its own ends there.

Kemmler has to agree to this bargain; it is the only way he could hope to regain magical power for himself. And he remembers René de Muscadet and the monastery of La Maisontaal. What sweeter than to annihilate the Frugelhorn valley, and, strengthened by these deaths, to fall on La Maisontaal and raze it to the ground?

FRUGELHOFEN

After the events of the night, the next day dawns cool and overcast. The PCs reach the village just after noon on the second day if they are on horseback, or at dusk if they are on foot.

Map 5 shows the Frugelhorn valley, and Map 6 gives a detailed layout of Frugelhofen. This section of the book gives you a brief gazetteer of Frugelhofen, and details of some major NPCs here, whom the PCs would do well to befriend. Finally, there is a summary of the information that the PCs might be able to gain from the villagers.

A Gazetteer of Frugelhofen

The people of Frugelhofen are not covered in any great detail here; encounters here with ordinary folk won't be protracted, and the major NPCs are covered a little later. Profiles and other details for a 'typical villager' and a 'weak villager' are given in the reference section at the back of this book. Numbers refer to Map 6.

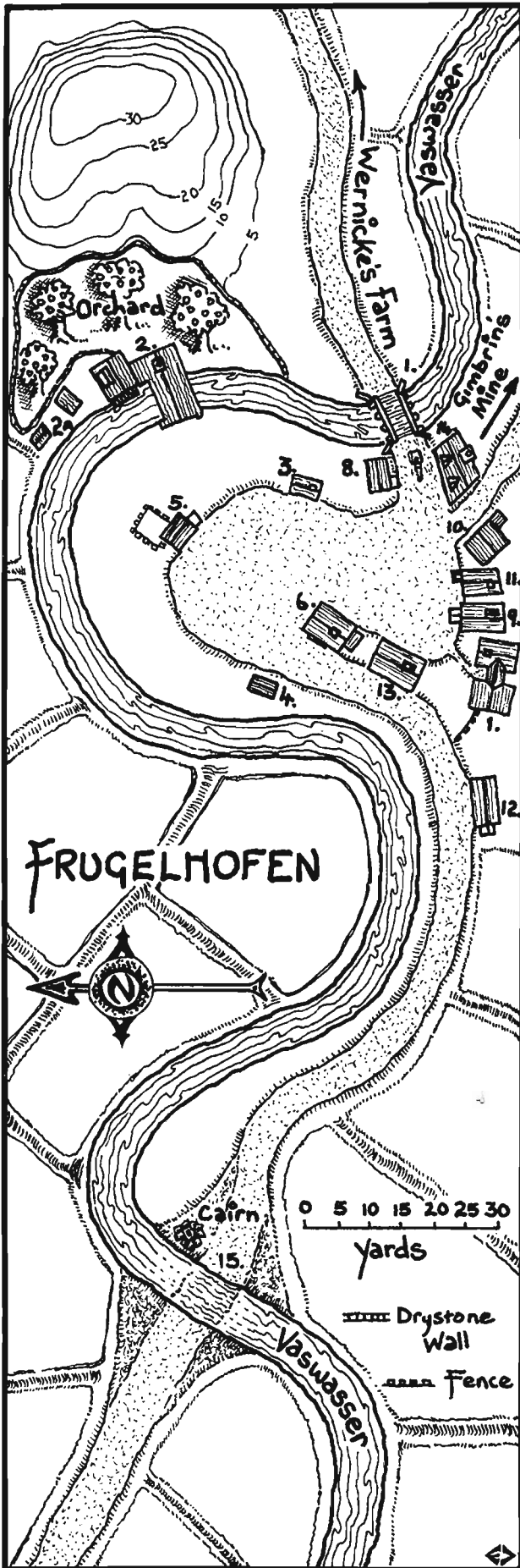
Below is a standard floorplan for a basic villager's dwelling. These may sometimes vary slightly, but this will be adequate for most purposes.

1. The Bridge

This is a basic wooden bridge, supported on two stone pillars. It is about 8 yards long and 2 yards wide.

2. The Mill

This is occupied by Hector Brioche, a garrulous and friendly man, with his wife Simone and their daughters Nana (15) and Lola (14). This is a two-storey building,



larger than other houses in Frugelhofen. Brioche deals with grain from both outlying farms, and has some fields of his own just outside the village which yield a small amount. East of the mill is also a hedged-off orchard, and Brioche makes strong cider and an apple brandy. Being a jack-of-all-trades, Hector is the village baker to boot.

Hector is the nearest thing to a leader in Frugelhofen; the villagers will look to him in times of trouble or adversity. While he is not a major NPC, a profile is given for him in the reference section.

The Brioches have a paying guest staying in a spare room. This is Shalyir Moonhand, an Elf warrior of no mean ability. She is dealt with in the Major NPCs section below.

3. Heymann Home

A standard house, occupied by Kastor and Gilda Heymann, a middle-aged couple. These are dull, staid folk.

4. Lutter Home

This is occupied only by Reinwald Lutter, a 71 year old recluse suffering from the early stages of dementia. Reinwald mutters a lot, and has occasional abusive outbursts which tend to be stimulated by the sight of 'furriners'.

5. Lauterbach Home

Andreas and Gottlieb Lauterbach, a pair of rowdy brothers aged 22 and 23, live here. The ground directly behind their home is fenced off with a high fence they have erected to protect their trained (and vicious) ferrets. These two are often drunk, often bored, and spoiling for a fist fight.

6. Krautheim Home

The Krautheims are often referred to by the villagers of Bretonnian blood as '*les lapins*' - the rabbits, a fact explained by their brood of children, Hedwig (16) and Tilda (15) their daughters, and their sons Leopold (11), Wolf (8), Diehl (5) and Werner (3). Their home is crowded to say the least. Anton, the father, is a strong, fit man of 34, while his wife Gretchen is a greasy-haired plain-faced woman with a bad complexion usually seen holding a rolling pin. She is currently six months pregnant.

7. Villa Giscard

The Bretonnian couple here are middle-class provincial folk (from Poussenc) fallen on hard times, but they still have pathetic (although amusing) pretensions - climbing roses framing a name-board over the front door, varnished wooden window boxes of alpine flowers, and suchlike. They are settling into middle age (Alphonse is 36, Mimi is 34) in different ways. Alphonse's main noteworthy feature is his extreme rotundity, while his wife Mimi is secretly having an affair with Knud Bergman (see below). Their daughter Fleur (9) is a nasty child with rat-tail hair and misshapen teeth who likes biting people, and is generally a horrid spoiled brat.

8. The Trappers

Knud Bergman and his cousin Waldemar live here when they are in Frugelhofen, but at present they are off on a trapping expedition. Mimi Giscard cleans their home while they are away. The PCs don't get to meet the Bergmans, since they are being eaten by hungry bears at the exact moment the PCs first enter town.

9. Chateau Papin

Here, Gilles and Etelka Papin (he is of Bretonnian stock, she is a Reiklander from Helmgart) compete with the Giscards for tastelessness in decorating their house (which is slightly larger than most). Their home also doubles as the village store, and Gilles make regular trips to Grunère to buy stock (blankets, pots and pans, tools, fabrics etc) which he resells here at a healthy profit (double WFRP rulebook prices). The Papins also have a guest, an eccentric inhabitant of Albion whom Gilles met on his most recent trip to Grunère. This is Cecil de Vere Cholmondeley (pronounced 'Chumley'), who currently occupies their spare room. He is detailed in the *Major NPCs* section.

10. The Stables and Dairy

These are owned by Widow Le Roux (see 11). A floorplan is provided, for this is where the PCs will stay – mainly because there isn't anywhere else. The section headed *Enquiries and Encounters in Frugelhofen* deals with how the PCs can get accommodation in the village. This large building has a slightly leaky roof, and is home to four horses and half a dozen cattle – occupants get woken an hour before dawn by loud mooing!

11. The Widow Le Roux

Katrina Le Roux lives here, her husband Pierre having died two years ago. Katrina is a striking woman, looking younger than her 54 years, and has no intention of becoming a dried-out spinster. She may be quite predatory towards a suitable male PC. She owns the stables and dairy (see 10), and the other villagers pay her (in money, food, or help) for the use of the place. Katrina is a generous, kindly woman who is much liked by the community at large. Madame Le Roux has one son, Armand – a goatherd and shepherd of 26 years who spends most of his time away from the village tending his flock.

12. The Barn

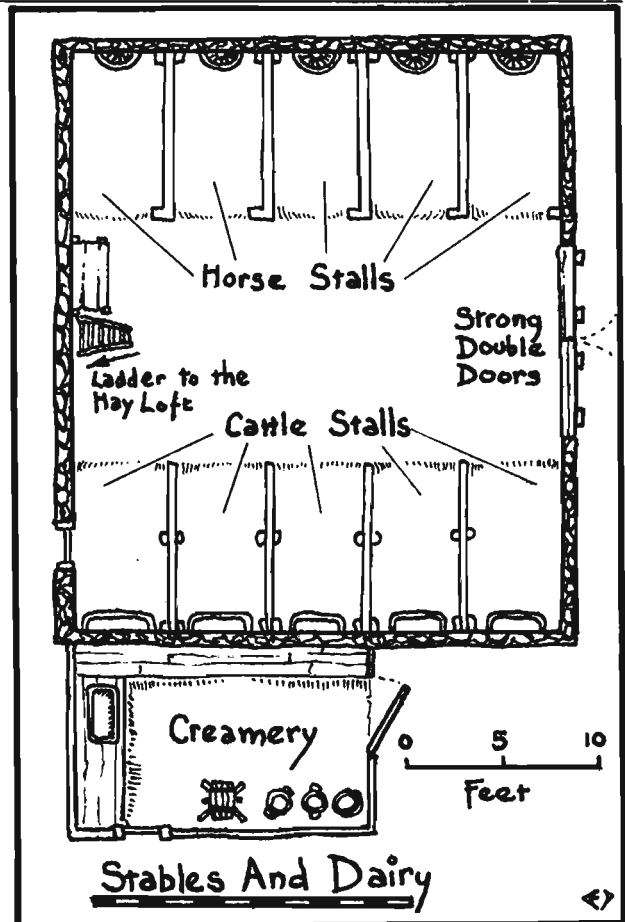
The villagers built this together, and it is communally owned. Grain and other foodstuffs are stored here, although the barn is rather bigger than needed – when it was built, the villagers expected Frugelhofen to grow larger than it has. At present, 'Albi' Schutz is bunking down here. He is detailed in the *Profiles* section.

The barn is also home to the *escargots* of Frugelhofen. These are round, one-person boats, made of leather over a wicker frame which is reminiscent of a huge snail shell – hence their Bretonnian name. There are about 20 of these small boats: one for each adult villager plus a few spares, for seasonal fishing in the small lake below the Frugelhorn glacier is an important part of the village's food supply. The *escargots* will be very important later on, as you will see.

13. Gascoigne Home

Alain Gascoigne lives here with his tragic wife Veronique. Veronique contracted Black Plague from a rat bite in Gisoreux, where the couple once lived. The disease was cured after several unsuccessful attempts, but Veronique was left disfigured and disabled. Alain hoped the mountain air would help, and bought this house from a relative, but Veronique hides indoors and never allows herself to be seen. Alain is now plunged into gloom and despair.

Alain is, however, a man with a military background, and no average villager – details will be found in the *Major NPCs* section.



14. Lagisquet Home

Guillaume Lagisquet and his wife Chantal live here with their insufferable daughter Monique (12) and their new baby Jean-Michel. The Lagisquets are distantly related to minor Moussillon nobility, and don't let anyone forget it. Most other villagers dislike them strongly. Lagisquet is 51, 17 years older than his wife. This elicits the occasional derisive discussion among the other villagers from time to time.

15. The Ford

Frugelhofen was originally built up around one of the rare fording-points of the Vaswaser, and the bridge was a later addition. At most times of the year, the ford is about a foot deep, with a bed of gravel and shingle. Beside it, in the fork made by stream and road, stands a cairn of rocks and pebbles.

Everyday Life in Frugelhofen

Frugelhofen is not properly part of either The Empire or Bretonnia; it is in one of those areas where borders have not been precisely defined. About a century ago, there was an abortive attempt by Emperor Dieter IV to seize control of the few small gold mines in the area, but this provoked such a reaction from the Dwarfs of the Grey Mountains that the matter was quietly forgotten, and the Frugelhorn valley is not claimed by either nation. The Frugelhofers are a mixture of Bretonnian and Imperial stock, as can be seen from their surnames.

One by-product of the peculiar political situation (or non-situation) is the fact that Frugelhofers have been able to survive on a very low income because they don't pay taxes to anyone. The villagers get by in a variety of

Return of the Lichemaster

ways. The Bergmans go trapping, while Henri Brioché is a miller, baker, and brewer all in one, and the Papins supplement their small income through the store. Other villagers make their money in a variety of ways. The main resources of the Frugelhorn valley are as follows:

Herb gathering: Speckled Rustwort (see TEW) grows on the northern side of the valley, and fetches a fair price in Grunère.

Fishing: despite its cold and rushing waters, the Vaswaser has a few eels, and a type of albino carp can be caught in the chill, clear meltwater streams below the Frugelhorn Glacier.

Livestock: herding is the main activity in Frugelhofen, and most families keep at least a few goats and chickens. Some breed rabbits, for fur as well as for meat. There are a few cattle – mainly belonging to the Widow Le Roux – but the pasture in the high mountains is not sufficient to support a large herd all the year round.

Trapping: as we have mentioned, the Bergman brothers are trappers, and other Frugelhofers set snares for rabbits and other small game in the area around the village.

Agriculture: the soil is fairly fertile but the winters are very cold, and only very hardy grains can survive. Some oats and barley are grown in small fields close to the Vaswaser.

You shouldn't need to know which villagers do what, but you can always add a little colour to PC observations by telling them how demented old Mr Lutter is nattering to his long-haired Tilean River Rabbit as they stroll past. Likewise, you can easily add some extras to the list of basics. For example, Alain Gascoigne could be a falconer, and have a pair of trained hawks which hunt coney in the valley and the like.

A Note on Language

Most of the inhabitants of Frugelhofen can speak and understand both the Imperial and Bretonnian dialects of Old Worlder. However, you can have a little fun with language if you like. Because Frugelhofen is so isolated, and its inhabitants rarely converse with outsiders, you might like to rule that – although Frugelhofers can understand each other perfectly – their dialect is particularly impenetrable in some cases.

Old Reinwald Lutter speaks only Reikspiel; he understands Bretonnian, but pretends not to, and his thick, slurring dialect is totally incomprehensible to non-Imperials. The Bergman brothers, likewise, speak thick Reikspiel and enjoy taunting Bretonnians. The Lauterbach brothers do the same sometimes, although strangely, they and the Bergmans hate the sight of each other. By contrast, the snobbish Lagisquets always speak courtly Bretonnian to strangers, believing that this is a mark of culture. The children – all those aged 10 or less, at any rate – speak a hybrid patois among themselves, made up of elements of both dialects and almost totally incomprehensible to anyone else; a character with *Linguistics* skill will be able to make some sense of it on a successful Int test.

Communication problems can provide an occasional amusement, but don't overdo it and be careful not to let it get in the way of the action. The PCs shouldn't have too much difficulty taking to these ordinary people, but there is the occasional exception.

Major NPCs

Four unusual visitors are staying in Frugelhofen at present; they will probably draw the PCs' interest, and later on in the adventure a lot can depend on the impression which the PCs make on them.



The first of these, the Elven assassin Shalyir Moonhand, is in Frugelhofen trailing a distant cousin of a noble house in Bordeleaux; a more exalted relative wants this individual silenced, as the only witness to a spectacular indiscretion. She has just realised that the trail has grown cold, and is wondering what to do next at this dead end.

Shalyir met Albi Schutz selling fake herbal remedies in Parravon, and on a whim she helped him escape from a vengeful crowd who had discovered that their only properties were laxative. She has noticed Albi's *Disguise* skill, and she is hoping to learn this from him in due course. As an assassin, it's a useful skill to have.

Shalyir does not say openly what she is, nor whom she is pursuing. She says she is an adventurer whose travels have left her kicking her heels in this backwater. She is unlikely to agree to help the PCs in their work, and she is distant with most folk except Elves. She is ascetic in her habits, and a cool person under pressure.

Shalyir is also well aware of what else has happened to Albi. This immoral rogue has fallen head over heels in love with the cool, dispassionate Elf. His normal bravado has deserted him, and he's too inhibited to tell her, but he does really awful things like composing poems about her in his writing books. He is beginning to pine, and hardly eats any more. He drinks too much. He even stays in the local barn just to be near where she is (he says he's here for the scenery, which is very colourful). This is sad, sad stuff which can be mercilessly exploited by a mean-spirited GM.

Alain Gascoigne's case is a sad one. Obviously depressed, Alain does not complain about his lot and just gets on with his work. It is noticeable that no-one calls on him at home, although everyone is happy to speak to him in the village.

At the GM's option, a PC in a Warrior career may be allowed an Int test to detect the remnants of a military gait in Gascoigne's step, even now. He may discuss this if approached in a friendly way, and he will warm to a younger male PC who obviously wants to listen and learn. He is a decent man, and a fair fighter, and the PCs would do well to befriend him.

Finally, there is Cecil de Vere Chomondely ("*pronounced Chumley, don't you know*"), the visitor from Albion. He is a complete charlatan, who has been freeloading his way across Bretonnia for almost a year. He ran into Gilles Papin in Grunère while down on his luck, and by pretending to be a noble, the Duke of Wartsingham, Baron of Wartsand Hall etc, has impressed the snobbish Papins into letting him stay as long as he likes. He has managed to borrow 10 GCs from them already, claiming that it cannot be long before his servant arrives from Parravon with "*three or four chests of gold and some other essentials.*"

The natives of Albion are famous for their eccentric version of Old Worlder and their almost complete lack of talent with languages. Cecil is no exception, and although he can make himself understood in Old Worlder, his Albion accent and traces of dialect can make him somewhat painful to listen to at times.

The PCs will probably conclude that Cecil is no use to anyone except himself, and this is undoubtedly true. One can tell at a glance that, at the first sign of unpleasantness, he will be over the hills and far away.

However, Cecil has one item of importance. His light fingers managed to acquire a magical dagger from a victim in Poussenc. This weapon might be useful to the PCs if they can get it away from him.

Good Impressions

These NPCs are of major importance because they all have something to contribute to the defence of Frugelhofen – and of La Maisontaal when the time comes for the last battle.

From the beginning, you should keep track of the impression which the PCs make on Shalyir, Albi and Alain. Cecil, of course, is a complete boulder ruled entirely by self-interest, and his behaviour will not be changed in the least by his opinion of the PCs.

Shalyir: Respect is the key word here. Shalyir responds well to polite (and stylish) flattery, and displays of courtesy and chivalry from males with fair Fel scores are fine, but she does not want to be pestered with unwanted attentions. Prying questions are not appreciated.

Albi: Friendly and happy-go-lucky companionship goes down well with Albi. A drinking companion must also listen sympathetically as a drunken Albi pours out his undying love for Shalyir. Commending Albi on his poems (which are awful, even when Albi is sober) goes down well. Aloofness, being snobbish, putting on airs and graces, not drinking too much with him, and apparently flirting with Shalyir all go down badly with Albi.

Alain: Quiet courtesy, and respect from a Warrior/Ranger PC, go down well with Alain. Boisterousness, mockery, and failure to observe the customs of the villagers go badly.

On the *Adventure Log*, you will find an NPC roster for each of these three, with spaces for recording good impressions and bad impressions. Make a note on the rosters each time one or more PCs does something the NPC likes or dislikes. The goodwill of these three NPCs will be important later on.

EVENTS AND ENCOUNTERS IN FRUGELHOFEN

The odds are that the PCs will want to get down to sniffing out burial mounds right away, and they may have a lead to old Bardak the Dwarf loremaster already. But we know that things are going to get complicated in a little while, and a lot will depend on the impression that the PCs have made on the villagers, and especially on the major NPCs. So we have to keep them in Frugelhofen long enough to *make* an impression – meet people, interact with them, pick up a few cunningly-placed clues, and so on.

So – for their own good – the PCs have to be kept in the village for the first two days. This isn't too hard to arrange: on the first day, the weather closes in so badly that no-one can go anywhere, and the second day is a festival day, when the PCs will get roped into the communal jollities whether they like it or not. While they are in the village, the PCs can talk to NPCs, gather information, and generally be in the best position to receive the rather worrying series of reports that will start coming in...

The First Day

According to their mode of transport, the PCs will arrive in Frugelhofen at some time between noon and dusk. They will have been travelling in the mountains – with a brief stay at La Maisontaal – for about four days now, and they will be tired after the journey. Just to make the point, give everyone a -10 modifier to all characteristic tests until they have had a hot meal and a night's sleep indoors.

A Place to Stay

The first thing the PCs will need to do is to find a place to stay. Any Frugelhofer will direct them to the Mill, after saying that there is no inn or hostelry in the village. Hector Brioche will see the PCs readily, smiling and scratching his head in an affable-bemused manner.

"Well, well," he says, "More visitors! Welcome to Frugelhofen! We do seem to be popular all of a sudden – we've had more visitors in the last couple of weeks than we normally get in ten years! My own spare rooms are taken, I'm afraid" – he furrows his brow briefly in thought – "and the Papins have a guest, and there's even a gentleman sleeping in the barn! Ah, I have it! Try the Widow Le Roux – the two-storey house next to the stables and dairy. She owns the stables, you see, and she might be willing to let you sleep there. I'm afraid it's probably the best we can do at the moment. Now, if there's anything I can do while you're in Frugelhofen, do let me know – but you must excuse me for the moment, I must go and check the cider-press. Enjoy your stay! Oh – by the way – I'm having a bit of an open house tonight. I do it every year – tomorrow's a bit of a local festival, you see – and just about everyone looks in. Consider yourself invited!"

The point of apparently wasting the PCs' time by sending them to the Mill is fourfold.

Firstly, it gives them a chance to absorb the rough layout of the village as they walk through it.

Secondly, as the PCs approach the Mill they will see Shalyir Moonhand lounging about, looking bored, kicking a pebble or two into the stream. She will give the PCs a brief, but thorough, look of appraisal, and then saunter off towards the orchard. Since well-armed and armoured Elves are not a common sight in this remote area, the PCs may become interested in Shalyir and try to strike up a conversation.

Thirdly, it gets them invited to Hector's gathering in the evening, which not only helps keep them in the village but also gives them an excellent opportunity to meet people and gather information.

Finally, the PCs may remember that Grumbli and Thalgrim mentioned a bottle of Brioche's brandy as a good calling-card when visiting the Dwarf loremaster Bardak Barantan at Gimbrin's mine. Hector will happily sell them a bottle for 1 GC 5/-; they may be able to haggle him down to 1 GC 2/6, but no less. Hector protests that his brandy is specially aged (true), and is very good indeed (also true).

Moving on to the Le Roux home, the PCs can get permission to stay in the stable and dairy building. Katrina says that there is no charge, but if the PCs should spot vermin of any kind she would appreciate it if they would kill it. She warns the PCs to expect early waking, as the cows are milked at dawn.

The stables are dry, but rather draughty. There is lots of

hay for bedding and some old tarpaulins and the like which can also be used for cover at a pinch. There are two bad-tempered mules (belonging to Gilles Papin) and a donkey (belonging to the Bergman brothers) in the horse stalls.

A Sudden Storm

Just in case the PCs are thinking of heading straight off into the mountains, clouds begin to gather just as they are talking to the Widow Le Roux. It gets almost as dark as night, the skies open, and rain comes down in torrents. Anyone who tries going anywhere in this weather is just asking for trouble, and the villagers will try any means short of outright violence to stop the PCs leaving.

The enticing smell of cooking is soon coming out of Katrina Le Roux' kitchen, and she lays on a veritable banquet for the PCs – starting with rabbit stew, steamed fish and stuffed boned pigeons, and going on to a main course of herb-roasted beef that simply melts in the mouth, followed by fruit pie and a glass or two of Hector Brioche's apply brandy. A PC Halfling will probably fall helplessly in love with her.

If the PCs absolutely insist on leaving the village, they will offend just about everyone – not least the Widow Le Roux. Added to which, mountains are very dangerous places in bad weather. The PCs should all get thoroughly drenched and catch stinking colds (as detailed in the section on the journey to La Maisontaal); let them get about a quarter of a mile out of the village, then have the cockiest character miss his footing on the sodden track and fall ten or twelve feet down a steep slope into the Vaswaser. No damage, but he gets very muddy and even wetter than everyone else. If *that* doesn't work, try some near misses with mudslides, small rockfalls, and lightning.

Open House

The storm abates about an hour after sunset, and the PCs have the chance to meet a few of the villagers. Hector Brioche always holds an open house on the eve of Stoning Day, and most of the villagers drop in for an hour or two. The only exceptions are the Bergmann brothers, who are away hunting, and Alain and Veronique Gascoigne, who don't socialise.

The gathering will pass off pleasantly enough for the most part. The Lauterbach brothers will get drunk early on, make a concerted pass at Hedwig and Tilda Krautheim, and be ejected. Cecil will be lordling it in one corner, regaling an avid audience of Papins, Giscards and Lagisquets with stories of hunting weekends on his estates in Wartsinghamshire. Albi will sit against one wall staring hopelessly at Shalyir, who stands in the corner opposite Cecil with her back to the wall and a clear view of the whole room including all exits and entrances (force of habit!), nursing a mug of cider and apparently lost in her own thoughts. Old Reinwald Lutter will install himself close to the cider at the start of the proceedings, and after half an hour or so he will be merrily haranguing everyone in earshot about something or other – unfortunately, he is so incoherent that no-one can tell what!

The Widow Le Roux will stay with the PCs, making introductions and generally acting like a good hostess. As the evening wears on, there is a 45% chance that she will have just a little too much apple brandy and corner the Human male PC over 30 with the highest Fel

score, waxing maudlin about how nice it is to have someone to talk to since she lost her husband – cue for the PC to get nervous unless married life in a mountain village sounds attractive!

Answers are given later to specific enquiries the PCs may make at this gathering. Most NPCs will meet courtesy with courtesy, and provided the PCs are polite and do not commit any dreadful social *faux pas*, they'll get along perfectly well.

Characters with *Etiquette* skill who talk to Cecil will realise on a successful *Int* test that he is not what he pretends to be. This can be used to blackmail him into helping out later, but if the PCs denounce him straight away he will deny everything heatedly and the Papins will back him up – after all, they have too much to lose if he turns out to be a charlatan.

Shalyir will be aloof but not unfriendly; a fellow Elf might make her open up more on a successful *Fel* test. She will still not let on that she is an assassin, but will claim to be a mercenary; if the *Fel* test is passed by 20 or more, she'll happily spend the evening swapping adventure stories with an Elf PC. But she will say nothing that gives away any information about herself.

Albi will be glad of company – especially the company of new arrival who have not yet had the opportunity to get bored to tears with his hopeless love for Shalyir. He is a good, if somewhat maudlin, drinking companion, but there is the ever-present risk that the poetry-book will come out after four or five ciders.

Hector Brioche and his family will be scurrying around being good hosts, topping up mugs and glasses, and making sure that everyone is having a good time. Doing four or five things at once seems to be a trait that is not restricted to the head of the family. As a result, the PCs will not be able to talk to any member of the Brioche family for more than two or three minutes at a time. If you like GMing gimmicks, you can use an egg-timer or a stopwatch – after the allotted time, the conversation is cut short as another Brioche shouts that the cider has run out, or another villager claims the informant's attention.

People will start drifting homewards about midnight, and the Brioche family, lively as ever, will set about clearing everything away and cleaning up. Offers of help from the PCs will be politely declined, and the PCs should take the hint that it is time to retire.

The Second Day

Rise and Shine!

The PCs are woken at dawn by the lowing of the cows in the dairy. Those who have partaken of Hector Brioche's cider and/or apple brandy must make a *T* test (*Consume Alcohol* +10, *Immunity to Poison* +10, *Dwarfs* +10, *Halflings* +10); those who fail will have the worst hangovers they have ever known – halve all percentage characteristics, and have each hung-over character make a *WP* test at every noise louder than normal conversation – failure means that the character can do nothing except hold his head and cringe for the whole of that round.

Characters who are suffering from hangovers may make a *T* test (same modifiers as above) every hour – success means that *D10* points are restored to each reduced characteristic. No characteristic may be boosted above

its original level, of course, and when a character's profile is fully restored, the hangover is gone. Medical help may shorten the hangover a little – treatment by a character with *Heal Wounds* or *Herb Lore* who makes a successful *Int* test will restore *D10* points to each reduced characteristic, but treatment may only be administered once per character.

These particularly savage hangovers are a combination of two things. Firstly, Hector's brews are stronger than they seem – especially the cider, which is closer to wine than ale in terms of strength. And secondly, we want to encourage the PCs to spend another day in Frugelhofen, soaking up the local colour at the Stoning Day festival, interacting with villagers and major NPCs, and being in the right place to hear some disturbing news which is on the way even as you read this section. Take our word for it, Hector's brews are *savage* – and if there's one thing guaranteed to make PCs stay at home, it's a reduced profile.

As if that weren't enough, the Widow Le Roux is up with the lark, making a cooked breakfast of fried sausages and scrambled eggs. Characters with hangovers need to test *CI* (at reduced level, *Immunity to Poison* +10, *Dwarfs* +10, *Halflings* +30) even to think about breakfast; hung-over characters who can bring themselves to eat must test against *T* plus reduced *WP* (same modifiers) in order to avoid being ill.

Don't be afraid to gloat at PC hangovers – make the players feel as bad as their characters.

Stoning Day

Stoning Day is an annual local festival lasting all day. Its origins are lost in the mists of time. All the villagers take part, and the Wernicke and Kassenbrinck families come into the village from the outlying farms for the festivities.

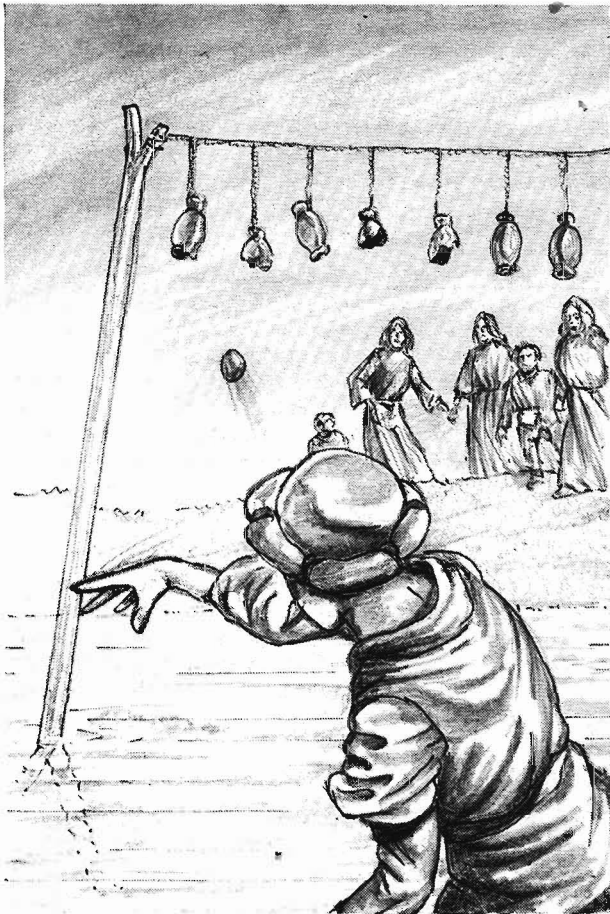
If the PCs announce any intention of leaving the village, the villagers will express dismay and mild offence. The honoured visitors simply can't go wandering about the mountains on Stoning Day! Their old mounds will still be there tomorrow, after all, and another day won't make any difference. *Everyone's* come into the village for the festival – everyone except that half-crazy Armand Le Roux and those no-good Bergman brothers, that is. And it's enough bad luck on the village having those three not turn up, without visitors walking out as well.

Make sure that the players realise that absenting themselves from the festival would cause real offence to the villagers, and drop hints about the villagers believing that it's bad luck to have anyone out of the village on Stoning Day. You might even have one of the villagers try to make a deal with them – if they stay for Stoning Day, he'll act as their guide when they set out on their search.

The Stone Chase

This is the first event of the day, and takes place shortly after breakfast. Everyone assembles in the middle of the village, and they go in a solemn procession down to the banks of the Vaswaser, where each villager picks up the largest stone he can comfortably carry. Then, one by one, they carry the stones round the boundary of the village, finally adding them to the cairn by the ford.

This is part ritual and part river management. Adding stones to cairns as a sign of respect is a practice well-known in the cults of Taal and the Old Faith, and taking



stones from the bed of the Vaswaser helps to deepen the stretch which runs through the village, slowing the water down and making it suitable for fish and waterfowl.

The procession is led by Hector Brioché, in his semi-official capacity as village headman. The 'honoured guests' go next – first Cecil, then Shalyir, then Albi, then the PCs. As the villagers are completing the ritual, there is a bit of a stir and everyone steps back. A heavily-veiled Veronique Gascoigne comes out of her cottage, leaning heavily on her husband's arm, and together they pick up two stones and carry them to the cairn. The PCs may be able to gather that this is the only time Veronique leaves her cottage – a measure of how seriously this ritual is taken in the village. Any PCs trying to see behind her veil will commit an unforgivable social *faux pas*, and will probably have an outraged Alain to deal with as well.

The Stone Chase takes about two hours. When everyone in the village has carried a stone round the village boundary and put it on the cairn, people drift back to the middle of the village. The PCs may overhear villagers grumbling to each other about Armand Le Roux and the Bergmans bringing bad luck on the village by absenting themselves.

The Pot Stoning

This is the second event of the day, and takes place in the late morning while food is being prepared. A rope is strung across the ford, supported on long poles, and about twenty sealed clay jars are hung from the rope.

The village children stand on one side of the stream, and a group of villagers and guests, armed with small

pebbles, stand on the other. One jar is filled with candied fruit and other sweets, and the others are filled with sand and gravel. The idea is to break the jars until the sweets are found, and the children then scramble for them in the river.

The jars are small targets, and the pebbles count as improvised missile weapons, so there is a -20 penalty to all BS tests to hit the jars. The jars themselves have T 3, D 1. Whenever a jar is broken, roll a D20; the jar with the sweets is broken on a roll of 20, then a 19 or 20, then 18-20, 17-20, etc as the number of jars is reduced.

Come and Get It!

Once the sweets have been found and recovered from the stream, the food is ready and everyone goes back to the village to eat. A huge open-air feast is laid out in the middle of the village, with wine and cider flowing freely.

If any characters are still suffering from hangovers, they must make a T test (*Consume Alcohol* +10, Dwarfs +10, Halflings +20) the first time they take a drink. If the test is passed, the 'hair of the dog' remedy has worked and the hangover disappears – all characteristics are restored to their original level. If the test is failed by 20 or more, the hangover gets worse – a further D6 points are lost from each percentage characteristic, but can be recovered in the normal way. If the test is failed by less than 20, there is no effect one way or the other.

The meal lasts for several hours, until late afternoon. Then there is music and dancing until dusk. This is a good time for the PCs to make any further enquiries in the village.

Information

During their two days in Frugelhofen, the PCs will have the opportunity to meet and converse with most of the villagers, and in particular the four major NPCs: Shalyir, Albi, Cecil and Alain. As well as making an impression (or otherwise) on the major NPCs, they also have the chance to ask questions about the general area and, in particular, on the topic of burial mounds in the Frugelhorn valley.

The information already given on Frugelhofen and the Frugelhorn valley should allow you to answer most general enquiries. Most of the villagers know absolutely nothing about burial mounds, and they won't be sure who does. On the third or fourth time of asking, the PCs will get referred to Hector Brioché. They should have got the idea by now that Hector is the best man to talk to about everything, so they may well go to him first.

"Burial mounds, eh?" he says, scratching his head in affable puzzlement, "Well now, I don't really know. You might try up at the mine. The loremaster there – can't remember his name – he's been in the valley for most of his life, apparently, so if anyone knows about burial mounds, he will."

If the PCs have upset or offended the villagers in any way, then Hector may well decide to withhold this information, leaving the PCs to search the mountains on their own.

Events and Encounters

As well as taking part in charming rustic celebrations and trying to find out about burial mounds, the PCs

will have the opportunity for various encounters and events in Frugelhofen. Here are a couple of ideas; you may well have got a few more from reading the descriptions of the various villagers. Don't overdo things, though. After all, the PCs are only going to be here a day and a half to begin with, and there's a limit to how much can reasonably happen in a mountain village. Things will get lively enough later on...

The Lauterbach Assault

The Lauterbach brothers pick on a male PC (the weedier the better) and insult him loudly, finally picking a fist fight. They are drunk, of course. This shouldn't give the PCs anything worse than a bloody nose, but how they handle the incident is important. If they try to avoid a fight, and then try to finish it quickly, tidily and without recourse to weapons, the villagers (including Alain Gascoigne) will respond favourably. If the PCs wound the Lauterbachs, this will go down badly with everyone present (including all the major NPCs).

Death on the Fells

Right at the end of the second day, eleven-year-old Leopold Krautheim comes running into the village from the northern slopes, where he has been checking his rabbit snares. He found Armand Le Roux lying on the slopes asleep so he threw a stone at him. Armand didn't move, so Leopold went closer and kicked him. He still didn't move, and Leopold thinks he's badly hurt. Alain Gascoigne and Hector Brioché go to investigate. An immediate and unprompted offer of help by any PC earns them one good point with Alain. Shalyir is not in the village, and Albi is off trying to spy on her.

Leopold leads the searchers to the body, which is about a mile out of the village to the north. It is lying face down, and when it is turned over the cause of death is plain – a massive wound in the stomach has practically cut Armand in two. There are cuts elsewhere on his body, and it is obvious to any character who makes an unmodified Int test that they were caused by an edged weapon – Armand was murdered. If the PCs all fail their Int tests and someone starts talking about attacks by wild animals, Alain will point out that the cuts were definitely made by an edged weapon.

Any character with experience in medicine, grave robbing or necromancy who examines the body closely will realise on a successful Int test that Armand has been dead for hours – the blood in his wounds has congealed, and the body is stiff with rigor mortis and completely cold. If the Int test is made by 20 or more, the conclusion will be reached that Armand died sometime during the previous night.

If one or more PCs search the area around the body, no tracks will be found, but on a successful I test a small bone will be found lying a yard or so from the body. It can be identified on a successful Int test (Physician, Physician's Student or Necromancer +20, *Identify Undead* +10, otherwise -10). It is in fact the final two bones of a human finger, partly fused as if from a healed fracture. There is a smear of dried blood on the bone.

Armand was the first victim of the Undead terror which is about to fall on Frugelhofen. The bone is part of his attacker. Allow the players a reasonable time to think of this for themselves. If they don't come up with the idea independently, allow an Int test for the smartest of them to come up with the theory that it came from an undead Skeleton, which slew Armand.

Alain and Hector will want the discovery of the bone kept quiet for a while, so as not to panic the villagers. They want to have some time to collect their thoughts, and come up with a plan of action. After discussion with the PCs, they decide to say that Armand was probably killed by bandits – or Skaven, if the PCs have mentioned their encounter with Rasskabak and his followers. This story will keep the villagers well-armed and alert, without causing panic.

"Another thing we have to do," says Alain, *"is check Wernicke's farm – and Kassenbrinck's – to make sure they all got back safely from Stoning Day. And we should get word to the mine, as well."* His habitual gloom and depression forgotten, Alain is transfigured – a cool and competent soldier weighing up the situation and deciding on appropriate measures. Even Hector listens to him in silence, without fuss or interjections. Alain heads for the farm while Hector sets off back to the village, to the sad task of breaking the news to the Widow Le Roux.

"We'll send runners out to Kassenbrinck's farm," calls Alain over his shoulder. *"You people take the news to the mine – you were going there anyway, if I remember right."* If the PCs have not yet been told about Bardak Barantan the Dwarf loremaster, Alain will mention that Bardak may know something about burial mounds, as an added inducement to get the PCs to the mine.

To the Mine

The events we've described should be enough to get the PCs out to Gimbrin's mine, there to face the first of their battles against the Undead.

There is one possible pitfall here. The next phase of the adventure revolves around striking up good relations with a mine full of Dwarfs, which means that Elven PCs could be a problem. This might lead players to suggest sending Elf PCs to the farm while the others go to the mine – which would weaken the party for the battle at the mine.

Discourage this kind of split-up if at all possible. Alain and Hector will say that Wernicke's Farm is nearby, and that Alain can soon reach it; besides, there's no need to worry the Wernickes by having a group of strangers suddenly turn up. The Dwarfs are not bad sorts, and are fairly tolerant of Elves. Besides which, surely none of the PCs will want to miss any information that the Dwarfs might have about burial mounds in the area? And really nervous Elves could always go to the mine but keep out of the Dwarfs' way. They're not going to cook and eat any Elf they see, for heaven's sake. Use any or all of these levers – either in the mouths of Alain and Hector or as direct hints – to keep the PCs together.



THE LICHEMASTER STRIKES

Armand Le Roux was just the first to fall to the forces of the Lichemaster. Heinrich Kemmler is ready – and his Undead are about to sweep down the Frugelhorn valley, carrying the tide of death to Frugelhofen itself.

This chapter breaks down into two distinct sections. First, the PCs go to Gimbrin's mine, taking the news of Armand's death. They will probably want to talk to the Dwarf loremaster Bardak Barantan, as well, in their search for old burial mounds. Little do they know that the mound they seek has already given up its dead. Shortly after the PCs arrive at the mine, it is attacked by a small force of Skeletons – followers of Kemmler, seeking lives to add to his power before the assault on Frugelhofen. With the added strength of the PCs, the Dwarfs can repulse this attack fairly easily; the Dwarfs withdraw to Frugelhofen, to consult with their Human neighbours, but the PCs must go to Wernicke's Farm, to evacuate the family there.

Shortly after the PCs arrive at Wernicke's Farm, it is surrounded by another Undead force. They must fight their way clear, and get themselves and the Wernicke family to safety in Frugelhofen.

These initial skirmishes will affect the battle at Frugelhofen, which is covered in the next chapter. The

more survivors reach Frugelhofen, the stronger its defences will be against the Lichemaster's attack. And every survivor robs Heinrich Kemmler of a recruit. If the PCs save their own skins and leave the others to their fate, they may have cause to regret it when Frugelhofen is attacked.

GIMBRIN'S MINE

Map 7 shows the layout of the mine. The minehead is driven into the side of the valley, with a conduit leading water from a spring into a stream-bed where the gold is washed from the surrounding crushed rock. Across the stream from the mine entrance is a collection of living huts and the communal hall which forms the hub of the small settlement. The Dwarfs congregate here in the evenings to sing, drink, swap epic tales of Giant-slaying and generally have a good time in the Dwarven manner.

In all, there are 16 Dwarfs at Gimbrin's Mine. The *Dwarf Miner* profile given in the reference section will be sufficient for most of them, but two are exceptional: Gimbrin Finehelm the clan chief, after whom the mine is named, and Bardak Barantan the loremaster. Individual profiles are given for these two NPCs.

The mine is loosely attached to the Hold of Karak-Brydda (Broken Crag) which lies deeper in the Grey Mountains. Gimbrin has more or less inherited the mine, and the duty of working it, from a relative who died (of a broken heart, it is said, at the mine's barrenness) some fifty years ago. The mine was never the success that the Dwarfs hoped for, and the thin and intermittent seam of gold is becoming thinner and patchier as work goes on. The Dwarfs supplement the mine's meagre output with trapping for meat and fur, and manage to sell better pieces from the semi-precious quartz matrix surrounding the gold to makers of cheap jewellery in Parravon.

Over the years, more and more Dwarfs have drifted back to the Hold, leaving Gimbrin and a few devoted or oath-bound followers scratching away until they either strike it rich or work out some way of giving it up without losing face.

Although this won't be important during the adventure, the PCs may want to make small-talk with a Dwarf or two at some stage. Obviously, the amount a PC will learn will depend on what the informant thinks of the PC, and how loyal the miner is to Gimbrin – a non-Dwarf will never be told anything that reflects badly on Gimbrin.

Approaching the Mine

Armand's body was found at about dusk; the PCs could go straight to the mine, or return to Frugelhofen and set out first thing in the morning. It takes a couple of hours





to reach the mine, and the track is in reasonably good condition, so the PCs shouldn't get lost in the deepening gloom if they decide to set out right away.

Approaching by Night

If the PCs approach the mine at night, the first thing they will see will be the lights burning in the hall and bunkhouses. Two Dwarfs are standing on the bridge, armed with axes and crossbows; they challenge the PCs and move towards them.

"HALT! Stand still, please, and keep your hands where we can see them. Who are you, and what's your business? You're not locals, we can see that."

The PCs have an opportunity to state their business, and provided they are polite and sound convincing, the two sentries will lead them to the hall to see Gimbrin. If the PCs are not well-behaved, the sentries will insist that they leave their weapons outside – by this time, a small crowd of Dwarfs will be watching for the doorway of the hall, so starting a fight with the sentries would be most unwise. Any Elf PC will be disarmed as a matter of course – *"Don't grumble at me, Gimbrin's orders"* lies the sentry. Gimbrin, of course, will back the sentry up if any dispute arises over this.

Approaching by Day

If the PCs approach the mine by day, the Dwarfs are working away around the mine, although the bulk are in the underground areas. They will be challenged rather gruffly and asked to state their business. Assuming that they give no offence, they will be shown into the hall (Elves will have to leave their weapons outside), where Gimbrin will join them in a few minutes.

An Interview with Gimbrin

Gimbrin will repeat the questions asked by the sentries, and will entertain no questions until he has satisfied himself of where the PCs come from, why they are in the Frugelhorn valley, and what their business is at the mine. The PCs may be at the mine either to seek an audience with the Loremaster, or to warn the miners about the murder of the shepherd, or both.

The Loremaster

If the PCs have only come to seek an audience with the loremaster, and are not bringing any warning to the mine, then Elf PCs will not be welcome. They will be sent out of the hall, and a small group of Dwarfs will be posted to keep any Elves away from the mine. These Dwarfs will pester the Elves with the usual provocative 'chummy banter,' and may even try to persuade them into a fistfight if the Elves return the Dwarven insults.

A messenger is sent into the mine for Bardak. If any PC expresses surprise that such an old and respected Dwarf as a loremaster should be working in the mine, Gimbrin raises his eyes to the ceiling.

"Of course he doesn't work – he lives down there! You don't think we'd make a loremaster live in one of these shacks instead of under decent rock, do you?" If a Dwarf PC makes this mistake, you should make him feel particularly foolish.

The door to the hall opens, and a venerable robed Dwarf stumps in. Gimbrin rises from his ornately-carved throne and stands to one side as the loremaster sits there; his seniority entitles him to this privilege.



"Well?" snaps the loremaster peevishly, "You're here, I'm here, you may as well speak."

Bardak listens carefully as the PCs explain themselves. Over his long life, he has become uncannily able to detect lying from posture, gaze, and timbre of the voice; if the PCs lie to him, he will detect this if he makes a Fel test with a +25 bonus. If a PC tells a lie, he will spit some black tobacco and bark, "Get that lyin' Orc-tongue out of my sight!" If the PCs want the audience to continue, the offender must retreat, fast.

The PCs need to stand up straight, tell the truth, and preferably offer old Bardak some good brandy into the bargain. If a PC has the honesty and forthright nature to say, "We were told you enjoy this brandy, and we hope you will..." Bardak will look pleased with such boldness. Make a Fel test (Elf -20, Human -10, Dwarf +10, brandy +20) for the PC doing most of the talking. If the test is successful, the PCs get *The Long Version* of Bardak's reply. If not, they get *The Short Version*. The importance of this is that the place is going to get attacked shortly, so if the PCs don't get the expanded version from the old loremaster now he just might get killed before they can hear it at some future time!

Whichever version the PCs get to hear, guards rush in as Bardak finishes – *The Attack on the Mine* has begun!

The Short Version

"There's a mound up by the Frugelhorn, might be what you're looking for. Around four hundred years old, going by the weathering of the stones and the compacting of the soil. No more than five hundred years old, for sure. Up near the glacier, it is – another couple of centuries and it'll be rolled flat underneath it. Might be under by now, it's been that long since I looked. When I first came down here – back in Hrugni's day, that was – around a century ago; when I first came down here, the manlings told tales of some bandits or other – their chief was called Zimmer, Swimmer, name like that. They said the chief from Parravon sent a whole army after him. Hmph – it'd take a whole army of manlings just to find the broad end of a valley, in my experience."

The Long Version

"Out by the Frugelhorn, as you manlings call it, there's the burial mound of a bandit leader. Right by the glacier; it'll be rolled flat in a century or two. Bandit called Zimmer, Zimmerman, Swimmer or something. Died near four centuries ago, I learned. Had many men with him, the Duc de Parravon himself had to come out with a whole army to nail him in the end. Blood-crazed, the bandits were. There

were rumours that the leader had a pact with some dark force; dark magic in his tomb, a wizard of my grandpappy's acquaintance once told him. Can't go under that glacier soon enough for me. They said his men – them as lived after him – all came back there to die. Drawn back, somehow. Them as wants to go a-messin' with that tomb wants to keep clear of it, says I. It's a bad place, an' no mistaking."

A Warning

If the PCs bring a warning to the mine, they are ushered into the main hall. Gimbrin calls all the Dwarfs (apart from two door-guards) to a meeting, to hear the news.

If the PCs do not mention the finger-bones found by Armand's body, then Gimbrin will politely thank them for the news, but will not appear at all concerned. A murdered manling shepherd may be a serious matter for manlings, but he has a mine to run and it's not really any of his concern. This complacency will be shattered as the guards rush in and raise an alarm; go to *The Attack on the Mine* below.

If the PCs mention the finger-bones, Bardak will take a sharp intake of breath, and will tell *The Long Version* of his tale above. An uneasy quiet falls upon the hall, broken by guards rushing in to raise the alarm as *The Attack on the Mine* takes place.

THE ATTACK ON THE MINE

By the time the attackers are spotted, they are about 300-400 yards from the mine, and coming up the valley fast. There is no way round them, and no other means of escape. There are thirteen Skeletons; one (the one in the middle) is Bettino Taglielli, a Skeleton Hero – although the Skeletons all look much alike to the PCs. Profiles for Bettino and for a normal Skeleton are given in the reference section.

The defenders have five rounds from the time the alarm is raised to the time the attackers come into contact. There are 14 Dwarfs plus the PCs in the hall, and it will take a full round for everyone to get outside. A further round will be necessary to ready spells and missile weapons, so three rounds of missile fire are possible before things come down to hand-to-hand combat. The Skeletons are in a single group – none will go more than 24 yards away from Bettino. If a Skeleton is forced more than 24 yards from him, it must test for *Instability*.

Running the Battle

You can handle the battle in one of three ways.

Firstly, there is the *Battle Narrative* system, which concentrates on what is happening to the PCs, and streamlines the rest of the battle for speed and ease of use.

The second option is to run the battle in full, using the full WFRP rules and making all the necessary dice rolls; this will be a little slow, but enables you to play out the whole battle in detail. Notes on using this option are presented a little later in this section.

Finally, if you have a copy of the *Warhammer Fantasy Battle* rules, you can play the battle out on the tabletop with miniatures. *Appendix 1* provides notes on using WFB rules in this adventure.

Battle Narrative

In this streamlined system, the PCs and Dwarfs enter a mass melee with the attacking Undead. It is not necessary to keep detailed track of who is where and so on, since the battle is handled on a slightly abstracted level.

Friends and Enemies

Each PC is faced with a single Skeleton opponent. Half of the PCs also have a Dwarf (standard profile) beside them to help, since the defenders of the mine outnumber the Undead. You can roll dice to decide which PCs get help, or you can be charitable and allot them to the three PCs who are weakest in combat.

Hanging Back

A PC may hang back from this combat if the player specifically wishes this. For example, an unarmoured wizard's apprentice with a dagger cannot reasonably be expected to charge in and fight hand-to-hand with the Undead. However, the more PCs hang back, the less help will be available from the Dwarfs. If one PC holds back only one PC in 3 will have a Dwarf to help him; if two PCs hold back, only one in 4 of the others gets help; if 3 or more PCs hold back, then none of the PCs who fight will receive help.

Run all combats between PCs and their undead opponents using the normal WFRP combat rules. If a Skeleton has two opponents (ie a PC and a Dwarf), it will strike randomly; if you like, you can roll dice to determine whom it attacks, or you might rule that it always attacks the opponent who did it the most damage in the previous round.

Fear

Each PC and Dwarf must make a CI test (for *fear*) at the start of the first round of hand-to-hand combat. The test is made when the character and the Skeleton are within hand-to-hand combat range, not visual range: it's seeing a Skeleton actually coming for you which makes you afraid!

A character affected by fear is not paralysed. However, that character is 'rooted to the spot', and cannot make any effective move while affected by *fear*. The one and only action allowed is for that character to parry a blow aimed at him; he cannot strike with a weapon himself. A character affected by *fear* may be able to cry out or scream out some kind of warning, if the GM allows this (some characters might be unable to manage more than a squeak!).

A character failing a CI test must try again at the start of each new round until the test is finally made or until all the Skeletons have been destroyed; only then can the character act normally again.

The Melee

While you are paying close attention to the battles in which the PCs are involved, you also need to keep track of how the other Dwarfs and Skeletons are getting on. This can be done fairly easily, without having to roll dozens of dice each round and slow the game down to a crawl.

Each round, count up the number of Dwarfs who are not fighting alongside a PC (discounting Gimbrin, who is an exceptional character, and Bardak, who is a non-combatant). Then, count up the number of Skeletons who are not engaged in combat with a PC. The table

below gives you a series of dice rolls to make in each round of the battle, to determine how many on each side are killed or injured.

Important: The dice rolls are *not* cumulative. Note down the scores in the first round, then roll as indicated in the second round. *Do not add the scores together.* The first round score simply sets a baseline for the second round score. If the second round score is more than the first round score, it replaces it – if not, it is ignored. For example, the number of Dwarfs injured on Round 1 is 2 – the number 2 is noted down. On Round 2 it is 3 – so the 2 is crossed out and 3 is noted down. If it had been 2 on Round 2, it would have been ignored.

Injuries and Deaths in the Battle Narrative

Round	Dwarfs		Skeletons Destroyed
	Injured	Killed	
1	D2	D2-1	0
2	D3	D3-1	D2
3	D3+1	D4-1	D4
4	D4+1	D4-1	D6
5	D6+1	D4	D6+1
6	D6+1	D6	D6+2
7	D8	D6	D4+4

Don't forget to add to this number the results from PC combats.

Towards the end of the battle, the combined killed and injured figures can exceed the total size of the force – in this case, the number destroyed is correct, and the remainder are all injured. After 7 rounds (if the battle isn't over before), there should be so few surviving Skeletons that you can finish the last few off with individual hand-to-hand combats.

Switching Opponents

PCs who destroy one Skeleton have the chance to fight a second one, if they want to be heroes. Each time a PC does this, make a note of this fact – it will be very



important later on. When a PC attacks a second Skeleton, that PC will *always* have a Dwarf fighting beside him, since he is going to help a Dwarf who is already fighting. The Skeleton has a chance of being injured already, according to how long the battle has been in progress:

Round	Chance of Injury
2	5%
3	15%
4	35%
5	50%
6	70%
7	90%
8+	100%

An injured Skeleton has only D4 *Wounds* left. This is never obvious – Skeletons show no pain and don't bleed, and it isn't easy to know when they are damaged in combat. Only you will know the W score of any PC's opponent.

When a PC goes to help a Dwarf, the Dwarf has a 25% chance of having been injured, if there are injuries on the Dwarven side; reduce his W score by D6 from the standard profile.

PC Bravery

Each time a PC helps destroy a Skeleton, add 1 to the number of Skeletons destroyed from *Table 1*. Further, do not make a roll for Dwarf injuries and deaths on the round after a PC helps destroy a Skeleton – inspired by the PC's example, the Dwarfs fight with renewed vigour! PCs choosing a new target can choose to help a hard-pressed Dwarf if the player thinks of this, asking "Is any Dwarf nearby in trouble?" or a similar question. While this has no special effects on the battle, it will be remembered by the Dwarfs.

Gimbrin and Taglielli

Gimbrin should also be treated as an individual Dwarf, and you should make dice rolls for him as the GM. If he should be killed or mortally wounded, the morale of the Dwarfs will be very badly shaken indeed; they must all make another CI for fear test as soon as their leader drops. If a player says he wants his PC to stay close by Gimbrin, with the express intention of trying to protect the Dwarf leader and thus keep the morale of the Dwarfs intact, this is smart play and should get some extra EPs. It may elicit a reply of "I can deal with this, go and find your own friends to play with" from Gimbrin, but staying close by while not interfering with the clan leader's fun (unless he takes a heavy hit) is acceptable.

Try to shield Bettino Taglielli if you can. He hangs back, so it's impossible to get to him straight away. He can only be attacked by a PC (or Gimbrin) attacking a second opponent. However, since he isn't actually recognisably different from the other Skeletons, how can you know if a PC (or Gimbrin) is actually attacking him? When a PC or Gimbrin attacks a second opponent, roll a D6: on the first roll of 5-6, the new opponent is Taglielli. If the PCs and Gimbrin don't get to him, eventually Taglielli will be the last Skeleton left in the melee.

When Taglielli is destroyed, the remaining Skeletons become subject to *stupidity*, and must test every round for the rest of the battle. They must also test for *Instability* immediately; the test is repeated at 10-round intervals, if the battle lasts that long.

The Full Battle

If you wish to play the battle at the mine out in full detail, there's no reason why you shouldn't. If you want to play the battle out on the tabletop with miniatures and scenery, you might find it useful to skim through the notes on *Warhammer Fantasy Battle* at the back of the book.

As GM, you handle the Skeletons. The players handle their PCs as normal, and they also take charge three or so Dwarfs, until all the Dwarfs are accounted for. Take careful note of how the players behave here; if they use the Dwarfs as cannon fodder they're going to be sorry for their cowardice later.

If you want to put the PCs and the Dwarfs at a slight disadvantage, you can rule that only 4 of them can get out through the doors of the drinking hall in one round. This will slightly reduce the numbers that can emerge by the time the Skeletons arrive, and make sure the PCs and Dwarfs are temporarily outnumbered to begin with. Since the PCs and Dwarfs should be able to win this fight fairly easily, this is a fair ruling to make.

When the Dust Settles

When the battle is over (ie when all the attacking Skeletons have been destroyed), it's time to take stock of a few things. The outcome of this battle will have a significant effect on the outcome of future events.

Heroes or Cowards?

After the battle, you should rate the PCs' performance on a Heroism Scale of 0-4 points, in the following way:

Craven (0 points): The PCs hid behind the Dwarfs, tried to avoid combat, and were actively pusillanimous.

Cowardly (1 point): Some PCs fought, but ran away if in any real danger; or they only came in to help after the Dwarfs had borne the brunt of the attack: "Has the Dwarf hit that Skeleton? Does it look like I could kill it really easily?"

Average (2 points): The PCs did their share but no more, and only Warriors and Rangers took an active part in hand-to-hand combat, with a Rogue or similar possibly helping right at the end.

Brave (3 points): The PCs did their share, some took on more than one opponent, and the players showed concern about the Dwarfs: "Are any of them in real trouble, close enough for me to help?"

Heroic (4 points): The PCs led the charge, fought everything they could get at, risked themselves to save Dwarven lives, and generally behaved with laudable courage and steely resolve. This does not include actions motivated by insanity, idiocy or unthinking gung-ho play (e.g., an unarmoured wizard's apprentice armed only with a bent knife charging a group of Skeletons). As GM, only you can judge who was on which side of the line here.

Use the *PC Heroism Chart* section of the Adventure Log to record the PCs' level of bravery in this battle – this will become important later on. Make the judgement for the party as a whole, putting yourself in the Dwarfs' position and deciding how impressed they are with the PCs' fighting prowess. If you have one or two very brave PCs, and one or two cowardly ones, the score for the group should be a little above the average level.

Don't forget that some PCs should be physically cowardly (weak academics, for example). Wanting to stay alive isn't necessarily cowardice, so don't punish the PCs for such role-playing!

Casualties

The PCs and Dwarfs shouldn't suffer any severe casualties in this battle unless they make an awful mess of it or the dice are extremely unkind. Maybe one or two Dwarfs will die, and a few PCs may get a nasty wound or two, but that should probably be the limit.

Injured Dwarfs will have lost D6 Wounds from their original profile, which can be restored in the normal way by magic, medical attention and so on.

If you have used the *Narrative Battle* system, dead Dwarfs may simply be suffering from incapacitating wounds rather than being actually dead. Roll for each 'dead' Dwarf on the +3 column of the *Critical Hit Chart* in the WFRP rulebook to determine the numbers of actual dead and the extent of incapacitating injuries. Again, these injuries may be treated in the normal way.

Anyone slain on the side of the PCs and Dwarfs will have to be buried here at the mine. There are too many injured and fatigued among the living, and the Dwarfs have to take essential supplies (and gold!) with them, and they only have a couple of spare mules in the corral. Keep a careful record of how many bodies are buried here – it will become important later on...

The players could well decide to destroy the bodies (and the remains of the Skeletons) to prevent any further necromantic goings-on – this is good thinking, and the PC who first suggests it should be rewarded with experience points – a full list of experience point awards is given in the section on *Completing the Adventure*.

The Skeletons can be burnt hurriedly (using pit props from the mine for fuel if necessary), but the Dwarfs will not allow their own dead to be burnt – the proper funeral for a Dwarf is to be buried in the rocks from which he sprang. Obviously, there is no time to prepare the normal well-appointed rock-cut tombs, but Gimbrin (or whoever is leading the Dwarfs at the end of the battle) will agree to the temporary measure of taking the Dwarven dead into a deep part of the mine and sealing them in by collapsing a long passage.

What Now?

By this stage in the adventure, the PCs should have a rough idea of what they are dealing with – Something Has Happened at the burial mound they were looking for, and there may be more Undead in the offing.

The Dwarf leader (Bardak will take over if Gimbrin is killed) suggests to his people that they head for Frugelhofen to make further plans with their Human neighbours. A couple of Dwarfs begin to grumble about deserting the mine, running away from a few Skeletons, and so on, but wiser counsels prevail. If there are more Undead about, everyone must be warned; the Living must come up with a plan to deal with the Undead.

The Dwarfs prepare to move out to Frugelhofen. After about half a mile, the PCs can see a column of smoke rising into the air a couple of miles away. Gimbrin (or Bardak if Gimbrin is killed) approaches the PCs.

"That'll be Kassenbrinck's Farm," he says gloomily.



"There must be more of those devils about. Someone has to warn the Wernickes and get them back to the village. Your long legs would get you there in an hour. Go on ahead, and turn east when you reach the fork. Wernicke's Farm is a little way from there. We'll meet you in Frugelhofen – hurry!"

If the PCs question or hesitate, Gimbrin points out that old Gunther Wernicke is a competent healer, and knows something of treating wounds. Also, Emmerich Wernicke is a tough fighting man who has seen military action in more than one place. The Wernickes would be valuable if it comes to a defence of Frugelhofen.

Note that even if the PCs have a party member who can do something about infected wounds and wound loss, there are probably several injured people to be treated, and treatment needs an Int test in some cases. An experienced healer adding his skills to those of an inexperienced PC could only be useful – and the PC might find himself with a useful tutor!

If the PCs reply that Alain Gascoigne has already gone to Wernicke's Farm, the Dwarf leader points out two reasons why the PCs should still go there. First, the presumed threat has now been confirmed, and it must be assumed that the farm is in danger. Second, can the PCs now be sure that Alain got through? They should check, at least.

If the PCs ask for Dwarfs to go with them, Gimbrin gives them a hard look and says that Dwarfs would slow them down (quite true, since Dwarfs have a lower M score and march a lot more slowly). "Don't have legs up to our necks like you big beggars", he says gruffly. The PCs should take the point. They can get down the track quicker than cutting across the rough country, and reach Wernicke's Farm and get back to Frugelhofen, by the time the Dwarfs reach the village.

If, for any reason, the PCs do not go to Wernicke's Farm, then the Wernickes will be wiped out by the Skeletons which are about to attack the farm. This will mean a much weaker force to protect Frugelhofen (and, later, La Maisontaal), and a significantly better chance for the Lichemaster to destroy the PCs in the final siege of the monastery! So the PCs would be well advised to head for Wernicke's Farm, even though a tough skirmish awaits them there.

WERNICKE'S FARM



Marie-Louise Butterfoot, the Halfling cook; and Grandpa Gunther and Granny Mathilde.

As the PCs approach, they will see one or two of the Wernicke family moving around. There is a huge dog chained up beside the house, and as the PCs approach it hurls itself to the end of its chain, barking frantically. The whole household assembles to greet the new arrivals, and Emmerich, the head of the family, invites the PCs inside and asks what brings them here so soon after the earlier visitor from Frugelhofen (Alain did get through, but you can skip this if the clue of the fingerbones was not found by Armand's body earlier). Profiles for the Wernicke family can be found in the reference section at the back of the book.

The Wernickes listen intently to the PCs' story about the assault on the mine. However, the two oldest members of the family delay the evacuation of the farm somewhat. Grandpa Gunther is rather deaf, and everything needs saying to him at least twice before he will take it in. Granny Mathilde is just plain obstinate, and the two of them refuse to leave the farm at all. Spin this out – let the PCs get more and more frustrated as they try to persuade the two old people that they are in danger. Here are a few sample lines to use:

"Go to Frugelhofen? I don't want to go to Frugelhofen – I'm happy here."

"We went to Frugelhofen yesterday, for Stoning Day – what do we want to go back today for, eh? All the way there and all the way back yesterday, and we're supposed to go all the way there again today?"

"Not going to Frugelhofen. Nasty place – full of people. Not like it used to be – folks in the village used to be pleasant."

"Dead people? Whoever heard of such a thing? In my day, dead people had the manners to stay decently buried. There's been no dead people walking about in this valley in the fifty years I've been here, and I don't suppose they'll start now. You must be mistaken, young feller."

"Death? Yes, yes – I'm not long for this world. They all want me to die, you know – just sitting there waiting, they are, waiting to inherit everything."

"This is our farm. We live here. We're not running away to Frugelhofen and leaving it."

Map 8 shows the layout of Wernicke's Farm. It is on the north bank of the Vaswaser, with a wooden bridge crossing the stream to the track. The farm buildings consist of the house, a barn, and an outside earth closet; there is a small kitchen garden backed by an orchard to the west of the house. There are nine Wernickes – Emmerich, the head of the family, with his wife Heidi and their children Brigitte and Hedwig; Hugo, Emmerich's older brother, with his fiancée Dominique Manceaux;

The Attack

Just as the PCs begin to consider leaving the Wernickes to their fate, there is a tremendous barking from outside. Emmerich and Hugo look at each other, Emmerich goes to look out of the back door, Hugo out of the back. Emmerich slams the door and rushes to the master bedroom for his armour and sword – as he crosses the room, he says quietly to the PCs *"You're a little late. They've just arrived."* Hugo returns with Fleck the dog, who is straining at his chain and barking.

A look out of any window confirms Emmerich's statement – the place is ringed with Skeletons!

By the time everyone has prepared their weapons, the Skeletons have closed in around the farmhouse, moving as shown on Map 8. There are 14 normal Skeletons, plus a Skeleton Hero who, in life, bore the name Didier Cousteau.

The Skeletons' move as shown on the map, to smash down the doors and shuttered windows of the farmhouse and gain entry any way they can.

Front Door	T 3	D 8	Admits 4 Skeletons/round
Other door	T 2	D 5	Admits 2 Skeletons/round
Window	T 2	D 4	Admits 1 Skeleton/2 rounds

In the first round of the attack, one Skeleton goes into the earth closet and another into the tool shed; once they discover that these are not ways into the house, they come out again and can be used as 'spares' on the third and subsequent rounds, to reinforce the Undead attackers wherever they look weak.

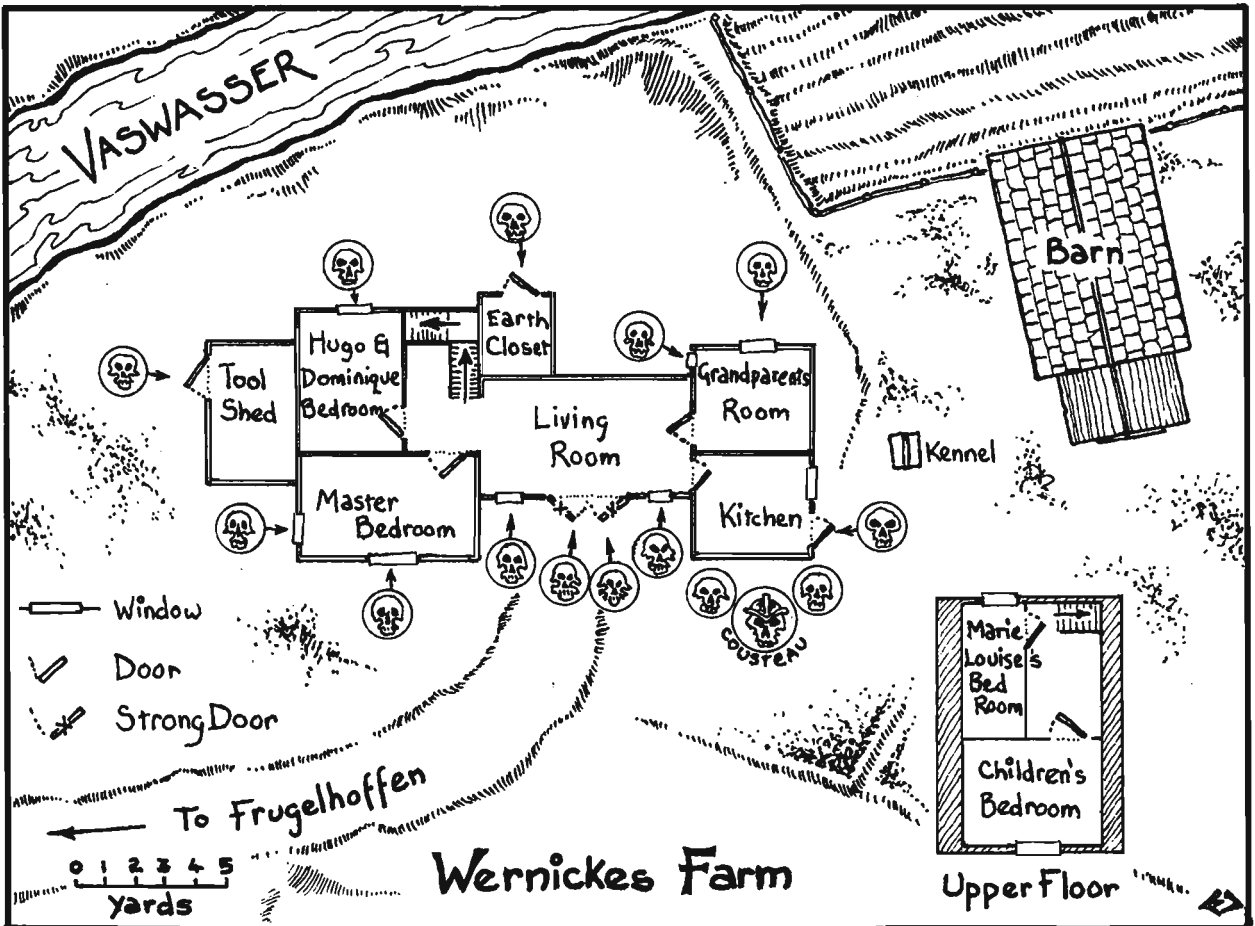
Cousteau stays outside with two other Skeletons, to stop any mortals trying to fight their way out. These three will only enter the farmhouse when at least six Skeletons have been destroyed. You may, if you wish, use these Skeletons for a nasty stunt. Have them hide as shown on the map, and ambush any PCs who come out of doors thinking the fight is over.

When the Skeletons start smashing their way in, assume that all those inside the farmhouse are in the main living room. The first priority should be to hold the front doors, and then to prevent the Skeletons getting into the living room from other parts of the house. Emmerich stands by the front door; Hugo and Fleck head for the hallway by the stairs; Dominique grabs a copper warming-pan from a hook on the wall and sets about a Skeleton which is forcing its way through the window. The rest of the family will stay in the centre of the living room, and the PCs can move about as they see fit.

Make sure that you make CI tests for each person within the farmhouse the first time they are attacked by a Skeleton. A successful test is good for the whole battle – although if you have Cousteau ambush them on the way out, a further test might be needed for this unexpected attack.

This is a straightforward fight to the finish. Your players can make attack rolls for the NPCs if they wish, while you control the Undead. Be sure to present this battle in a dramatic fashion, with horribly grinning Skeletons smashing through splintered window frames, sweeping aside tables and chairs, stretching out with raking bony fingers or filth-encrusted weapons to kill any living creature they see!

As in the defence of the mine, you should keep a note of



how brave the PCs are in defending the Wernickes. Hugo and Emmerich can fairly be assumed to be able to protect themselves, but they may call for help if they are faced with more than one Undead opponent. Clear statements of intent regarding protecting the weak and helpless should be noted! At the end of the fight, rate the PCs' courage from 0-4 as before, and note it on the PC Heroism Chart.

After the Battle

At the end of this savage attack, the Wernickes decide to leave the farm as quickly as possible. It will take some time for everyone to collect themselves together – any surviving children and Marie-Louise the Halfling are semi-hysterical, and there is a good chance that Fleck the dog will be in a similar (but more dangerous) condition; note that he doesn't recognise the PCs as friends, but don't set him on anyone if the PCs have had a rough time in this fight.

If you want to leaven the horror with a bit of black humour, you could have Fleck proudly carrying a bone from the last Skeleton he destroyed, and growling loudly if anyone looks like taking it from him.

The PCs may decide to burn or otherwise destroy the remains of the attacking Skeletons, to prevent any necromantic re-use. If they want to do this, fine; they should be able to find enough combustible material around the farm to make a good pyre. This time, though, they don't get any experience points for thinking of this; if they thought of it at the mine they have been rewarded already, and if they didn't think of it at the mine they should have done – so no rewards!

The Wernickes take about 10 minutes to pack some things – spare clothes, blanket rolls, a tarpaulin, and baskets of food. They have a cart in the barn, but this will be useless – the horses broke out of their stalls in terror when the Undead attacked, and are now over the hills and far away. It takes a further ten minutes for the Wernickes to decide what to leave behind, and how the grandparents are going to get on if they have to walk all the way to Frugelhofen.

It's up to you whether you play out the journey to Frugelhofen in full, and whether anything happens on the way. If you reckon the PCs have had a particularly easy time so far, you might have half a dozen Skeletons attack them on the road, or you might just telescope the journey down to the simple statement "you all get back to Frugelhofen safely". Either way, the PCs and the Wernickes reach the village about half an hour after the Dwarfs, who met with a small force of Skeletons on the road, and saw them off with the loss of D3-1 more Dwarfs.



CARNAGE AT FRUGELHOFEN

The Undead are marching down from the mountains, and their destination is Frugelhofen. In this section, the PCs must rally the frightened villagers and organise some kind of defence; they will find that their success (and therefore their survival, along with everyone else's) depends on the kind of impression they have made so far. After all, men will follow a foolish hero into the mouth of death itself, but few will listen to a coward, even if he talks plain sense.

The action of this chapter takes place in and around the village of Frugelhofen, but the chapter itself breaks down into four phases. First, the PCs arrive in Frugelhofen, bringing the surviving Wernickes and meeting up with the Dwarfs from Gimbrin's Mine. They get their first sight of the Lichemaster, and their first taste of his true power.

The necromancer, however, is merely toying with the trapped village, and withdraws to muster his troops. In Frugelhofen, a desperate council of war is held. It is time to organise, and prepare defences.

The brief respite is shattered at dawn, as the dead of ages past fall upon the village. The PCs must fight hard to defend themselves and the villagers, but slowly, with luck and hard fighting, the battle starts to swing in their favour.

But just as hope appears to dawn, it is crushed – a strong Undead secondary force arrives, led by the Lichemaster himself. The villagers cannot possibly survive this fresh onslaught – and the PCs must organise a hurried evacuation under fire. But the only way out is down the suicidally impassable rapids of the Vaswaser...

DEATH FROM THE DARK

When the PCs bring the Wernickes back to the village, it is about half an hour before dawn. Since the Dwarfs arrived about half an hour ago, the central part of the village has been ringed with torches stuck in the ground, and most of the population is milling about in fear and indecision.



An anxious, grim-faced crowd gathers as the PCs arrive, and hot soup and blankets are hurriedly produced for the refugees. Hector Brioche steps forward, scratching his head, but without his usual affable expression. The population of the village has just about doubled in an hour – where can everyone stay?

As everyone is still milling about in indecision, there is a blinding flash from a hilltop just behind the mill. Any character who makes a successful I test will have a brief image of a humanoid figure standing on the hilltop, which is about 100 yards away from the village.

Before anyone can react, there is an unearthly screaming sound, which gets closer and closer – and then *something* falls in the centre of the village. D4-2 villagers are struck by the thing, which turns out to be a human skull. This grisly missile strikes its victims at S 5.

To the Rescue!

This is the PCs' cue to take some kind of action. First, though, you need to establish two things. Make sure you know where each PC is, and then make a CI check against fear for everyone in the village. To save time with the NPCs, you might roll a single test and apply it to all of them; those with higher CI scores succeed, and those with lower CI scores fail.

Those who fail CI tests begin to mill about in panic, or are simply rooted to the spot. You don't need to be too specific, as long as you paint a suitable picture of fear and confusion in the minds of the players.

For the next five rounds, the PCs are free to react to this attack. But how? Broadly, they have the following options:

Take Cover: After all, they've had a hard night. So if Our Heroes simply duck into the nearest building and keep their heads well down, who can blame them?

Organise: Alternatively, the PCs might try to get the NPCs under cover. You can improvise details of this, but basically it will involve a lot of shouting and pointing, shaking people by the shoulders, snatching up children and invalids, and so on. Have any PC who take this option make a Ld test each round for five rounds – every success means that he has got D6 people to safety.

Fall Back: Smart players might realise that they are being attacked with a catapult of some kind (players who are familiar with *WFB* and *Citadel Miniatures* may even guess which kind), and suggest falling back away from the hill until everyone is out of the machine's range. This is a remarkably sensible idea, but the panicking villagers may need some convincing. After all, they know nothing about war machines and extreme ranges and suchlike. Again, have any PC who tries this make a Ld test each round for 5 rounds – each success means that he has got D4 people to move back. It's up to the PC to decide how far back is far enough, though.

Investigate: They may conclude, not unreasonably, that this missile has something to do with the blinding flash from the nearby hilltop. It's impossible to see anything beyond the ring of torches around the village, as their light interferes with night vision and in any case the hilltop is beyond normal night vision ranges. But if the PCs are feeling brave, they might set out to locate and destroy the cause of this grisly attack. This does, however, involve forcing their way through the panicking villagers and leaving them to their fate in the village itself. If anyone takes this option, refer to the section headed *Attacking the Attackers*.

After five rounds, the screaming starts again. CI tests should only be made for those who failed their first time round, but have much the same effect. The second missile crashes through the roof of the Bergmans' cottage (number 8 on the village map) - anyone inside must make a *Risk* test to avoid an S 5 hit, and those who make the test take a single S 1 hit from splinters and falling debris. There is another five round pause, then a third shot falls between the Heymann and Lauterbach homes (3 and 5 on the village map) - CI tests again for those who need them, and anyone between the two cottages must make a successful *Risk* test or take a single S 5 hit.

The fourth and fifth shots fall on the barn (12) and the Krautheim home (6) respectively; their effects are as before.

After the fifth shot, the villagers have suffered enough and the PCs have had ample opportunity to demonstrate their bravery and organisational skills - so it's time to save the day. Or rather, time for the day to save the village. In the midst of all the confusion and noise, the voice of a cockerel rings out, heralding the dawn. Over to the east, light begins to creep into the sky - and the bombardment stops, as suddenly as it had begun. It's time for the defenders of Frugelhofen to take stock of their situation, and time for you to assess the PCs' bravery once more. Go on to the section headed *Heroes or Cowards?*

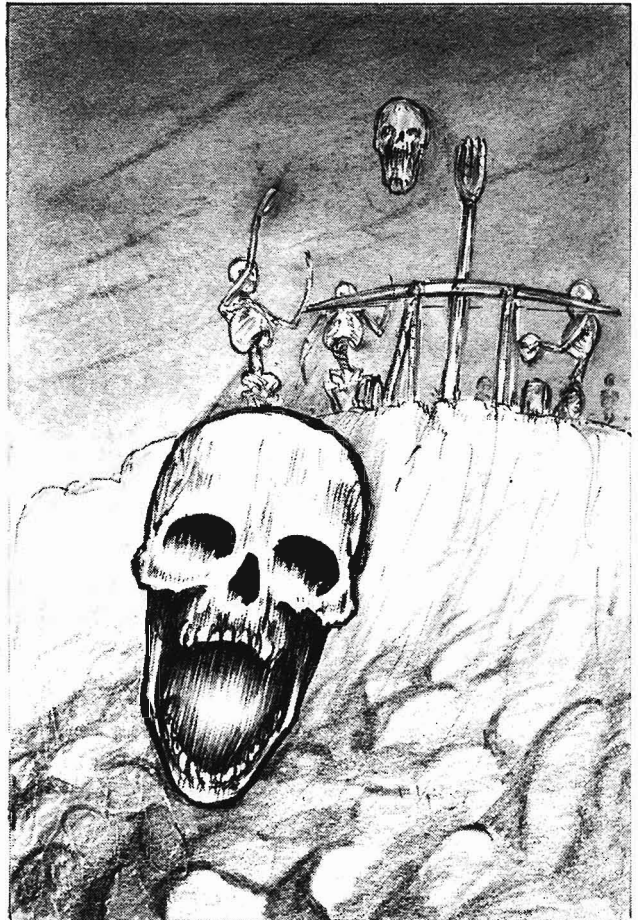
Attacking the Attackers

As you may have surmised by now, the Lichemaster has decided to take some direct action against the village - and more specifically, against those pesky adventurers who keep killing his Skeletons and robbing him of the victims he needs to gain power. On the hill above the village he has summoned an undead war machine: a catapult made of fused and twisted bone, crewed by three Skeletons, that fires hellish screaming skulls.

The catapult can fire once per turn, and can get five shots in before dawn arrives to dispel the magic that keeps it in being. Five minutes may sound like a long time for a group of PCs to cover the hundred yards to the hilltop and sort out the Undead, but consider these facts:

Firstly, it's pitch dark. Even those with *Night Vision* won't be able to see much more than thirty or forty yards. And if you want to be really mean, then it takes their night vision a full minute (1 turn) to recover from crossing the ring of torches around the village.

Secondly, the PCs don't know the ground that well. Their easiest route is across the bridge, and then to the hill, but this will take time - it's a journey of around 250



yards in total. There are obstacles in the way - the stream if they decide to wade across it, the orchard and the wall around it - all things which will slow the PCs down. And while they're picking their way through all this, they will hear the sounds of further bombardment falling on the village.

Play the journey to the hilltop out in detail, and apply movement rules to the hilt. If the PCs arrive on the hilltop before dawn, they will find the undead catapult being worked by its tireless crew of three Skeletons. The Lichemaster himself is long gone - he just set the thing working and retired to lay his plans for tomorrow.

The Skeletons are armed only with daggers, and have the normal Skeleton profile. There is no need for PCs to test CI when attacking them, this time - they've been brave enough to come all this way, they've fought a lot of Skeletons tonight, and this time they're doing the attacking. The Skeletons will break off their bombardment to defend themselves, and when dawn comes the catapult and its crew will crumble into dust, which scatters on the morning breeze.

Heroes or Cowards?

This is the first time that the PCs have been in a fight in front of the villagers, so it's time to assess their courage once again, on a scale of 0-4.

Craven (0 points): Extreme cowardice. The PCs run for cover instantly, hold villagers in front of them as human shields, run indoors and shut the villagers outside.etc.

Cowardly (1 point): Pretty cowardly. Running for cover, stopping only to have a push someone in who was

Return of the Lichemaster

blocking the doorway, shouting "Take cover!" over their shoulders as they flee. If the PCs go to take out the catapult without the villagers realising what they are doing, tough. This *looks* much like running away...

Average (2 points): The PCs try to get the villagers to take cover or withdraw, gathering up only those near to them as they get themselves to safety.

Brave (3 points): The PCs make sure everyone is under cover before getting themselves to safety, run to help those in buildings or areas hit by the bombardment, and so on. The PCs get the villagers heading for cover and announce that they are going to destroy the catapult.

Heroic (4 points): The PCs express a primary concern with the safety of their friends and the villagers without any prompting. They take charge of the situation and get people heading for safety quickly and efficiently. They send the Dwarfs out to deal with the catapult, while staying behind themselves to look after the villagers. They show clear-headedness and decisive leadership as well as courage.

Once again, record your rating of the PCs performance on the *PC Heroism Chart*.

Picking up the Pieces

Once the attack has stopped, the damage can be assessed. There is some damage to buildings, but nothing too serious – a projectile the size of a Human skull doesn't make too big a hole. However, there is a good chance that a few of the villagers have been injured or even killed.

If you knew precisely who was where all through the attack, you should know who has been injured and killed. But there's a good chance that, for some of the shots at least, it will be easier to generate casualties on a semi-random basis. The PCs shouldn't be a problem, since you should have tracked their movement right through the bombardment; this system should only be used for NPCs.

How Many Casualties?

The first shot landed smack in the middle of the village, scattering villagers and refugees left and right. Since everyone was milling about in the middle of the village, there is a very good chance that it hit *someone*. Roll a D4 to find out how many people it hit, and note the number down.

The second shot landed on the Bergmans' cottage, which is a little way out of the village. Unless you know that someone is inside (remember, the Bergmans have not yet returned from their hunting expedition), there will be no casualties from this shot.



The third shot fell between the Heymann and Lauterbach homes, which has a chance of being a little crowded. If you know that certain people are in that area, note down their names; if not, roll D4-2 for casualties.

The fourth shot falls on the barn. Again, if you know who is in there, you'll know how everyone is; if you don't, assume that there were D4 injuries. The fifth shot falls on the Krautheim home, and should be treated in the same way.

With luck, then, you should end up with a number of people injured, plus maybe a list of names. Now, you need to determine the extent of injuries. Refer to the *Frugelhofen Battle Roster* at the back of the book for the next stage in the process.

Who's Hit?

First, take the NPCs whose names you know. You might also know the extent of their injuries – injured or dead – in which case you can mark the box by their name with a diagonal line for injury and a cross for death. In cases where you don't know a named NPC's condition, follow *stage 3* below.

Having dealt with the casualties whose names you know, go on to those whose names you don't – these are the rest of the casualties, up to the total number you generated earlier. For each one, go through the following procedure:

1. Type: Roll a D6:

1-3	Weak Fighter
4	Standard Fighter
5	Superior Fighter
6	Dwarf

2. **Name:** Generate this randomly, from the relevant list on the roster. Reroll results which indicate someone who is already injured or dead.

3. **Condition:** Roll a D6, adding +2 for a major NPC and subtracting -1 for those listed as *weak fighters* on the roster. A modified score of 4 or more means that the NPC is merely injured; 3 or less and they're dead.

COUNCIL OF DESPAIR

This is the first respite the PCs have had since the previous dusk – and it may be the last peace Frugelhofen will ever know. It seems plain that the Undead will be back, so the need now is for organisation; some kind of defence plan must be drawn up.

If the PCs make no moves towards doing this, Hector Brioche will invite selected individuals to the mill. The meeting will be attended by Hector and Alain from the village, Shalyir as a smart and capable warrior, Gimbrin and Bardak from the Dwarfs, Emmerich from Wernicke's farm, and a couple of the PCs (the smartest PC and the best of the warriors – one with at least some brains – should be selected). If any of the listed NPCs are dead, pick the nearest alternative. If the PCs organise a council of war on their own, then Hector or another suitable NPC will suggest inviting the NPCs listed above.

You should try to play the meeting out in full, letting various NPCs have their say and encouraging the players to evaluate the situation and make some

suggestions. Bear in mind, also, the notes you have made so far on the *PC Heroism Chart* – this will give you some idea as to how seriously the PCs are treated by the various delegates.

The main topics are covered below; don't be afraid to improvise if you need to.

More Attacks?

Alain: "We've just seen that there are more of them out there; I think we have to assume that they'll be back."

Hector: "I agree. We must be prepared, even if it turns out that they don't come back."

(general murmurs of agreement)

Gimbrin: "They'll be back. And if they're not, by stone and steel I'll take the war to them myself!"

Shalyir: "I'm sure that will terrify them back into their graves."

(Gimbrin and Shalyir exchange glares)

Bardak: "They seem to be moving systematically down the valley, killing every living thing they come across. First the mine, then the two farms – Frugelhofen is next, it must be."

What Now?

Hector: "The question is, what should we do? In a lot of ways, the best thing would be to get away while we have the chance, and try to get a message to Grunère. The Duc will have better means to deal with this than we have."

Alain: "You know the people here, Hector. Do you think we could persuade everyone to just abandon their homes and walk away? And if we did evacuate the village, who's to say those things won't attack us on the road? Refugees on the road are a slow and easy target – I've seen it happen, and it's not pretty."

Hector: "And we have the old and injured to think about, as well."

Gimbrin: "We came here to talk about fighting, not about running."

Emmerich: "The farm is all we have; this village is all you people have. I say stand and fight. If nothing else, I'd rather get cut down from the front than from behind."

Shalyir: "Blue-Eyes over there is right" – flashes him a dazzling grin and Alain looks down abruptly – "by the time we get all your people organised and on the road, half of you will have died of old age. Better to put the effort into something more positive."

Bardak: "And we don't know how many there are of them. So far we've only seen small forces attacking small groups of us. If you add it up, they've taken a lot of casualties..."

Shalyir: "What are you driving at, Wrinkles?"

Bardak: "Two things: one, we don't know how many of them are left; two, attacking the village will be the biggest raid they've pulled so far. Numbers could be on our side rather than theirs."

Hector: "We're agreed, then – we stand and fight?"

Getting Organised

Hector: "Alain, you've had experience of war. What do you suggest?"

Alain: "The first thing is to deal with the injured, get as many people back on their feet as we can."

Emmerich: "Grandpa's out in the village doing what he can. He looks twenty years younger – it obviously agrees with him, having something to do other than sit and moan."

Alain: "Second, organise our forces. I reckon we need two-hour watches, round the clock until they show themselves. That way, people can hopefully grab some rest, and no-one's on watch long enough to lose their alertness."

The PCs can volunteer for watches as they like; you might like to take this opportunity to put a PC on watch with an interesting NPC – a source of information, or a possible future tutor.

If players don't specify which watches their characters are volunteering for, use a D12 to determine this. Each watch consists of two capable fighters and five or so villagers; PCs can boost the number of guards if they like by volunteering for more than one watch, but bear in mind that they have been fighting and running all night with no sleep; drop a few hints about the PCs' tiredness impairing their efficiency (and their all-important profiles!) if you need to.

A Reward for Bravery

How brave were the PCs in the battle at Wernicke's Farm? If you rated them as *brave* or *heroic*, then at the end of the meeting Emmerich Wernicke approaches the PC who looks the most magically-oriented.

"Grandpa said to give you these," he says. "He's had them years – says they might be some use to you. Healing magic, he says."

He produces a slim leather cylinder, which is found to contain a scroll. *Magical Sense* or *Arcane Language* – *Magick* will reveal that the scroll is inscribed with three spells: *Cure Light Injury* and *Cure Serious Wound* (Battle Magic), and *Treat Illness* (Specialist – Shallya).

Any character with the skill *Cast Spells* – *Battle Magic* can use the scroll to cast the Battle Magic spells with no expenditure of components or magic points. *Treat Illness* is only available as a spell to Clerics of Shallya, but inscribed at the start of this part of the scroll there is a short prayer to Shallya, which will allow the spell to be used as if it were Battle Magic. Note that the scroll can only be used to cast the spells once each, and it is not possible to learn the spells from the scroll.

If you are using the pregenerated PCs or similarly inexperienced characters, the scroll will be no immediate use to them since they will not have a spellcaster capable of using Battle Magic. However, they should remember that there will be spellcasters at La Maisontaal who can use the scroll. Experienced PCs may be able to use the scroll straight away; if so, this is fine.

The important point here is that Emmerich gives the scroll to the PCs for their *own* use, in thanks for their bravery. Of course, they may decide to be selfless and use the scroll on others, which is their privilege.

Preparing for Battle

This short respite also allows you to do some book-keeping before the main assault on Frugelhofen. There are two main things you need to deal with:

Roll Call

First, you need an up-to-date list of surviving NPCs, and you need to know who is injured and who is not. You should already have marked down casualties on the *Frugelhofen Battle Roster*, which is a good start; but you also need to take into account the efforts of Grandpa Gunther Wernicke and any PC healers.

Grandpa Gunther can treat D4 injured people successfully – villagers, farmers, Dwarfs, whoever. Again, you should decide randomly which NPCs he can help. If the PCs include a character with *Heal Wounds* skill, this PC can effectively help D3 NPCs. Again, you should determine randomly which NPCs can be helped by the PC's efforts, unless the player specifies. Each injured NPC who is treated goes back to full strength – rub out the line across his box on the *Frugelhofen Battle Roster*.

The PCs themselves should be treated individually, as always. Gunther is very busy treating the villagers, and he can't stay up all night, but he can find the time to treat up to three of the PCs once each, using the standard rules for treating wounds.

After all this, make sure that the roster is fully updated, and that you know precisely who is alive, who is dead, and who is injured even after medical attention!

Experience

At this point, you may allow PCs to gain experience and buy characteristic advances if you wish. There isn't time to learn skills, but a boost to the profile might come in very handy when the bones hit the fan later on. Experience point awards are listed at the back of the book, in the section headed *Ending the Adventure*.

STORM WARNING

As the players may have surmised, the Lichemaster needs some time to prepare his forces and make good losses. Since the spell which summoned the catapult ended at dawn, the players may also have surmised that the Undead cannot operate in daylight. This, of course, is completely untrue – the fact is simply that all necromantic summonations are ended by the rising sun. And, of course, the fact that Armand Le Roux' body was found at dusk indicates that he was killed in daylight. But if the players want to lull themselves into a false sense of security, it's a shame to disillusion them. They need every crumb of comfort they can get right now.

Kemmler left his undead catapult as soon as it was summoned and firing, and was a long way away by the time any curious PCs got to the site. Being undead, of course, he doesn't need sleep – which is just as well, for he has a lot to do.

At dawn, the Lichemaster was all on his own. All his summoning spells came to an end, and he needed to restock his army from scratch. There were still some of the Bluebloods in and around Zwemmer's burial mound, in addition to the remains of those who fell at the mine, the two farms and on the road where the Dwarfs were attacked. From dawn till about noon, Kemmler has to visit all these places, and raise as many Undead as he can for his attack on Frugelhofen – for without continued killing, he can gain no more power.

Now, it wouldn't do for the PCs to get too complacent about daylight. After all, there are dozens of innocent



civilians relying on them. So, there is a warning which will preface the attack to come. Or rather, a series of warnings.

Three hours after dawn (in the middle of the second watch), a single bolt of lightning strikes at the foot of the Frugelhorn, out of a clear sky. Kemmler has returned to the mound, and has started to raise his forces for the attack. The rumble of thunder will be heard by any character who is awake at the time, but the lightning will not be seen by anyone who isn't facing east towards the Frugelhorn at the time.

Two hours later, sometime in the third watch, the same thing happens again, except that the lightning falls to the south of the Frugelhorn. This is Gimbrin's mine, although the PCs can't tell this from the village.

Around half an hour after that, at the start of the fourth watch, another thunderbolt falls in the same general area by about a mile closer to the village – Kassenbrinck's Farm. An hour and a half after that, at the end of the fourth watch or early in the fifth, lightning strikes further north, a little over a mile to the east of Frugelhofen. Wernicke's Farm. A few seconds later, a prolonged gust of chill wind passes into the village from the east, accompanied by a low, barely audible moaning sound.

Prophets of Doom

If one or more PCs witness any of these warnings, they will have to decide what to do. NPCs who witness the strange lightning will probably report them to whoever relieves them at the end of their watch; they won't raise the alarm, because they're watching for charging Skeletons, not strange and distant lightning.

PCs who witness the strange manifestations may well remember the sudden storm they saw over the Frugelhorn as they approached the village three days ago (three days... feels like a lifetime...); they may even deduce a connection between the lightning and the appearance of the Skeletons. Either way, they have three basic options: they can ignore the lightning, they can tell people about it, or they can wander off to check it out.

Ignore It

The lightning is a long way away, and the village is prepared for an attack. Those on watch are supposed to be looking out for an immediate threat to the village, not some strange phenomenon in the middle distance. It could well be that the PCs will not react to the lightning in any way – and really, who can blame them?

Spread the Word

It's been a rough night in Frugelhofen. Most of those who aren't actively on watch are taking the opportunity to catch up on some sleep. So if the PCs want to tell anyone about these strange phenomena, they're going to have to wake that someone up.

Make sure you know whom they are waking up, and why. They'll probably just wake up the other PCs and maybe one or two major NPCs. If they try to wake the entire village they're going to have a lot of trouble; after each event there is no further sign of anything odd going on, after all. The first time, a few people may sit up watching for more lightning, but after it has happened a few times and nothing untoward has happened to the village, the novelty will have worn off quite thoroughly and most people will prefer to sleep.



The villagers are very tired in any event, and the Wernickes and Dwarfs are exhausted. So, the wakeful PCs will have to settle for awakening their friends and one or two major NPCs.

Check It Out

PCs can try a cautious foray to figure out what's going on. If they figure out the pattern to the events, they may even be able to anticipate when and where the next one is going to take place. Leaving one's post while on watch, though, is going to impress no-one; make sure that they have to explain and arrange for someone to take over their watch.

It's between mid-morning and noon when the PCs go to investigate. Visibility is good, and provided that they get to a location in time to see something happening, they will be able to approach within a couple of hundred yards unseen. So long as they don't do anything rash, they'll be able to get under cover and watch; Kemmler and his minions are concentrating on other things, and there are no guards or lookouts posted. This is a nice dramatic scene, so you should let it happen wherever the PCs catch up with the growing undead force.

In the open, a short way from the mine/farm, a terrifying scene is being enacted. Armed Skeletons are gathered around the Lichemaster. Kemmler stands in the middle of a pentagram which has been gouged into the soil. Bones (and also the bodies of any Dwarfs and/or Wernickes slain and left behind) are heaped before him, and the Lichemaster raises his staff higher and higher, chanting madly. From the edge of the circle, a knot of Skeletons drags two Dwarfs – old Grumbli and Thalgrim, bound hand and foot and struggling desperately. They are dragged to Kemmler, who slashes their throats with a dagger. If the watching PCs ask about helping the Dwarfs, tell them they haven't a hope. There are simply too many Skeletons, and the Dwarfs will be dead long before the PCs can get anywhere near the scene of the sacrifice.

As the PCs watch, bones begin to thrust through the surface of the earth, a skeletal hand gropes into the chill night air, the blade of a long-rusted cleaver scythes through the earth....

The dead arise! Near to this spot was the site of one of the battles between the Blue-Blooded Bandits and the forces of Parravon. Kemmler, having discovered the existence of the site, is raising the dead of the ancient battle along with the others whose remains he has to hand, to strengthen his forces for the attack on Frugelhofen. The dead Dwarfs and Wernickes arise – as do Grumbli and Thalgrim – glassy-eyed and shambling. The Undead form themselves into a marching order,

and set out in the direction of Frugelhofen. This is the PCs' cue to get back to the village as fast as they can and raise the alarm!

THE BATTLE OF FRUGELHOFEN

The Lichemaster's assault on Frugelhofen is run using a battle narrative system similar to the one used at the mine. Due to the large numbers involved on both sides, you will probably find that playing the battle out in full using the WFRP rules is too slow; WFB players will find some guidelines at the back of the book.

The outcome of the battle is predetermined in one sense; the village will fall, and the survivors of the battle must try to escape to La Maistontaal, the nearest place of safety. But this doesn't mean that the PCs and their allies are totally helpless – far from it. The damage they inflict on the undead forces, and the number of survivors who escape to La Maisontaal, will have a great influence over the course of the final battle.

Preparation

Hopefully, you'll already have the *Frugelhofen Battle Roster* filled in and up-to-date, so you'll know how many defenders there are and what shape they're in. You'll also need to know how well-prepared the defenders are. There are three states of readiness, as shown on the roster:

Fully prepared: The PCs have witnessed the sacrifice and hurried back to tell the villagers that the Undead are coming. This gives the defenders 20-30 minutes to make ready.

Partially prepared: The Undead are spotted by whoever is on watch, when they are about a quarter of a mile away. The defenders have about five minutes to rouse themselves and prepare.

Unprepared: The PCs are supposed to be on watch, but have wandered off and not arranged for anyone to take over from them. The Undead fall on the sleeping village without warning.

NPCs on Watch

If none of the above cases applies, then it's safe to assume that the watch consists entirely of NPCs. All other things being equal, the Undead will arrive towards the end of the fifth watch, early in the afternoon. Make an I test for the major NPC on watch with the highest I score (*Excellent Vision* +10). If the test is successful, the Undead are spotted some way off, and the defenders are partially prepared. If the test is failed, the Undead can get close to the village before they are spotted, and the defenders are unprepared.

Defending Battle Strength

In order to run the battle, you'll need to know the *battle strength* of the defenders. The procedure for calculating this is given on the *Frugelhofen Battle Roster*. Note that injured NPCs count as being one category weaker.

For the purposes of this calculation, the 'leading' PC is the one who takes the most active role in planning and fighting. You should have a fair idea of who this is. If you are uncertain, pick a couple of PCs who are more outgoing than the rest and average their Ld scores.

Calculating Undead Strength

The undead attackers do not require a *battle strength* rating like the defenders, but it is necessary to work out their numbers. This will rely to a great extent on the previous battles. To calculate the attacking strength, go through the following process:

Kemmler's Magic Points

As part of his bargain with the Daemon, Kemmler only regains magic points by killing; rest and meditation do him no good at all. Add up the total W scores of every Dwarf, Wernicke, villager and PC who died during the two battles and the bombardment of the village. Just those who died – wounded isn't good enough for Kemmler's Daemon! Subtract 16 for the spell that summoned the catapult, and add 24 for the wiped-out Kassenbrincks. Make a note of the final result – this is Kemmler's total *Magic Points* score at dawn.

Available Materials

Count the available corpses at each location. This includes all the dead Dwarfs and Wernickes (but not villagers), and all destroyed Skeletons. Do not count Skeletons whose bones were burnt by the PCs, dead Wernickes whose bodies were brought back to the village, or Dwarfs who were buried in the deep working and sealed in by collapsing the tunnel.

Spellcasting

Finally, we follow Kemmler through the day, and see what he has been able to do with the materials available.

At the mound, he casts *Summon Skeletons* and *Summon Skeleton Minor Hero*: he gains D6 Skeletons and loses 4 *Magic Points*.

At the mine, he casts *Summon Skeletons*: +D6 Skeletons, -4 MPs. If any Skeletons respond (ie if the remains haven't all been burnt or buried deep in the mine), he does the same again, followed by *Summon Skeleton Minor Hero* to get Taglielli back. If all the remains have been dealt with so he can't use them, he doesn't waste magic points, and moves right on to Kassenbrinck's farm.

At Kassenbrinck's Farm, he casts *Summon Skeletons* twice (+2D6 Skeletons, -8 MPs); there are no problems here, because all the remains lie where they fell last night.

At the site where the Skeletons attacked the Dwarfs on the road, he casts *Summon Skeletons* (+D6 Skeletons, -4 MPs).

At Wernicke's Farm, he holds the ritual already described. The sacrifice of Grumbli and Thalgrim regains him 15 MPs, and he casts *Summon Skeleton Horde* (+6D6 Skeletons, -12 MPs), followed by *Summon Skeleton Minor Hero* (-8 MPs).

And Finally...

This process should tell you how many Skeletons Kemmler has at his disposal, and how many *Magic Points* he has at the start of the battle. Make a note of both these facts – they will be important as you run the battle.

Running the Battle

The Battle will follow several distinct phases, each with different rules. These are:

1. Initial missile fire: If the defenders are well enough prepared, they can use missile weapons to weaken the Undead as they approach the village.

2. Close fighting: The attackers close, and hand-to-hand combat is joined. Due to initial *fear*, the Undead have a slight edge, but the battle swings slowly in the defenders' favour.

3. Make or break: Undead reinforcements arrive. At this stage, panic and routing is a possibility; this is more likely if the PCs have poor Ld and a low Heroism score, and also if the defenders have already taken heavy casualties.

4. Flight from Frugelhofen: This may be in abject panic and rout, if the villagers morale has snapped. If not, it is still clear that Frugelhofen must fall, and should be evacuated. A rearguard action is necessary. The only way out is to take the frail escargot coracles down the near-impassable rapids.

Initial Missile Fire

This is not possible if the defenders are unprepared. If they are fully prepared, there is time for four rounds of missile fire before hand-to-hand combat is joined. If the defenders are partially prepared, there is time for two rounds of missile fire.

The first attack is made by about two-thirds of Kemmler's undead force. They stream down the road from the east, and make a simple frontal assault on the village.

In addition to any missile weapons in the hands of the PCs, the defenders have Alain Gascoigne's short bow, Shalyir Moonhand's elf bow and two crossbows among the Dwarf miners. Since there are so few missile weapons available, make all rolls for each one individually. The Undead count as a group, so apply normal modifiers from the WFRP rulebook or *The Restless Dead* – if you are using the modifiers from RD, note that a roll of 96-00 is always a miss.

The ranges at each round are as follows:

Fourth before contact:	300 yards
Third before contact:	220 yards
Second before contact:	140 yards
First before contact:	60 yards

PCs may take a further round of missile fire if they wish, but this will be the round when the Undead charge into hand-to-hand combat, they they will only be able to dodge the first attack while changing weapons.

All the Skeletons look much alike, so that PCs will not be able to pick out leader-types for sharpshooting. All successful hits will be against normal Skeletons, since the controlling Skeleton Heroes are carefully staying at the back and out of sight. Ignore non-fatal wounds for the purposes of the battle to come; use the *Sudden Death Critical Hit Table*, and keep a note of how many Skeletons are destroyed by missile fire.

A Volley of Rocks

If the defenders are *fully prepared* and the PCs have thought of setting up piles of rocks and other improvised missile weapons, then the defenders may shower the Undead with a volley in the *last* round of missile fire only. Rather than make all the rolls to hit and for damage, simply roll a D6 for each defender who





is using an improvised missile weapon: each 6 indicates a Skeleton that has gone down in the hail of rocks.

Close Fighting

This phase of the battle lasts for precisely six rounds. Focus on the PCs, and once again be sure that you make a note of how brave they are being! They will obviously ask about the combat around them, but tell them that it is not easy to tell how it is going at this stage since everything is a chaotic mass of battle and both the living and the Undead are going down.

The Din of Battle

This is a disorderly, mass melee. The only way to communicate with anyone else (including other PCs!) is to shout, although if two characters are fighting side by side they can be allowed to hear each other readily enough. For anything else (eg shouting to Alain Gascoigne 10 yards away), the PCs' shouting has only a 30% chance of being heard over the general noise of battle. Speakers with *Public Speaking* add +10, as do listeners with *Acute Hearing*. *Lip Reading* doesn't help, since the listener will probably have to keep his eyes firmly on an attacking Skeleton most of the time!

When PCs shout to other distant PCs, have the player write the message down, then roll to see how much is heard. At your option, a roll of 95 or more may lead to the recipient getting the message totally wrong, possibly the opposite of what was intended!

PC Combats

Fights involving PCs are dealt with normally (including CI tests for *fear*); you are going to determine the general battle background shortly. PCs can choose how to fight – they can take on Skeletons one-to-one, or gang up for better odds, or stick by a major NPC, or do anything else they like. They can even try to sneak off, if they want – retribution will catch up with them soon enough if they do!

Secondary Combats

A PC who has disposed of one opponent can easily find a second combat to get into – there are enough Skeletons for everyone. However, there is not the choice that there was in the first combat. Roll D6 twice – once for each side. If the PC is attacked, he is treated as engaged in combat; otherwise he may join or leave a fight as he wishes.

D6	Villagers' Side
1-2	PC is attacked
3	Dwarf
4	Standard Fighter
5	Weak Fighter
6	Weak Fighter + Standard Fighter

D6	Undead Side
1-5	1 Skeleton
6	2 Skeletons

Skeletons may be damaged by the time they are engaged in a secondary combat. Roll D6 when a PC enters a secondary combat – if the score is less than the round number, the Skeleton has lost a number of W points equal to the D6 score.

Early Casualties

At the end of this phase (ie after 6 rounds), you need determine the number of casualties on each side, and see what the state of the defenders' morale is. Use the following table – and don't forget to add the casualties of the PC combats.

Roll 2D10 and modify the roll for the defenders' *Initial Battle Strength*, from the *Frugelhofen Battle Roster*.

Initial Battle Strength	Dice Roll Modifier
150 or less	-5
151-160	-3
161-170	-2
171-180	-1
181-190	0
191-200	+1
201-210	+2
211-220	+3
221 or more	+5

Modified 2D10	Weak Fighters	Standard Fighters	Dwarfs	Undead	Defenders' Morale
0 or less	3D6	2D6+1	2D6+1	1D4	-25
1-2	2D6+2	2D6	2D6	1D6	-20
3-5	1D6+3	1D6+2	1D6+3	1D6+1	-15
6-8	1D6+2	1D6+1	1D6+1	2D4	-10
9-11	1D6	1D6	1D6	2D4+1	-5
12-15	1D6	1D4	1D6	2D4+1	+5
16-19	1D6	1D4	1D4	2D4+2	+10
20	1D6	1D4	1D4	2D6+1	+15
21 or more	1D6	1D3	1D4	2D6+2	+20

Superior Fighters are not considered just yet. If they have been fighting with the PCs toe-to-toe, then the PCs will know if they're alive or dead. Otherwise, they're somewhere in the thick of things and the PCs can't be sure. If they ask, you can say "You think you saw Shalyir's sword slicing through a tibia not long ago, but she raced off round a corner by the mill house and you can't see her now..." Use description to convey the blurring speed of all this. There's no time to dwell on looking for individuals, and no time to stop and think.

It's possible that you may lose more *weak fighters* than actually exist in the village. In such a case, add a non-combatant or two – each non-combatant killed reduces the defenders' morale by a further -10! You don't need to decide exactly *who* has been killed at this stage, but later on it may be important.

Death and Magic

One reason that Kemmler has held back with his second force is lack of magical energy. But he has been strengthened by each death on the defending side, and now he is ready to close in and annihilate the village.

When you calculated the strength of the undead force before the battle, you should have made a note of the Lichemaster's magic points total at that time. Now, you need to update it to take recent deaths into account. Add the following *Magic Points* to Kemmler's MP total:

- 5 MPs For each standard or weak fighter killed;
- 7 MPs For each Dwarf miner killed;
- ? MPs For each PC or major NPC killed, Kemmler gains MPs equal to the character's *Wounds*.

Make or Break

Now we come to the third phase of the battle – the arrival of undead reinforcements. While the defenders have been busy with the first undead force, the Lichemaster has circled around Frugelhofen with about one-third of his total strength, and is about to fall on the village from the south.

The first warning of this second attack comes when they are scant yards away, in the sixth round of fighting with the first wave of attackers. Panic spreads through the beleaguered defenders – they waver, and may break altogether. This second force leaves the PCs in a hopeless position, and the village must be abandoned. A lot will depend on how the evacuation of the village is handled. There are three types of evacuation: *orderly retreat, disorderly retreat* and *rouit*.

Rout or Hold?

The Ld score of the average villager is 28, and is modified as follows:

1. **Defenders' Morale:** You found a score for this while working out casualties.
2. **PC Heroism:** You should have three heroism scores for the PCs – one from the mine, one from the farm, and one from the bombardment of last night. Add all three to the total.
3. **Leadership:** Take the Ld score of the most active and/or inspiring PC, subtract 30, and add the result to the village Ld total.

Make a test against the modified village Ld score.

If the test is successful, then the battle isn't going too badly, and the defenders are inspired by the PCs' courage and leadership – go to the section headed *Staunch Defenders* below.

If the test is failed, the defenders break, and the battle turns into a rout – go to the section headed *Routed!* below.

Routed!

If the villagers rout at this stage, then they will turn and flee west, simply running as fast as they can. 'Villagers' includes the Wernickes, of course. The Dwarfs don't rout, but they do start to make an unmistakable fighting retreat. Make Ld tests for all the major NPCs; any who fail will join the rout, otherwise they will fight on. All except for Cecil, that is. As soon as the first Skeleton was spotted, he headed for the barn with a large group of non-combatants. Someone has to look after the women and children after all. Don't worry about Cecil, though – we'll catch up with him later.

Staunch Defenders

If the defenders do not rout, then allow two more rounds of hand-to-hand combat to take place. PC combats are handled as before; other losses are as follows:

Weak Fighters	D4-1
Standard Fighters	D4-2
Dwarfs	D6-3
Skeletons	D3

Behind the fresh force of Skeletons (so that at least one PC can see him) stands Kemmler the Lichemaster. As the PC catches sight of him, Kemmler casts a *Fire Ball* spell, frying D3 villagers (standard fighters). He has an *Arrow Invulnerability* spell in effect, so that non-magical missile fire will not interrupt the casting.

Then, with a solid wedge of Skeletons before him, Kemmler raises his insanely-carved staff high in the air, and gives tongue to a weird and disturbing incantation. As the Skeletons prevent anyone getting near him, a gout of black fire pours from the tip of his staff, streaming into the air and raining down on the battlefield. The black rain does not touch the living, but as it strikes the fallen, they begin to move. Dead villagers rise up, glassy-eyed; destroyed Skeletons stand again, their broken bones fusing back together. The fallen of both sides are now servants of the Lichemaster, and the odds against the defenders are greater than ever. How can such an enemy ever be beaten?

This turn of events should cause players' jaws to drop. If Kemmler can just keep on re-animating the Skeletons that are destroyed, and if every dead defender becomes another attacker, what hope is there? The PCs can't get to Kemmler, that is obvious – he is at the back of a wedge of Skeletons, and normal missile weapons can't touch him through his *Arrow Invulnerability* spell. A heroic charge to try and reach him through the mass of Skeletons would be nothing but folly.

It should be obvious by now that Frugelhofen must be abandoned to the Undead. The defenders have far more than they can handle here, especially without heavy-duty magical assistance. If the PCs don't think of it themselves, a nearby major NPC like Hector Brioche or Alain Gascoigne might suggest that the villagers' only chance is to flee to La Maisontaal, where the clerics may be able to help or at least advise them on what to do



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next. Also, the authorities should be warned – which depends on someone getting to La Maisontaal and arranging for word to be taken to Grunère.

Run For It!

Simply running away is not the answer, as any routing villagers will discover. The Undead can match them step for step – indeed, the Undead are faster than Dwarfs, Halflings and children, and they never tire.

Wherever the PCs go, check every 4 hours for a pursuing band of 2D4+2 Skeletons attacking them. The chance for this is 50% per 4 hours for the first 24 hours, dropping to 25% for the next 24. The Undead will be directed by a Skeleton Minor Hero, who will always stay out of the PCs' line of sight wherever possible. Any PCs who survive this will have done very well indeed!

To Horse!

The PCs may have mounts of their own, and there may be other riding animals in the stables. However, with their low CI scores the beasts are very likely to be panicked by the Undead. You should make a CI test for each mount which begins a round within 3 yards of one or more of the Undead: failure means that the mount panics. Each round, go through the following procedure for a panicking mount:

1. **Cool test (on mount's score) to stop panicking:** if the test succeeds, the rider may control the mount and carry on normally; if the test is failed, go on to stage 2.
2. **Movement:** the mount gallops in a random direction; use a D12 roll to determine this, treating 12 o'clock as the direction in which the mount moved last round.
3. **Falling off:** riders without *Ride* skill make a *Risk* test, riders with *Ride* skill make an I test at +10. Failure indicates that they have been thrown for D3 points of damage, regardless of *Toughness* and *armour*.
4. **Regaining control:** riders with *Ride* skill may make an Int test (*Animal Training* +10) to regain control of their mount.

Shooting the Rapids

PCs may remember the small, fragile *escargot* coracles which are in the barn, but they may remember, too, that below Frugelhofen the Vaswaser turns into a dangerous torrent filled with rocks and rapids. However, it is about the only way to leave Frugelhofen fast enough to outrun any undead pursuers. If the players don't come up with this conclusion by themselves after a few minutes' thought, then have one of the surviving villager NPCs rush up to the PCs, seeking to get away himself, (Hector Brioche and Alain Gascoigne are the best options) and suggest this means of escape.

Reaching the Barn

There are two possibilities here. First, the PCs may simply look to their own safety, grab an *escargot* each, and get away. Second – especially if the defenders have not routed – the PCs may form a rearguard with the superior NPCs and a few Dwarfs while the others get away, and then escape themselves.

If the defenders have routed, then it's everyone for themselves. The PCs must get to the barn, get their own *escargots*, drag them to the bank below the ford, get in,

and hope for the best. This takes 6 rounds if the PCs simply run like the clappers, parrying blows, and giving none in return. If they make a fighting retreat, it will take them 9 rounds.

If the PCs are fighting a rearguard along with the other good fighters, they will have to hold the Undead for 10 rounds while the villagers get to the barn and make the *escargots* ready. The PCs don't need all to be fighting all the time, though – the rearguard forms a solid fighting wedge, covering each other, and each member effectively fights for only 5 rounds – that is, he can trade five blows with a normal Skeleton. It is acceptable for weaker PCs such as Academics to help villagers with the *escargots*, but if any Warriors or Rangers do this the PCs' Heroism total goes down by 1 point per 'shirker'.

Women and Children First

As we've already mentioned, Cecil has been cowering in the barn ever since the first Skeleton was spotted, and when the retreating villagers open the barn doors to get the *escargots*, he really thinks his end has come. You might like to play out this little scene for the benefit of any PC who is not involved in the rearguard action.

As the doors are opened, a gasp and several shrieks go up from a large group of children and other non-combatants who took cover in the barn when the first attack came. Their fear turns to relief when they see living people, but over to one side, sticking out of a small pile of hay, can be seen a distinctive tweed-clad rump. It is of course Cecil, making a farcical attempt to hide from the hordes of Undead he expects to flood into the barn.

If anybody touches him, he will jump almost out of his skin, and then look sheepishly around him at the complete lack of murderous Skeletons.

"Ah," he says, thinking quickly, "I'm glad you chaps got here at last. I couldn't have given the women and children much protection all on my own. Still, one does what one can." With that, he goes to get an *escargot*, shouting random instructions to make it look like he's really in charge here. Any questions as to what he was doing with his head in a pile of hay will be evaded if possible: "Can't stand here gassing, old boy – got an evacuation to organise, don't you know."

Into the Vaswaser

After 10 rounds of rearguard fighting, the PCs will be on the bank of the Vaswaser, with an *escargot* each. At this point, make a test against the Ld score of the PC who has acted most like a leader, adding twice the Heroism score of the PCs as a whole.

If this test is successful, then the final outcome of the battle is an *orderly retreat*; if not, it is a *disorderly retreat*. Make a note of this – it will be important later on.

In an orderly retreat, the surviving villagers manage to get to the *escargots* and set off downriver. In a disorderly retreat, a wave of panic grips the final few villagers and they run off in random directions as the rest are getting away safely. They are all cut down within a dozen paces, and the PCs are powerless to save them. Now they must look to their own safety.

All Aboard!

The *escargots* are tricky things to handle if you're not used to them. When boarding, each PC must make a successful I test at +10, with the following additional modifiers:

PCs have been fighting a rearguard	+10
Dwarf or Halfling (low centre of mass)	+10
Row skill:	+10
River Lore skill:	+10

Success indicates that the PC is safely in the escargot, holding on grimly with both hands, and picking up speed as he drifts downriver. Failure indicates that the escargot has overturned – the PC must try again next round, but has a Skeleton striking out at him/her, and can only parry in return if the PC wishes to make another attempt to get into the vessel.

That's Handy...

This would be a good point to let the PCs know about the very useful magical dagger that Cecil has, if they haven't already discovered it. As the refugees begin to drift downstream in the flotilla of escargots, one or more of the PCs catch sight of Cecil, drifting helplessly towards a Skeleton which waits in the shallows near the bank.

The Skeleton lashes out, narrowly missing Cecil, who waves his dagger at it in ineffectual panic. As the PCs watch, the dagger makes more-or-less accidental contact with the Skeleton – its head flies right off, and it topples into the water like collapsing scaffolding. Cecil's eyes widen as he looks at the dagger, and then the current takes him out of the PCs' sight.

A Wild Ride

Downstream of the ford on which Frugelhofen stands, the Vaswaser becomes abruptly deeper and narrower, and the escargots pick up speed at an alarming rate. A few Skeletons try to wade out after the departing defenders, but they are soon left behind.

However, the survivors' troubles aren't over yet. As the Vaswaser gathers pace its course becomes steeper, and a little while after leaving the village the cry goes up that there are rapids ahead. The PCs crane their necks as much as they dare, and sure enough, a hundred yards or so away there are telltale streaks of white foam, with the dark shapes of rocks between them.

Each PC must make a *Risk* test going over the rapids (*Row* +10, *River Lore* +10) – if the test is failed the escargot overturns, and the character gets a soaking and loses D3 *Wounds* regardless of *Toughness* and *armour*. Assume that there are enough other refugees around to haul the character out of the water and avoid the risk of further injury.

After a terrifying couple of hours, another cry goes up from the front:

"WATERFALL! We've reached La Maisontaal!"

The refugees start paddling their escargots towards the bank, and the PCs would be well advised to do the same – as they'll remember from their upward journey, the waterfall above La Maisontaal is something like a hundred feet high, and going over it in a frail wicker coracle would probably be no fun at all.

After their hard fighting and the wild ride over the rapids, the PCs are tired, probably soaked by spray, cold, and beginning to suffer quite seriously from cramp and chills. The current is speeding up as the Vaswaser approaches the waterfall. Getting to the side is not going to be easy for someone who has never handled an escargot before. Have each PC make a test against the average of S x 10 and I (*Row* +10) – success



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means that the character has made it to the bank safely. Each PC has three attempts to get to the bank. Each time a character fails, the waterfall is getting closer and closer – the character can just about see over the edge, the buildings of La Maisontaal look like toys through the spray, the roar of the waterfall is deafening – after two failures, a character should know real fear.

If any PC *should* fail three times, then it's over the edge and down a hundred-foot drop. Savour the expression on the player's face for a moment, and then point out that the water of the lake below should provide a softish landing, but if the character hits the water wrongly after that sort of drop, it can be as hard as a brick wall. If the player specifically says that the character is trying to control the fall so as to enter the water cleanly, secretly roll a test against the character's I score; if not, use half the character's I score. In any case, *Acrobatics* skill gives the character a +10 bonus.

The luckless character plunges over the waterfall, parting company with his escargot after about thirty feet. He hits the lake with an enormous splash. The ripples die down, and many eyes watch the lake anxiously. If you are a cruel GM, drag this out as long as you like. Then, the character surfaces – spluttering but unharmed if the I test was successful, and minus D3 *Wounds* (ignoring T and armour) if the test was unsuccessful. Any character reduced to W 0 or less by the fall will be unconscious rather than seriously wounded, and will be fished out of the lake by a couple of nearby peasants.

Going over a hundred-foot waterfall is a terrifying experience, so you might like to impose a CI test on any character who does so, giving them one insanity point if the test is failed.

Everyone who managed to stop before the waterfall can make their way down the cliff path to the monastery. The monks are scurrying around arranging hot soup, blankets and other essentials, and the refugees have a chance to rest and recover from their ordeal.

For your part, you have some more book-keeping to do before the adventure continues.

This is a good point to take a break, and you might like to award experience and permit characteristic advances to be taken at this point. As before, though, there is no time to learn skills – although you might decide to make an exception for combat-oriented skills like *Strike Mighty Blow*, which the PCs could have been practicing in the recent combats! Experience point awards are given at the end of the book.

AFTERMATH

Now, we're approaching the final part of the adventure – the defence of La Maisontaal, and final victory or defeat for the Lichemaster. So it's time to take stock of numbers, just like you did before the defence of Frugelhofen.

Player Characters

This should be perfectly straightforward. It will be obvious who is still alive at this point! If you wish, you can replace any PC fatalities at this point; there are two main options for this:

Firstly, a player who has lost a character can generate a new one, who is at La Maisontaal when the PCs and refugees arrive. This character may have been drawn by the same notice which originally attracted the PCs, or he/she might have come to La Maisontaal for some other reason, to be agreed between player and GM.

Secondly, a player whose character has died might take over one of the major NPCs. Shalyir, Albi and Cecil are the best bets here, since none of them has any ties binding them to the Frugelhorn valley. It's really up to you to decide, according to what has gone before; if Veronique Gascoigne has been killed, for instance, then Alain might leave the settled life behind him and go adventuring to forget. If you use major NPCs to replace dead PCs, you'll also have to decide how many advances the characters have still to take from their current advance schemes.

Major NPCs

The table below gives a pair of numbers for each Major NPC, according to the outcome of the battle at Frugelhofen. Roll a D100 for each NPC, apart from those who were already dead before the battle of Frugelhofen. If the dice roll is less than or equal to the first number, the NPC was killed in the battle or in the escape over the rapids. If the dice roll is between the first and second numbers, then the NPC is injured – subtract D6 from his/her W score. For example, if the battle turned into a rout, Alain Gascoigne would be killed on a roll of 01-40, and injured on a roll of 41-80.

If one or more PCs have kept alongside particular NPCs throughout the battle and escape, then you'll already have an idea of what's become of them; you need only roll on this table for NPCs you're unsure about.

Character	Outcome of Battle		
	Orderly Retreat	Disorderly Retreat	Rout
Alain Gascoigne	10/20	15/30	40/80
Albi Schutz	10/20	12/24	15/30
Cecil Cholmondeley	05/10	05/10	05/10
Emmerich Wernicke	10/20	15/30	25/50
Gimbrin Finehelm	05/10	10/20	40/80
Shalyir Moonhand	05/10	05/10	10/20

Other Survivors

The *Frugelhofen Battle Roster* should tell you how many of the defenders were still alive by the time the undead reinforcements arrived. The following table gives you a dice roll for each category, according to the outcome of the battle. This is the percentage of those who were still alive when the Undead reinforcements arrived. Round all fractions off to the nearest whole number.

For example, if the battle ended in an *orderly retreat*, you would roll 3D10+70 for each category: a 3D10 roll of 22 for *weak fighters* means that 22+70=92% of them made it to La Maisontaal. If there were 12 weak fighters alive when the reinforcements arrived, then 12x92%=11.04 (rounded down to 11) made it down the Vaswaser.

NPC Category	Outcome of Battle		
	Orderly Retreat	Disorderly Retreat	Rout
Weak Fighter	3D10+70	3D10+55	4D10
Standard Fighter	3D10+70	3D10+55	4D10
Dwarf	3D10+70	3D10+70	4D10

As before, once you have generated the numbers of dead in each category, decide randomly who has died, and mark them off on the *Frugelhofen Battle Roster*. But there are two NPCs we want to keep alive for the moment:

Bardak Barantan: while most Dwarfs are interchangeable, Bardak Barantan the loremaster is an exception. Since the Dwarfs will try hard to protect him, he won't have been killed unless the battle result was a rout – even then, he has the same chance of survival as any other Dwarf.

Grandpa Gunther Wernicke: with his ability to heal wounds and cure disease, the old boy is valuable. Again, the villagers will have tried to protect him. Unless they were routed, he will definitely be among the living. In the event of a rout he has to take his chances with the rest – unless a PC specially tried to protect him, of course!

NPC Injuries

Having determined which minor NPCs are still alive, you need to determine injuries. To do this, roll a D6 for each surviving *weak fighter*, *standard fighter* and *Dwarf*, then consult the table below:

NPC Category	Outcome of Battle		
	Orderly Retreat	Disorderly Retreat	Rout
Weak Fighter	1	1-3	1-4
Standard Fighter	1-2	1-3	1-4
Dwarf	1-2	1-2	1-3

For example, if the battle ended in a *rout* and you are rolling for a surviving Dwarf, then a roll of 1-3 indicates that the Dwarf was injured, while a roll of 4-6 indicates that the Dwarf was not injured.

Injured NPCs drop one category: *weak fighters* become non-combatants, while *standard fighters* and *Dwarfs* become *weak fighters*. This will be important in calculating the defending strength at the impending battle of La Maisontaal.

Undead Forces

After the battle of Frugelhofen, Kemmler will use his spells to build up his forces for the impending attack on La Maisontaal. In order to calculate the strength of the undead force attacking the monastery, you need to do two things. First, you need to update Kemmler's magic points total, and then you need to determine how much raw material he has to work with.

Kemmler's Magic Points

You should have a note of Kemmler's magic points total at the start of the battle. Subtract 1 for his *Fire Ball* spell, 8 for the *Arrow Invulnerability* and 12 for the *Summon Skeleton Horde* spell which he was casting when the PCs decided to evacuate. Then add up the total W scores of all defenders killed at Frugelhofen (again, injuries don't count). Add this to the running total, and you have Kemmler's *Magic Points* total at the end of the battle.

Available Bodies

This is equal to the total number of Undead which attacked Frugelhofen, plus the total number of defenders killed there.

Death on the March

Kemmler knows that all his Skeletons will vanish at dawn, when his summoning spells wear off. Therefore,

he waits at Frugelhofen until dawn, and then begins his spellcasting. He casts *Summon Skeleton Major Hero* to raise Zwemmer, and *Summon Skeleton Minor Hero* twice to summon Taglielli and Cousteau – this costs him 28 magic points. He then casts *Summon Skeleton Horde* as many times as he can, until he has raised all the available bodies or until his *Magic Points* are reduced to one-third their post-battle level, whichever comes first. If necessary Kemmler will leave some bodies unraised to conserve his *Magic Points*.

Make a note of the total strength of the undead force at this point and how many *Magic Points* remain for Kemmler to use in battle.

About an hour after dawn, Kemmler will begin to march his force through the mountains towards La Maisontaal. The untiring Skeletons will take about 12 hours to reach La Maisontaal, arriving at the monastery just before sunset on the fourth day after the PCs arrived at Frugelhofen.

Healing

The monks of La Maisontaal will immediately set about healing the injured, and will expect refugees with suitable skills to do the same. Six of the junior monks have *Heal Wounds* skill, and other available NPC healers are Padre Pierre and Grandpa Gunther Wernicke – if he has survived so far! Jean-Louis Dintrans has a scroll with *Cure Severe Wound* inscribed on it, which he will give to Padre Pierre to use.

The first priority will be to get injured healers (including PCs with relevant skills) back on their feet, and Pierre will use magic for this, just to be sure. For the rest, he will rely on his skills unless a valuable fighter is seriously injured (ie reduced to 2 or fewer *Wounds*).

The Wernicke Scroll

As we've already mentioned, Grandpa Gunther Wernicke gave his son Emmerich a scroll of healing spells, which he may already have given to the PCs. At this stage in the adventure, you need to make sure you know exactly where the scroll is. If it was last seen in the possession of a character who died at Frugelhofen, then it will now belong to Heinrich Kemmler, and you should add it to his list of possessions. If not, you should check who has it – Emmerich (if he survived) or a PC. If the scroll was not given to the PCs earlier, and Emmerich made it to La Maisontaal, then he will give the scroll directly to Padre Pierre.

Heroes or Cowards?

Once again, it is time to rate the PCs for their heroism. This time, use a scale from 0-10 rather than 0-4. Add +2 if the battle ended in an *orderly retreat*, and subtract -4 if it ended in a *rout*. Record the modified rating on the *PC Heroism Chart* as before.



SECRETS IN THE CRYPT

Frugelhofen has fallen, and a rag-tag band of survivors has arrived at the monastery of La Maisontaal, carrying news of the undead attack. The monks do what they can to treat the wounded and comfort the bereaved, and also consider their own position. The undead army seems to be moving consistently westward down the Frugelhorn valley, which makes La Maisontaal the next target. Preparations must be made for the defence of La Maisontaal if need be, and word of this terror must be carried to the authorities.

The Undead may only be a few hours behind the refugees, so time is of the essence. As makeshift fortifications are hurriedly put in place, the PCs find themselves with the task of bolstering morale – their own included. Vital NPCs must be persuaded to stay and help with the defence of La Maisontaal, and the PCs must find their own reasons for doing so.

There follows an interview with the Master of La Maisontaal, where the PCs relate the story so far, and discover a few things they didn't know about their enemy. The Master recalls a mention by his predecessor of a hidden magical laboratory in the crypt beneath the monastery. In the laboratory is a magical weapon of great power, which might save La Maisontaal – but it is well protected by traps and magical wards, to keep it out of the wrong hands. As the Undead get closer, the PCs must try to find the hidden laboratory and the treasure it contains, and then hope that they are not too late to save the monastery...

TIMING

The end of the last chapter saw the PCs and their allies arriving at La Maisontaal down the Vaswaser, in the late afternoon of the day Frugelhofen fell. If the PCs made it to La Maisontaal on foot, then they will arrive at the monastery after midnight. In either case, the undead attack will take place just before dusk on the day after the fall of Frugelhofen. You should keep close track of time from now on – it will be important to know precisely where everyone is when the Undead arrive.

PREPARING FOR THE WORST

The monastery is thrown into turmoil by the arrival of the refugees. Monks scurry about, tending to the wounded and organising hot food and blankets. The bulk of the refugees are billeted in the cottages around the monastery; the PCs, the major NPCs and the surviving members of the Brioche family are accommodated in the monastery building itself.

After their arrival, the PCs will want to do a couple of things: getting wounds treated will be high on their list

of priorities, as will getting to see Jean-Louis to talk about defence, money for their interrupted work in the mountains, and other matters. A junior monk will give them a message from Jean-Louis, saying that he will send for them as soon as he has dealt with the flood of refugees. In the meantime, he suggests that they get something to eat and some rest.

In this short breathing-space, the PCs have some people to meet and some thinking to do. After the fall of Frugelhofen, they may have decided that the undead force is unstoppable, and they may intend to keep falling back until an army can arrive from Parravon, with sufficient military and magical strength to put an end to the Lichemaster once and for all.

You need to dissuade them from this line of thinking, since they will be sorely needed here when the Lichemaster arrives. As they wander about the monastery waiting for Jean-Louis to see them, the PCs make a number of encounters which should help persuade them to stand and fight at La Maisontaal.

There is an encounter here for most of the major NPCs. If any of these characters have died, or have been used as replacement PCs after the battle of Frugelhofen, then you can simply omit the relevant encounter.

First Aid

The PCs may approach Padre Pierre or Grandpa Gunther, and ask to have their wounds treated. When they find one of the healers at work, he is standing in the midst of a huge area of mattresses and piles of straw, with sick and wounded villagers lying on them. The healer looks at the PCs narrowly when they ask for help.

"You look healthy enough to me." He snaps. "You're still walking for a start, which is more than I can say for most of these. I reckon you'll last until I can get round to you, and there's some here who won't. So excuse me while I tend those who need it most – I'll get round to you when I can."

As he speaks, the peasant he is treating reaches up with a frail, trembling arm.

"No," – the voice is quavering and barely audible – "Treat them. They must be strong to protect us all. No-one's going to miss one farmer." He looks at the PCs, his eyes shining with hope and simple trust.

The healer has had enough at this point. There are sick and injured everywhere, he's stretched to the limit, and the last thing he needs is a bunch of adventurers coming in and upsetting the patients.

"I said I'll get to you when I can! Now go away and let me work! Go on! Man the barricades or do whatever else you people do!"

This is a blatant appeal to the PCs' sense of decency. The peasant is offering to give up his life so that the PCs can

have a few minor wounds treated – pile on the emotional blackmail, and make them feel desperately guilty for even asking. And as they've seen, there are many who can't leave La Maisontaal, because they're not fit to move. How can anyone walk away from a moral obligation like this?

"Here we Stand"

As the PCs pass by a group of Dwarfs working on the wall, they are greeted by Gimbrin or Bardak – or another Dwarf if these two are dead. The Dwarfs will even be civil to any Elves in the party; these are desperate time, and the living must put aside their differences and unite against the Undead.

The Dwarf offers the PCs a pipe and a shot of liquor from a hip-flask.

"We're going to be ready for them this time. No matter how many there are or where they come from. I reckon they'll be less than a day behind us. Oh, they'll come here, all right – they're systematically moving westward, wiping out every living thing as they go. So this place is next. But this time, there'll be no running away – not for us. They forced us from our mine, they forced us from the manling village, but here it stops. They shall not have our valley, and they shall not have our bones for their filthy ranks. Not while there is breath in one Dwarven body to prevent it." The Dwarf looks around him at the monastery, and spits reflectively on the ground.

"Not bad, for manling building," he says, *"Narrow windows, reasonable walls – once we've finished with them – quite a few good defence points. This place can be defended, all right, and provided we can destroy the damned things so they don't get up again we have a chance. Let them weaken themselves trying to get in, then one good sally at the right time to finish that cursed wizard of theirs. Once he goes, the mine's dug – it's just clearing up tailings after that. The monks have crossbows, they tell me, and they know how to use them. That should help. Plus we have you and the rest. We have a chance, I reckon. Well"* – he puts the flask away and gets up – *"it's back to the wall for me, and I daresay you have things to be doing. This time we'll have them, right?"*

The Dwarfs obviously intend to make a stand here, and are already applying the lessons learned at Frugelhofen to the formation of a defensive strategy here. And as this Dwarf points out, there is still a fair core of seasoned fighters among the defenders. The situation is far from impossible. The Dwarfs clearly take it as read that the PCs will stay and help in the defence of the monastery – what other course is there?

Nothing to Live For

Alain is sitting propped up against a wall, clutching his knees and with his face sunk into his arms. His body is racked by occasional sobs. Veronique, his wife, was killed at Frugelhofen, and he has completely lost the will to go on. But the defenders can't afford to lose such a valuable fighter, so it's up to the PCs to try to snap him out of it.

The trick here is to appeal to Alain's sense of decency and duty – and by doing so, of course, the PCs should reinforce such feelings in themselves. Sympathising over his wife's death is a good opening move – cheerfully suggesting that he's now free to sow wild

oats now is a very bad opening remark! The PCs should point out that he now has others depending on him: there are the young, the very old, the sick, the wounded – and the PCs themselves, his brothers in arms.

The PCs might also try to fire Alain up with talk of avenging his wife's death, but his response to this will be less positive. Duty is a more powerful force in his nature than anger. Revenge coupled with duty – the need to stop the Undead before others die like Veronique – is a useful line to take.

If the PCs try to snap Alain out of his depression, have the players role-play this out – as Alain, you can just slump over the table, grunt and sob occasionally, and let them do all the work. Make a Fel test for the character doing most of the talking. Roll the test secretly, and modify it by +/-30 according to how you rate their performance.

If the test is successful, Alain slowly straightens up. He wipes his eyes clumsily on his sleeve, and clambers to his feet. Somewhere, deep in his eyes, a new light is glimmering.



Return of the Lichemaster

"You're right," he says, "I can't go on like this. We're all needed here, and we can't afford to lose anyone. My dear friends, what an inspiration you are. Thank you." He shakes each of the PCs warmly by the hand, and goes off towards the gates, where a gang of Dwarfs are working on the defences.

If the Fel test is failed, or if the PCs don't bother with him, Alain is treated as a *weak fighter* when you make up the battle roster later – make a note of his status.

Discretion Before Valour

As the PCs reach a secluded stretch of monastery wall, they spot Cecil de Vere Cholmondeley, with a small bag of food slung over his shoulder, just about to swing his leg over the wall and run for it.

"Ah." He says, taken somewhat by surprise. There is a barely perceptible pause while he hunts for an excuse, and then he brightens visibly.

"Helleau, you chappies! Just keeping an eye out for the bony blighters, what? Can't have 'em creeping up on us, can we? Definitely not playing fair, that sort of thing. What are you fellows up to?"

There are several good reasons for the PCs not to believe Cecil. Firstly, they may well have found him cowering in the barn at the defence of Frugelhofen. Secondly, the wall he's in the process of scaling faces west, towards Gunère and safety. And thirdly, this excuse is so transparently lame that no-one in their right mind would believe it for a moment.

If the PCs challenge Cecil about running away, he changes his tack slightly.

"Well, I thought someone ought to raise the alarm. I'm fairly nimble on the old pins, and I could probably reach Grunère within the day, then get the alarm to the Duc in Parravon. Splendid fellow, by the way, personal friend of mine." The last sentence is added almost without thinking, but the PCs might well believe the rest of the speech. But Cecil is becoming increasingly jittery – it is obvious that his main motivation is fear.

"Now look here, you chaps," he says, "I'm no use in a scrap, I'd only get in the way." There is a distinct whine creeping into his voice – he is clearly desperate to escape.

However, La Maisontaal needs every defender it can muster, and the PCs may have a shrewd idea that Cecil could fight well enough if cornered.

The secret with Cecil is to appeal to his cowardice. Point out that other people are *not* leaving La Maisontaal. Cecil will have to travel alone – and there may be bandits on the road, or Skaven (the PCs don't know what Rasskabak has been up to, after all), or even more Skeletons! There is no need for the PCs to be truthful; they can invent endless perils just waiting to jump on Cecil as he leaves La Maisontaal. For all that he relies on the gullibility of others, Cecil is gullible himself – particularly where his own safety is concerned.

As with Alain, you should make a secret Fel test for the PC who does most of the talking, and modify it by up to +/-30 according to how you rate the PCs' efforts at persuasion. Cecil's particular weaknesses are his own personal safety, and the admiration of the opposite sex.

If the Fel test is successful, Cecil walks slowly away from the wall along with the PCs. "I suppose," he says,

"if one looks at it that way, you chaps are right. Bit of a rock and a hard place, though, what? Still, safety in numbers, as you say." He saunters off towards the refectory.

If the Fel test is unsuccessful, Cecil will behave in exactly the same way. But the next time the PCs look for him, he will be gone.

The encounter with Cecil should serve to strengthen the PCs resolve to stay. Those PCs whose courage has failed them might be better prompted by cowardice – after all, who *knows* where the Undead might be, just lurking in wait? What about those Skaven? It's been several days since the PCs ran into them – they could be *anywhere*...

And beside appealing to cowards in the party, an encounter with a really dedicated coward like Cecil might strengthen the resolve of the undecided – if to run away is to put oneself in the same class as Cecil, it might be better to stay and fight, whatever the outcome.

A Little Something

If the PCs have seen Cecil using his dagger, they may well suspect that it is enchanted, and that it is a very useful thing to have when you're fighting Undead. So, whether or not the PCs persuade Cecil to stay, they may well try to get possession of the dagger.

If the PCs simply ask Cecil to give it to them, he will try to find out why they want it – and more importantly, how much he can get for it.

"Weellll," he says, knitting his brow, "I am rather attached to it, you know. It was a gift from the Duc de Parravon – splendid fellow, you know, personal friend of mine. So I couldn't possibly part with it, I'm afraid. Sentimental value and all that. And anyway, you chaps seem well enough armed..." the sentence trails off into a pregnant pause. Although Cecil doesn't know that the dagger is magical, the PCs' interest in it has awakened his greedier instincts, and he's waiting for them to make an offer or explain why they want it.

If the PCs tell him that the dagger is magical, and may be enchanted specifically against Undead, then nothing can persuade Cecil to part with it, under any circumstances. Otherwise, he will simply assume that it has some monetary value of which he was not previously aware, and will listen to any offer of money that the PCs care to make. You'll have to role-play this negotiation, with Cecil looking unimpressed at successive offers until he's sure the PCs will go no higher. Actually, he'll accept any offer over 30 GCs – he assumes that the weapon has some kind of antiquarian value – but if the PCs look willing to go higher, he'll let them.

Of course, the PCs could resort to less honest means of obtaining the dagger. The normal procedure for picking pockets should suffice, and Cecil will simply assume that he has lost the dagger somewhere unless he knows of the PCs interest in it and/or he sees a PC carrying it; give him an unmodified I test for this if it becomes necessary. He may make a scene if he finds out that the PCs have stolen his dagger, calling them 'cads' and 'bounders' and 'dashed foreign ruffians', but will not resort to force; if Cecil creates a scene, reduce the PCs current Heroism total by 1.

None of My Business

Finally, there is Shalyir Moonhand. And, of course, wherever she is, Albi Schutz is not far away. Shalyir is

planning to leave just as soon as someone has looked at her wounds – the PCs might encounter her shortly after the incident headed *First Aid*, earlier in this section. Or, they might meet her later on, having been given a *Cure Light Injury* spell and several bandages, making ready to leave as Albi offers to carry the few belongings she has left.

Shalyir is a mercenary. She's used to risking her life for money, but not for fun. In her view, to get killed in a battle she's not even getting paid for would be an unforgivable breach of style and more than a little unprofessional. It's not her fight, and she's not interested in getting involved.

"I was just in the wrong place at the wrong time," she says, "And when Boney and his little friends came to call, I fought to save myself. Make no mistake about that. Now, this little hovel is looking very much like another wrong place to be, so I'm not waiting around for another wrong time to come along. Besides" – she lowers her voice – *"all these Dwarfs about. Uch. Not nice."*

There are two approaches to Shalyir. The first is through her mercenary sense, and the second is through her vanity – provided it's not overdone. If the PCs have a whip-round and try to hire her (and fast-thinking, fast-acting PCs could persuade Jean-Louis to chip in up to 50GCs), and point out that she was the best fighter at Frugelhofen and they need her now more than ever, then they might be able to persuade her. They might even make a veiled hint at cowardice (very heavily veiled – Shalyir is a bad person to cross) by pointing out that some people (the Dwarfs, maybe, but certainly not the PCs,) might see her departure as running away.

As with Alain and Cecil, you should make a secret Fel test for the PC who does most of the talking, and modify it by up to +/-30 according to how you rate the PCs' efforts at persuasion. Remember Shalyir's vanity and pride, but also remember that she's not a fool and she's easily offended.

If the Fel test succeeds, she will look scornfully at the offered money, and then utter a short, barking laugh. *"Ha! It's a long time since I offered to die for that little – before your father was born, Bright-Eyes. Still, I suppose I owe those things a few cuts – I'll have to take the rest of my fee in revenge. And we couldn't have any Sawm-Offs calling me a coward, could we? Then I'd have to kill them all, and that would be just too tedious."*

If the test fails, Shalyir leaves, brooking no further argument.

And as to Albi, he goes where Shalyir goes. The PCs can talk to him if they want (at the risk of hearing another few verses of his appalling poetry!), but his only thought is to stay close to the object of his hopeless passion.

The Coward's Nemesis

If, after everything they have seen done and said, one or more PCs decide to leave La Maisontaal to its fate, then it is your duty as GM to visit just retribution on their cowardice.

As they leave the monastery, the PCs are keenly aware of several pairs of eyes on them. No matter how quietly or secretly they try to leave, someone will see them. By the time they have gone a hundred yards, every peasant

and villager in the place will be at the wall, looking after them in silent reproach. But they may find that the monastery was the safest place to be after all.

One possibility is that every peril they described to Cecil comes true. They are beset by bandits, Skaven, Skeletons, rockfalls, crumbling ledges, rain, sleet, hail, fog, double pneumonia, frostbite, chilblains and anything else you care to throw at them. Feel no mercy – they deserve every bit of misery you can come up with, the miserable rats.

Apart from the Wrath of the Gamemaster, there is also the Wrath of the Gods to be considered. The section with that heading in the *WFRP* rulebook should give you some ideas. Remember, the PCs are callously abandoning a monastery dedicated to Taal, and leaving it to the tender mercies of a Chaos-backed undead army. Taal is not going to be pleased – and neither, quite probably, is Mórr. Followers of other neutral Old World deities may have problems, too – Taal has many allies, and they will be keen to reprove the PCs' impiety lest one of their own holy places should fall in the same way.

AN INTERVIEW WITH THE MASTER

After you've played out some or all of the attitude-building encounters in the last section, a junior monk can find the PCs and ask them to go to Jean-Louis' study. The Master of La Maisontaal looks tired and strained.

"I believe I know what is going on," he says, "And if I am right, then the Undead will most certainly come to La Maisontaal next. Their leader has a score to settle here." He then fills the PCs in on the background to recent events, as given under the heading *The Return of the Lichemaster* in the introductory section of this book. He knows nothing of Kemmler's Daemonic bargain, but is sure that he has found some way of regaining his power and his sanity, as foretold in de Muscadet's deathbed vision.



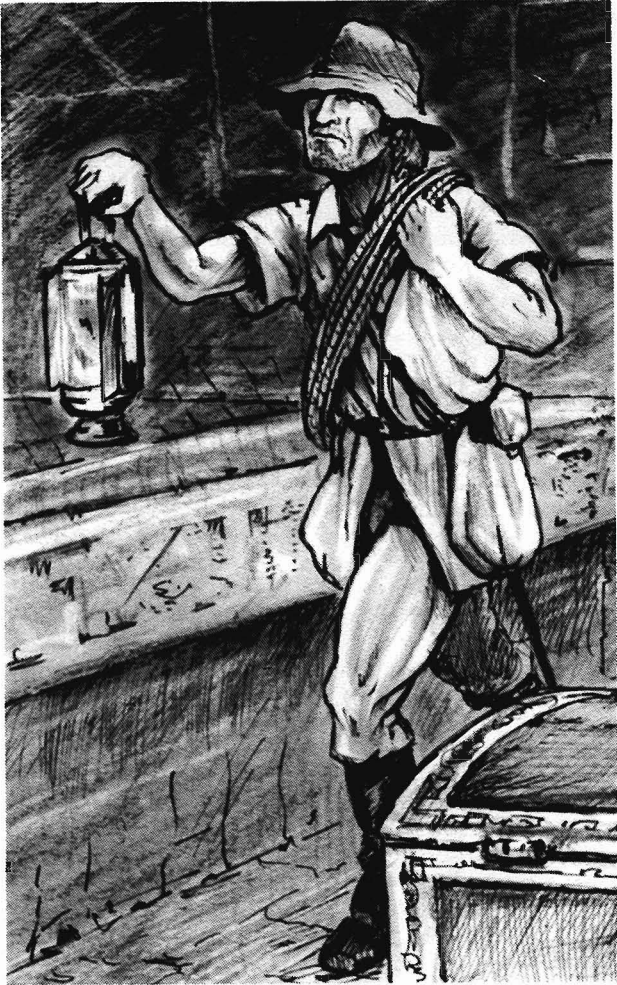
Return of the Lichemaster

After telling the story, Jean-Louis asks the PCs if they have seen a wizard with the Undead, and listens intently to their description of the Lichemaster.

"It must be him," he says thoughtfully, "The years have changed him, but it must be Kemmler. And so, he will want to raze La Maisontaal to the ground and kill everyone in it – he will risk everything to destroy this place and avenge himself on my predecessor." He is lost in memory for a moment, and then carries on, a little more briskly.

"Be that as it may, there is no doubt that Undead are at large and must be dealt with. I sent a rider to Grunère shortly after you arrived; hopefully they will send some militia to us in a day or two. From Grunère, word should go to Parravon, to the Duc, and the army might be here in three or four days. If we can just hold them off for that long – well, we can try. All my monks are drilled in the use of the crossbow and quarterstaff, partly as a physical discipline and partly because we have had to look to our own defence against bandits and suchlike. And we have your good selves, and the Dwarfs, and the others from Frugelhofen. And we have the right on our side – I cannot believe that Lord Taal would abandon us to such an unnatural enemy.

"There is another thing I wish to discuss with you. You now know as much of this business as anyone living, so I should tell you everything. My old tutor and predecessor did not live long after his vision of Kemmler, but he told me of one more thing. As I have said, he was skilled in the magical arts, and spent many years studying and experimenting. He said that among his magical equipment there was that which might save La Maisontaal from Kemmler. He did not say precisely what it was – an evil to fight evil was all he said.



"He kept his magical activities to himself, lest anyone here should be tempted to meddle with them, and bring unknown dangers upon us all. I know that he had a laboratory in the monastery somewhere, but the knowledge of its whereabouts died with him. When I was a young initiate here, though, the rumour was that there was a secret entrance somewhere in the crypt, with magical guards and protections to prevent anyone but himself from entering.

"In the name of Taal, of La Maisontaal and of life itself, I ask you to go into the crypt, find the great weapon of which I was told, and bring it forth to save us. I saw in your faces that you do not believe that we can hold out until help arrives from outside; this weapon – whatever it is – could be our only hope. Especially if what I hear is true, that the fallen of both sides rose up anew against you at Frugelhofen.

"While you find this weapon, the rest of us shall finish organising the defences. The Dwarfs are capable, organised and an inspiration to us all; and I believe the Elf-maid and one or two of the men from Frugelhofen have experience of soldiering. Preparations are well in hand, and nearly everyone has now been fed, rested and had their wounds treated. No-one knows when the Undead will arrive. Please hurry."

Healing

If the PCs are still suffering from untreated wounds, Jean-Louis will summon Padre Pierre, and speak to him in a stream of low, rapid Bretonnian dialect. Pierre protests at first, and then seems to agree. Characters who understand the Bretonnian dialect or who have Linguistics skill may make an Int test to understand that the rapid exchange has to do with themselves, their wounds and the urgency of their mission to find the mysterious weapon.

After this exchange, Padre Pierre will cast a *Cure Light Injury* spell on any character who requires it. If the PCs have the Wernickes' healing scroll and ask him to use that rather than depleting his own magical energy, he will most gladly do so. He will keep the scroll afterwards, though – there are some wounded villagers who badly need the *Treat Illness* spell.

Equipment

If the PCs ask for any specific equipment, such as lanterns, ropes, and so on, the Jean-Louis will have them rustled up from somewhere in the monastery. It is a self-contained community, so most of the necessities of life will be available. There is just about everything classified as *plentiful* and *common* in the WFRP rulebook; armour is not available, and the only spare weapons are the quarterstaves and crossbows used by the monks. Use common sense here, and do not allow the players to make unreasonable or extortionate demands.

We Need a Miracle

Since they are about to defend a monastery from attack by Undead, it might occur to the PCs to pray for a miracle or blessing of some kind. Jean-Louis is eager to see them into the crypt so that they can recover the mysterious secret weapon, but he will be quite happy to pray alongside any PCs who are inclined to do so.

The section headed *Prayer and Blessings* in the WFRP rulebook should give you all the information you need here. As the Master of the monastery, Jean-Louis counts

as a level 3 Cleric, even though he has not followed that career; at the PCs' request, he can round up 2D4 junior monks (counting as Initiates) to pray with them.

Padre Pierre will agree to pray with the PCs if the character who has had the most dealings with him makes a Fel test, modified by up to +/-30 according to how they have got on. No-one else will be available to pray with the PCs – the others are all too busy preparing the defences.

Modifiers for NPCs praying with the PCs are as follows:

Jean-Louis	+5
Padre Pierre	+3
each junior monk	+2

The monastery is under a dire threat from the approaching Undead, so Taal is keeping a particular eye on it – hence, add +10 to the chances of obtaining a miracle. Only one hour of prayer is permitted – the Undead must surely be getting closer!

Miracles and Blessings

If the PCs manage to obtain a miracle or blessing, it may take one of several forms. Here are a few suggestions which are particularly appropriate to the situation – use any that you like, or feel free to make up your own.

1. Animal Friendship: No normal or giant animal will attack the PCs while they are actively engaged in the defence of La Maisontaal – including a foray into the crypt. Animals will seek to get away from the PCs to avoid violence, but will defend themselves if cornered.

2. Healing: If the PCs are still below full W score, and/or suffering from infected wounds, they are suddenly and completely cured of everything that afflicts them – full *Wounds*, no diseases, no insanity points, no disorders. If the dice roll for the miracle was successful by more than 10 points, then this happy condition extends to everyone in the monastery!

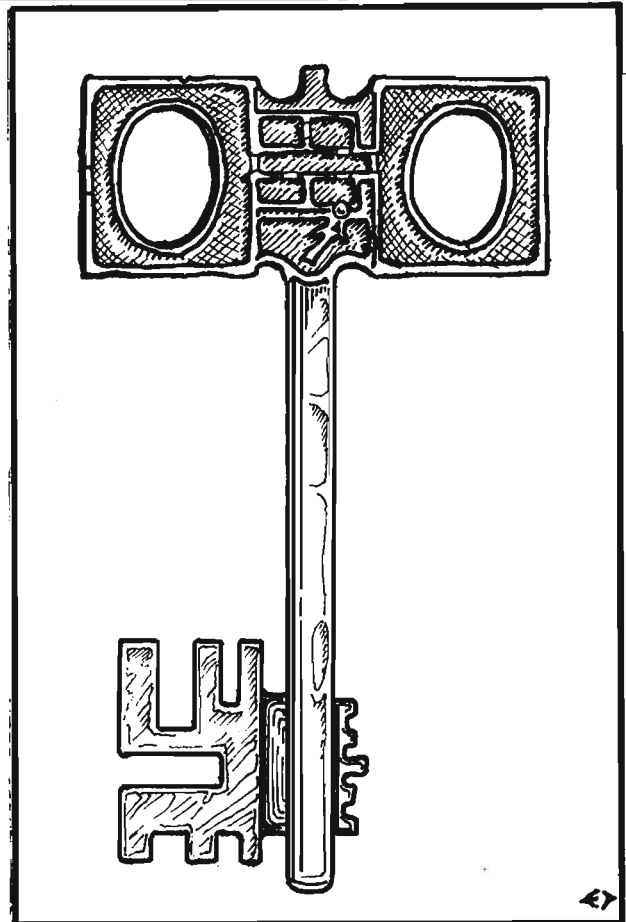
3. Vision: The chapel suddenly goes dark, as if night had fallen. Hanging in the air above the altar is a vision of an ornate chest. A sickly green light pours through the crack between the chest and its closed lid. A rat runs across the lid of the chest, and the lid opens, flooding the chapel with green light for an instant before the vision disappears.

This is a vision of the *Arca Chaotis*, designed to show the PCs what they are looking for. The green light indicates that it contains something dangerous, and the rat is a hint that it can only be opened by a Skaven.

4. Time: The nature of this blessing may never be realised by its recipients, but it could be one of the most valuable. Taal subtly turns the wild mountain terrain against the advancing Undead, impeding their progress. Their arrival at the monastery is delayed by one hour.

5. Portent: A rat scurries out of a hole in a corner of the chapel, carrying something in its mouth which glints. It runs across the chapel, drops the object at the feet of a PC, and scurries off again. The object is a small brass key, as depicted in *Handout 2*; it opens the concealed door to the secret area in the crypt, and its shape give a clue to the whereabouts of that door. The fact that a rat carries the key is also a hint about Rasskabak's Skaven and the only means of activating the *Arca Chaotis*.

6. Test Bonus: The PCs each get a +10 bonus to tests for



spotting traps, concealed doors and other hidden objects in the crypt.

THE CRYPT

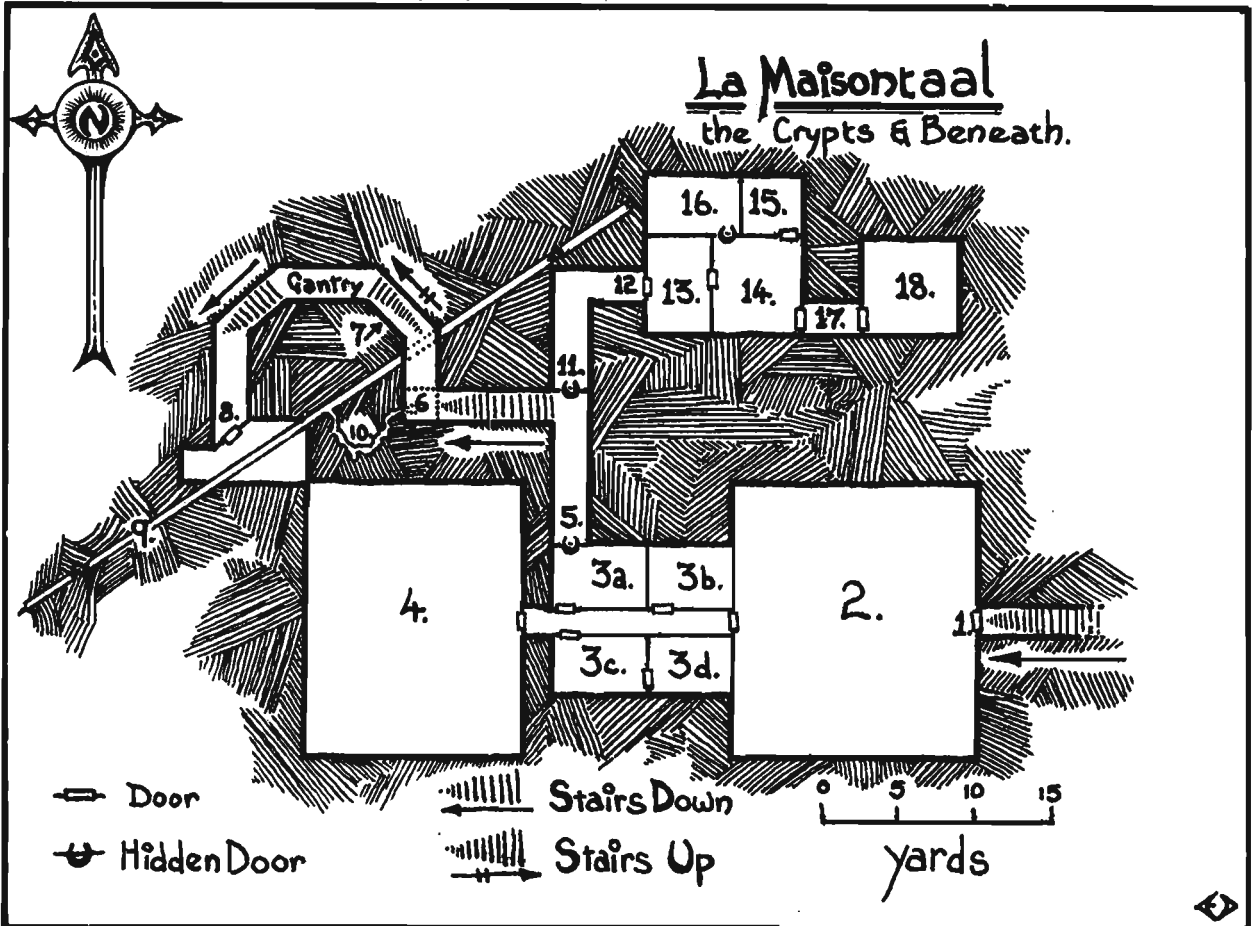
When the PCs are ready, Jean-Louis shows them to the crypt entrance, at the edge of the monastery. This is a stone building the size of a small hut, set in a small enclosure against the west wall of the monastery.

As the PCs walk across the monastery complex to the crypt entrance, they can see that work is well under way. The Dwarfs have raised the wall by another three feet, and reinforced the gates with piles of stones. A few yards inside the encircling wall, the monks and villagers have laid down a second wall of brushwood and straw, ready to be soaked in oil and fired if the Undead break through the first line of defence.

Jean-Louis opens the iron-bound oak doors of the crypt building, and leads the PCs inside. The structure is empty, apart from a flight of steps going down into the rock of the mountainside.

"The crypt is down there," he says. "Here are the keys; I can help you no further. Please hurry." With that, he leaves to supervise the arrangement of defences.

Map 9 shows the layout of the monastery's crypt, and the secret areas leading off from it. Unless stated otherwise in the individual area description, each room and area is carved from the rock of the mountainside, unlit, and around 6ft high. All the rooms in the crypt are locked; the keys the PCs have will open rooms 2-4 – but no others.



1. Main Doors

The steps wind down from the surface, until the PCs are about twenty feet underground. There is no light source, although empty torch-brackets are fitted to both walls at intervals of about ten feet.

The main doors to the crypt are made of heavy, rough hornbeam marked with deer-skull motifs on inlaid brass plaques. The doors are locked, but the PCs have the key and they open easily.

2. Main Crypt

This large chamber contains two rows of stone sarcophagi – apparently of great antiquity – and small brass plates about 2 feet square cover the walls. Behind the plates are niches, containing the bodies of dead monks of La Maisontaal; there are thirty or so plates set into each wall of this room.

The wall niches are just big enough to contain a body – 2ft square by 5-6ft deep. An elderly monk would have great trouble getting into such a space, and the PCs should realise fairly quickly that this is the wrong place to look for secret doors. The sarcophagi, too, contain nothing more than the remains of dead monks. The PCs should conclude that there is nothing of interest in this room, and should be discouraged from the wholesale desecration of the monks' last resting-places.

Bright PCs will realise that the defence of La Maisontaal is even more vital than they thought – this room alone contains the remains of over a hundred dead monks, which would more than double Kemmler's forces at a single stroke. If the PCs show signs of dawdling, you

might chivy them along with the cheerful thought of Kemmler reaching this room and animating its occupants while the PCs are still in the crypt – that should fill them with a sense of urgency!

The only exit from the main crypt is a pair of hornbeam doors, almost identical to the main doors. These are locked, but the PCs have the right key.

3a-d. Side-Crypts

Three low oak doors, blackened with age, lead off this short passage. The doors are all locked, but the PCs have the necessary keys.

Each of these chambers contains a single stone sarcophagus, of great antiquity. Inscriptions in Classical identify the occupants as the founders of La Maisontaal, and the walls are carved with fake windows, through which the landscape around the monastery can be seen, carved into the walls in low relief.

If one or more PCs make a successful Int test in 3a (Grave Robber/Tomb Robber +10) they will notice that this chamber appears to have been opened more recently than the others; the dust on the floor is not so thick, there is a slight scrape on the floor where the door has been opened, and so on. Characters with *Follow Trail* skill are permitted an Int test to spot a trail in the dust, leading from the door straight to the wall.

If the trail has been spotted, the PCs have a +20 bonus to I tests to find the secret door, and may repeat the test until successful – they *know* there must be a secret door there, it's just a matter of *finding* it. Otherwise, searches are conducted as normal. Each search takes a full turn.

The secret door is locked (T 4, D 8, Lock CR 30); the keyhole is concealed as a knothole in a tree in the carved landscape. If the PCs have the key shown in *Handout 2*, they find that it will open the door easily; otherwise, the lock must be picked or the door must be broken down.

4. The Crypt of the Masters

This large chamber contains 14 stone sarcophagi, each one of a Master of La Maisontaal. The most recent, of course, is that of de Muscadet. The chamber is beautifully decorated, with carved scenes of nature and wild places. There is nothing of importance here.

Finding the Hidden Door

As we have already said, time is of the essence here. The Lichemaster's forces are bearing down on La Maisontaal, and the PCs must find the hidden laboratory and recover its contents before the monastery is overrun by Kemmler's forces. To help you keep track of the time this takes, use the *Crypt Timekeeping Chart* on the *Adventure Log*. The chart breaks this part of the adventure down into a number of incidents, with a space for you to write in a score for each incident. The higher the score, the more efficient the PCs have been.

The first space on the chart is for finding the secret door in 3a. Assign the PCs a score between 1 and 20 for how long they took to find the door – they get 20 points if they march straight into 3a and straight to the door, and their score goes down the longer they take.

5. Entrance to the Secret Areas

The areas beyond the secret door are quite unknown to Jean-Louis and the other monks; de Muscadet knew of them, but did not pass on this knowledge. All areas here are unlit, all doors are locked, and the keys the PCs have will not open them. It is very dusty, dank, and dismal down here.

PCs moving at *cautious* rate are allowed an I test to spot traps which are present, with a +10 bonus for the *Spot Traps* skill. The traps are not intended to kill; old de Muscadet wanted to teach intruders a lesson, not kill them, but if the PCs are clumsy or stupid they may come to grief here. Worse than the injuries caused by the traps is the delay involved in getting out of them.

6-7. Snake Pit

This is a pair of traps leading to a single pit; René de Muscadet set it up to capture unwary trespassers, rather than to do them any injury. However, unknown to anyone, a Giant Snake has recently moved in via the sewers, and now makes its lair in the pit. The pit is 9 feet (3 yards) deep, and 9 feet square.

6. Obvious Pit Trap

In this part of the corridor, unlike the stone of the other parts, the floor is wooden. Close inspection will see a narrow gap running along the middle. Any pressure (for instance, a tap with a staff or pole) will cause the wooden flaps to give way slightly, as if a pit lay beneath. It's easy enough to get round the corner without treading on the wooden part. A weight of at least 50 pounds is needed to trigger the trap, and see what lies beneath it.

7. The Sliding Stairs

When one or more PCs get at least half-way along the stairs, the steps retract to form a sheer surface, the whole area of the stairs falls away, and anyone on the steps will be dumped down into a chute which spirals around and down into the pit below the obvious wooden doors at 6.

The drop through the chute should do little damage – a PC is allowed an I test (*Acrobatics* +10) to avoid suffering 1 *Wound* from an awkward landing, regardless of *Toughness* and armour. PCs who fall down the chute must make a *Dex* test or drop any hand-held objects; a dropped torch goes out on a D6 roll of 6 and a dropped lantern goes out on a D6 roll of 4-6. A dropped lantern will not break here.

Getting PCs out of the pit should not be too hard; only one or two PCs should end up in the pit, and although they may have a few anxious moments with the Giant Snake, their friends should be able to get them out. Getting out via the chute will be tricky and time-consuming, but the trapdoors at 6 can be triggered easily, making it easy to haul the trapped characters out.

The snake does not welcome trespassers. It rears up, and hisses a lot, but it's not hungry at the moment (there is a plentiful supply of rats and rabbits in the area), so it will only attack in self-defence; it is a constrictor, and not venomous, although it may strike at trespassers (S 1 attack) as part of its threat-display. It's trying to frighten the PCs into going away, and doesn't want a fight. After a couple of rounds of fighting, it will try to slither off through the hole in the wall (about 6 inches diameter) through which it goes into the sewers and the outside world.

Timekeeping

Again, rate this trap from 1-20, according to how bogged down the PCs get here. 20 would be the PCs spotting it, investigating briefly and leaving without anyone falling in, while 1 would be the whole party ending up down the chute, fighting the snake and then only getting out of the pit with great difficulty.

8. Barred Door

At the end of this passage is a stout iron-bound oak door, with a brass plaque on it which is green with age





and damp. If it is cleaned off, the inscription 'Keep Out' can be made out. The door is locked (CR 50, due to rust, T 4, D 6). This door, if opened, leads straight into the main sewer pipe.

9-10. Main Sewer

A large (2ft diameter) sewer pipe leads from the monastery to the Vaswaser, and at this point there is a valve which allows it to be shut off when necessary. The pipe has fractured, and the floor of this area is better imagined than described. The smell is overpowering. It was through this fracture in the pipe that the Giant Snake in area 6-7 got in. 10 is a small (6in diameter) crevice in the rock, through which the snake comes and goes.

Timekeeping

This is obviously a dead end, and if the PCs hang about here too long, send them on their way with a swarm of rats. Score this area from 1-20 on the *Crypt Timekeeping Chart*; ignoring the whole area scores 20, while searching the place from top to bottom scores 1 (and reduces Fel by three-quarters until the characters can clean up!).

11. Concealed Door

This hidden door is the entrance to the laboratory area. It can be detected in the normal way, and has T 4, D 11, and the lock has CR 30.

If the PCs locate this door immediately and ignore areas 6-10, score the zero on the *Crypt Timekeeping Chart*; if they explore 6-10 thoroughly first, score them 10, in addition to the timekeeping scores they gained there.

12. Entrance Door

The hidden door opens onto a short passage, leading to another door, of lighter construction (T 3, D 6, lock CR 20). The door is linked to a concealed alarm bell in the Master's rooms, of which Jean-Louis knows nothing. The PCs will startle the living daylight out of him

when they open the door and trigger the bell, but he will eventually guess that it is connected with whatever the PCs are up to.

13. You Are Feeling Sleepy...

This room is a dusty and very disused lounge, with a couple of old armchairs, small bookcase and a rosewood side-table. The only thing which is important here is the door to the next chamber. Hanging on a nail beside the door is a bunch of keys, and one of these will indeed open the lock on the door (CR 30 otherwise).

Unfortunately, the door has two locks: one hidden and one obvious. The obvious one is a dummy, and turning the key in this lock operates a gas trap; the real lock is found by pulling the end off the doorknob to reveal the keyhole. A careful search of the door will reveal the trap on a successful I test (*Spot Trap* +10).

If the gas trap is triggered, everyone who is in the room must make a T test (*Immunity to Poison* +10); those who fail the test are knocked out for D6 turns, and nothing will reduce this time.

Timekeeping

On the *Crypt Timekeeping Chart*, score -10 for every turn the PCs fail to progress beyond here because one or more of them is unconscious. For example, if a PC passes out for 4 turns and the others wait for him to wake, this scores -40, but if those other PCs get on with exploring beyond the door, there is no penalty.

14. Work Room

This chamber is furnished with heavy wooden work benches, stout chairs and a table, a rough and dirty carpet stained with blotches of acid and the like. The glassware stacked on the benches is too old and filthy to be useful now, and the few books on the table have become mould-spattered and mouse-nibbled and useless. A large patch of mould grows on the north wall - just over and around the concealed door to 16, in fact. It is bright red, and totally harmless.

15. Bedroom

The door to this chamber is not locked. The room contains only a hard wooden bed, a small bedside table with a mildewed and almost unreadable volume of Tilean lyric poetry, a pair of iron candlesticks of no value, and similar mundane furnishings. There is nothing of value or interest here.

16. The Iron Man

The door from 14 is locked (T 4, D 8, lock CR 35).

This chamber is bare, save for what appears to be a statue of a man, made of solid (but rather rusty) iron and standing around seven feet tall. Characters with *Magical Sense* skill will feel that the thing is magical in some way, although there is no obvious means of making it do anything.

This is one of de Muscadet's magical creations. The PCs won't know much about it unless they have been in area 18 before coming here. At this stage, the Iron Man is only partially activated, and the only commands it will obey are *Walk* and *Stop*, together with steering instructions *Up*, *Down*, *Left* and *Right*. Remember that

Up and *Down* are necessary for negotiating stairs. The Iron Man moves at *cautious* speed (8 yards per round), and is capable only of walking – it can't climb sheer surfaces or open doors.

Getting the Iron Man out of the crypt may be a very frustrating process, but it could be vital to the defence of La Maisontaal. If the PCs have not yet explored areas 17-18, the discovery of the Iron Man should prompt them to do so, in the hope of finding some kind of instructions for the mechanism.

17. The Pit Trap

The door from 14 is unlocked and can be opened readily. The door to 18 is locked (T 8, D 10 – it is of iron with a facing of lacquered wood – lock CR 30).

Three rounds after the door from 14 is opened, the entire floor of area 17 falls away – anyone in the passage falls 9 feet (3 yards) into a pit. Simultaneously, the door to 14 slams shut with terrific force, knocking anyone standing in the doorway gets pushed down into the pit; this is inevitable, as there's nowhere else to go. The following round, the 'floor' in area 17 'rises' again, and the door to area 14 falls slightly ajar.

So, if the PCs don't manage to open the door to 18 within three rounds, you'll end up with a bunch of the PCs stuck in a sealed pit, with one or two PCs left in area 14 wondering what to do. They could try to destroy the floor in area 17 (T 6, D 15 per square yard), but this will take time, and they run the same risk of ending up in the pit.

There is a very elegant solution to the problem. The

mechanism which replaces the floor is triggered by the slamming of the door to 14. So, if the door can be prevented from slamming shut – by jamming it with a solidly-built wooden bed, for instance – and if the trap is then triggered a second time by placing a weight over 50 pounds on the floor for three rounds (30 seconds) then the pit will remain open, and the trapped PCs can be retrieved. Getting the door to 18 open will be a challenge, but not impossible.

The only real problem here is if the PCs are incautious enough to all end up down the pit. Then, they will somehow have to force open the tough wooden 'doors' of the floor above (wood capped with a thin layer of stone, T 6, D 16 per square yard), to get out of the pit.

Timekeeping

Again, rate the PCs' performance in areas 15-17 from 1-20 and record it on the *Crypt Timekeeping Chart*. The PCs get 20 points for marching straight through 17 without triggering the pit trap, and 1 point for all ending up trapped and having to break out.

18. The Retreat

This was de Muscadet's main retreat. It is furnished with a writing desk, a swivel-chair made from the articulated hip-joint of some large creature (a Basilisk, actually) reinforced with iron bands, a large leather armchair, and a pair of fine tapestries worked with alchemical and mystical symbols.

A small black coffer stands on a table in the middle of the room. If the PCs received a vision while praying in the monastery chapel, they will recognise the coffer as

RESEARCH ON THE IRON MAN

After all those conjurings, it appears from my researches that I need one of the infernal ratman devices to bring the construct to power. At present it can only walk and stop as the ring-bearer directs; greater tasks are beyond it. So near, yet so far!

Luigioni is my only hope, although he will charge me dearly for this. And what might the ratmen do to recover a stolen relic of this kind? I dare not think. But Human magic cannot suffice to give my creation life – only the damnable warpstone can provide sufficient power. Just one bolt from the infernal casket to make my metal child live, then I shall find some way of destroying the ratmen's obscenity and pray that I may be forgiven.

Luigioni has brought the box, as good as his word. It is as was claimed, but it cannot be opened! Curses and wretchedness! I don't know what to do now. How do the ratmen seal these things? Perhaps a visit to Gugelmin in Parravon is in order. Nothing yet has been able to deny him entry. Perhaps, too, I should visit the sawbones there for these chest pains which plague me of late – they say Gunther Wernicke is too old to travel now, and in my present health I could not face a journey up the mountain to his farm.

KEMMLER!

The dream again. The fiend is somewhere near, I am convinced of it. Somewhere, a past evil long-buried calls out to him, draws him to it. This must not happen. Never again.

I can trust young Jean-Louis, and his love of history will serve well to disarm suspicion. The ancient bandits he speaks of provide an excellent pretext for searching the area, and there is enough money in the monastery coffers to hire enough searchers. Oh, that I had finished it fifteen years ago!

The tomb must be found, and quickly. Whatever calls out to Kemmler must be destroyed. And plans must be laid against failure. When he finds it, he will surely come here... I must hide help here against that time. The ring for the Iron Man, and one or two other trifles.

Return of the Lichemaster

the object of their search. Characters with *Magical Sense* skill will be almost overcome by the strength of its magical emanations.

The writing desk is covered with dusty papers; a glance over them will reveal several pages of scrawled notes and a small leather-bound notebook. The most recent entry is reproduced in *Handout 3*. Also on the desktop is a small brass key, which fits the three locked (T 2, D 3, lock CR 10) drawers. Their contents are as follows:

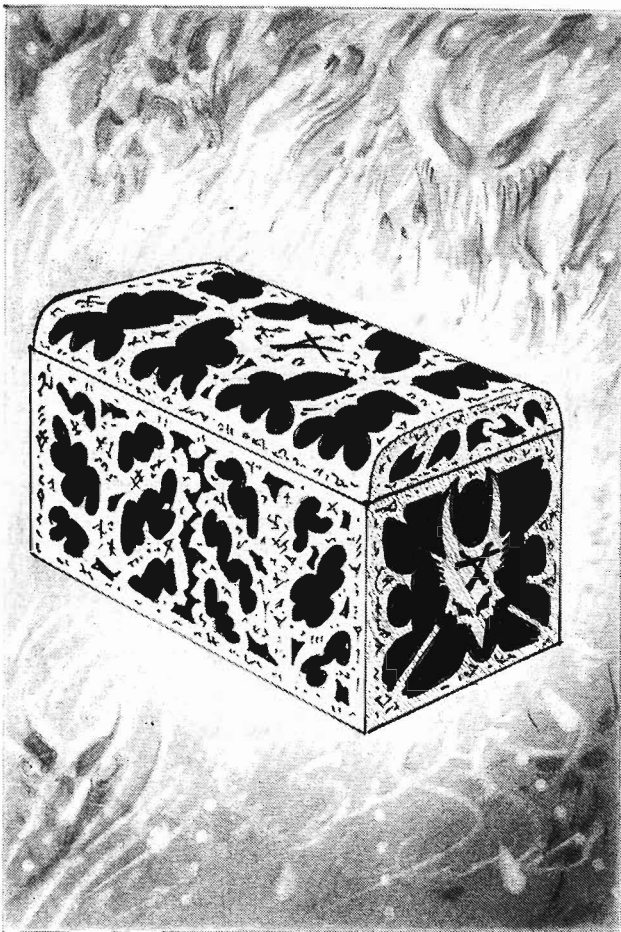
Top Drawer: a small earthenware bottle containing a liqueur of horrific potency and a small velvet pouch with 4 small blue gems (aquamarines, worth 15 GCs each).

Middle Drawer: a stoppered green glass vial containing an opaque peach-coloured liquid – a magical *Potion of Healing*: 2 doses, each healing up to 2D6 lost Wounds.

Bottom Drawer: a rolled up robe of plain, dark blue cloth (a magical *Robe of Toughness* +1). There is a secret compartment at the back of this drawer (a search is needed to find this); inside this small compartment is a casket containing two rings.

The first is set with an unusual Spell Jewel, allowing a spellcaster to cast *Cure Light Injury* or *Aura of Resistance* up to 3 times per day each, at the cost of just 1 MP per casting and with no chance of the spell failing.

The second ring is of plain design, and made of black iron. This is the ring which controls the Iron Man in area 16, as mentioned in de Muscadet's notebook; it must be worn in order to give orders to the magical statue.



The Arca Chaotis

The coffer is none other than the fabled *Arca Chaotis*, a powerful magical item associated with the Skaven. After reading *Handout 3*, an academic character should be allowed an Int test (spellcasters gain a +10 bonus) to recall rumours of this legendary and powerful artefact.

The *Arca Chaotis* is said to have appeared in places at opposite ends of the Old World in the same day (this is because the Skaven have more than one of these devices, but don't tell the players – leave them pleasantly in awe of the thing), and it is a powerful weapon in the hands of Skaven. The PCs may well wonder what such a thing is doing in the crypt of a monastery dedicated to Taal, but a glance at the notebook should resolve their doubts.

Physically, the box is about 24in x 18in x 12in, made of black wood with silver and iron bands, and marked with many bizarre sigils and runes, including the symbol of the Horned Rat, the evil deity of the Skaven. It is quite heavy, and requires two PCs – one at each end – to carry it.

At this stage, there is nothing the PCs can do to open it. It does have a lock, but this cannot be picked; the box can only be opened with a warpkey. Any attempt to force the box open will result in a small electric arc jumping from the metallic ornamentation on the box to the PC trying to break into it. The first time, this causes 1 Wound (no protections, magical or otherwise, will affect this). The second time, the damage is 2 Wounds, and on third and subsequent attempts it is 4 Wounds. The PCs should soon get the hint that they should bring it up from the crypt, and not play around with it.

Full details of the *Arca Chaotis* are given in the relevant section of the book.

Timekeeping

Searching this room should not take the PCs long, so score them from 1-5 on the *Crypt Timekeeping Chart*.

Back to the Surface

Hopefully, the PCs should have recovered everything useful from the secret area in the crypt. They can now make their way back to the surface, and you have some book-keeping to do.

First, check the total score on the *Crypt Timekeeping Chart*. Then, fill in the *La Maisontaal Battle Roster*, which you'll find at the back of the book. It works very much like the *Frugelhofen Battle Roster*, and you shouldn't have any difficulty filling in the relevant details.

Whether the PCs have been brave or cowardly, and how successful they have been in persuading NPCs to stay at La Maisontaal and help them fight, will now be of crucial importance.



DEATH SHALL NOT HAVE THEM

While the PCs have been searching the crypt for de Muscadet's magical treasures, the undead army has been getting closer and closer to La Maisontaal. Now, the final battle is joined. It's a fight to the finish – Life against Death!



Time before entering the crypt, add +20 to the final score.

According to how long the PCs have been in the crypt, conditions on the surface will fall into one of three categories. Start the battle at the appropriate section for your players' timekeeping score.

Crypt Timekeeping Score	Start Section
0 or less	Onslaught!
1-50	Skirmish!
51 or more	Surrounded!

Surrounded!

As the PCs get out of the crypt, they find a small group of monks waiting for them. They are rushed out across the courtyard, back to the main building. The sky is heavily overcast, and the temperature has dropped about ten degrees since they entered the crypt. The Undead have been sighted – out of crossbow range, but advancing steadily on the monastery. Separate bands of Skeletons are approaching the monastery from all sides. The PCs are ushered inside to see Jean-Louis – go to the section headed *Council of War*.

Skirmish!

As the PCs emerge from the crypt, a small group of junior monks is waiting for them. They report that the Undead have been sighted, and the PCs should get to the man building immediately. The day has suddenly become overcast, and a cold wind is blowing down

RETURN FROM THE CRYPT

As you might expect, time has not been standing still on the surface while Our Heroes were down in the crypt. Before the battle can be joined, you need to know a few things:

Timekeeping

By the time the PCs get out of the crypt, you should have completely filled in the *Crypt Timekeeping Chart*, and got a total timekeeping score for that phase of the adventure. If the adventurers gained the blessing of



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from the mountain. A dense fog has arisen, engulfing the monastery – it is almost impossible to see the main building from the crypt.

Urged on by the monks, the PCs hurry across the courtyard. Just to one side, they hear a sudden scream, followed by a rattling, shuffling sound. A small group of Skeletons rushes at them out of the mist, cutting them off from the main building – there is nothing for it but to fight.

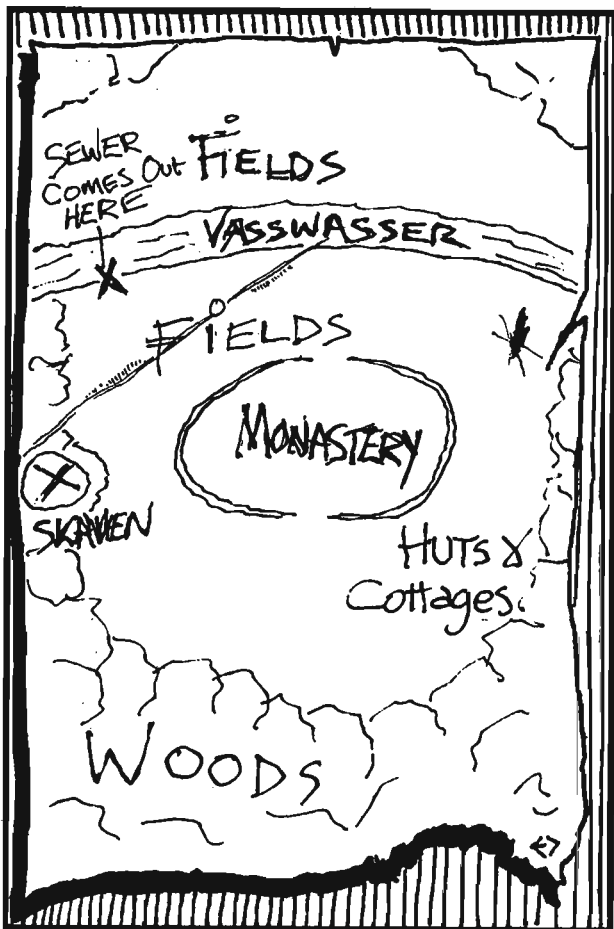
The PCs have 6 monks with them. The number of Skeletons depends upon how brave the PCs have been so far. This is nothing more or less than a bit of poetic justice; a party which has been suitably heroic in the past will be able to brush the Skeletons off like flies, while a band of craven cowards will have to fight for their lives now!

The following table shows how many Skeletons appear, according to the PCs' current Heroism score:

PC Heroism Score	Undead Attackers
8 or below	Didier Cousteau + 1D6+6 Skeletons
9-12	6+D4 Skeletons
13-15	4+D4 Skeletons
16-19	2+D4 Skeletons
20 or above	1+D3 Skeletons

Note that, at this point, the PCs will not be able to make use of the *Arca Chaotis* or the Iron Man.

You may find it helpful to use miniatures for this skirmish, to set up where the PCs are, who is holding what, and so on. Skeletons attack the nearest living target unless Cousteau is with them, when they will



specifically try to get at PCs as opposed to monks. A PC trying to evade combat (by running away, for instance) can get out of danger on a successful I test (*Dodge Blow* +10, *Flee!* +10, each character trying to help the PC escape +10). It's not necessary to rate PC bravery in this combat, since it will soon shade into the final battle – whether you tell the players this is up to you...

If the PCs get too bogged down in this fight, then you can let them shout for help – but monks and villagers are having to face up to Undead beginning to clamber over the stone wall around the monastery! Each round, if the PCs call for help, roll a D6: on a roll of 4-6 one or more allies will arrive; the allies will be 1-2 junior monks or 1-2 villagers (50% chance for either). By weight of numbers, the PCs should be able to deal with this attack without too much trouble.

After beating off the Skeletons, the PCs can reach the main monastery building without trouble, and once inside they are hurried to Jean-Louis' rooms. Go to the section headed *Council of War*.

Onslaught!

The Undead have got over the wall in several places, and are fighting a pitched battle against the monks and villagers within the monastery grounds. Part of the brushwood barrier has been fired, but still the Undead are pouring into the monastery enclosure.

The poor visibility obscures the course of the battle and the precise numbers of the attackers, but there seems to be fighting everywhere. The monks hurry the PCs towards the nearest door into the main building, but they find a besieging force of Skeletons there, which promptly turns on them!

The strength of this force depends on how brave the PCs have been so far; reward or retribution for their past valour or lack thereof. Consult the following table:

PC Heroism Score	Undead Attackers
13 or below	Didier Cousteau + 3D4 Skeletons
14 or above	Didier Cousteau + 2D4 Skeletons

The PCs, with the monks' help, must cut their way through to the doors. Each round, roll a D6: on a roll of 5-6 the defenders within mount a desperate sally, and 1D3 defenders attack the Skeletons from the doors side (equal chance of monks or villagers).

At least some of the PCs should get through to the door alive, to be dragged by the defenders into the comparative security of the main monastery. They are taken to Jean-Louis' rooms – go to the section headed *Council of War*.

COUNCIL OF WAR

The PCs should have brought three things back from the crypt: the Iron Man, the Iron Ring which commands it, and the *Arca Chaotis*. The other goodies are nice to have, but not so essential.

This section assumes that the PCs have recovered the *Arca*; it is the most important object in the crypt. If the PCs haven't got the *Arca Chaotis*, flip through to the section headed *The Final Battle*.

Hunt the Skaven

Jean-Louis looks quickly through de Muscadet's diary, and jabs his finger excitedly into the page at the reference to 'ratmen'. He then points to the box, and says excitedly, "*The Arca Chaotis! De Muscadet spoke of it once – a rare and dangerous thing. I never really believed it existed – I had no idea...*"

He continues poring over the diary, giving the PCs the chance to remember Rasskabak and his Skaven, if they haven't mentioned them to Jean-Louis before. Could their presence in the area somehow be connected with the *Arca Chaotis*?

If the PCs have already mentioned the Skaven to him, Jean-Louis goes on:

"Ratmen, he says here. I'll wager those you met are sent out to recover this – it's a holy thing to them. As if these Undead weren't plague enough."

At this point, if battle hasn't already been joined between the Undead and the forces of Frugelhofen, a junior monk scampers in and tells Jean-Louis that the Undead are advancing.

"We have little time," Jean-Louis continues, "and still much to do. According to these notes, *de Muscadet never managed to harness the power of the warpstone in this casket; it is the only way to activate the Iron Man, and it has powers of its own which may save us. But we have no idea of how to make it work.*" He paces for a few moments.

"Your Skaven were seen less than an hour ago," he says, "before this cursed mist closed in. By their movements, they appeared to be unaware of the Undead – indeed, they withdrew to the west when they spotted the Undead approaching us. Whether the timing of their appearance is the work of Chaos, or Taal working through their animal part to help us, I don't know. But they are our only chance. They must be out to get this casket back – let us hope that one of

them knows how to use it." Apparently, Jean-Louis has come to a decision. He strides briskly to his desk, seizes a quill and a sheet of vellum, and scrawls a hurried sketch-map. Give the players *Handout 4*.

"They were headed in that direction," he says. "*If there is sin in dealing with Chaos to save La Maisontaal, I take it all upon myself. They want the box; we have it. We need its power; they – I hope – have the knowledge. Find them if you can, and put this to them."*

Now Just a Minute...

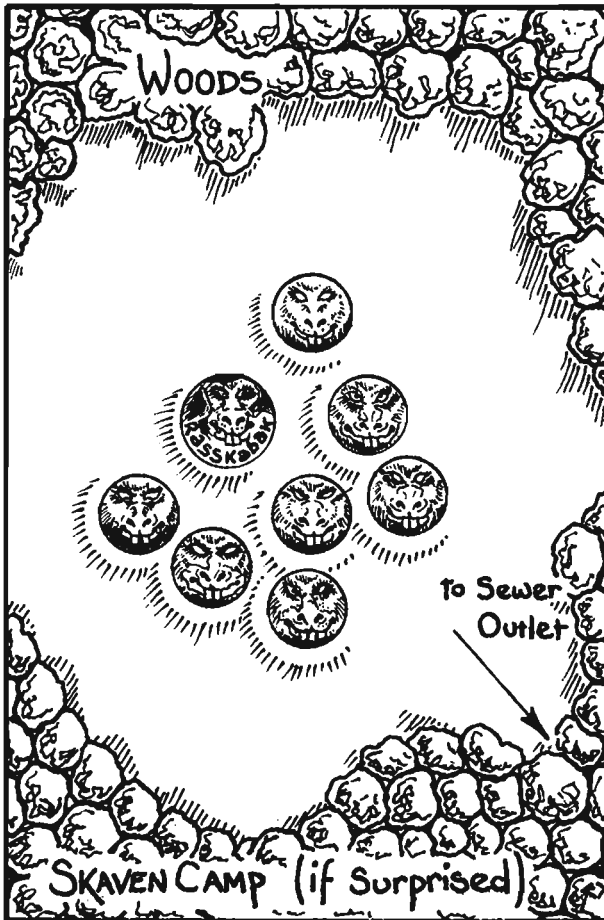
It is quite probable that being asked to fight their way through an undead army to try and do a deal with a group of Skaven may be the last straw for the PCs. They've had a harrowing few days, after all. They get all the unpleasant and dangerous jobs – can't Jean-Louis send someone else, just this once?

Alternatively, they might argue that it's too late to send valuable defenders out on a possible wild goose chase when the Undead are already – literally – hammering at the gates. Better not to weaken the defensive force, but make a stand here, and trust to luck and the favour of the gods.

Both of these are quite reasonable points of view, and if the PCs have done well against the Undead so far, then they might be able to hold La Maisontaal even without de Muscadet's magical goodies. If you want to give them a shot at it, go ahead. If things look like going disastrously wrong, then you can have the Skaven join the battle later on, hoping to get hold of the Arca in a commando-style raid after both sides in the battle have weakened themselves. They will risk anything rather than having it fall into Kemmler's hands:

But on the other hand, it would be a bit of a waste. Here we have a carefully-prepared group of Skaven – possibly the only opportunity the PCs will have to





observe them at close quarters and in (more or less) non-hostile circumstances. There are also these two intriguing and powerful magic items – don't the PCs even want to see how they work?

It's really up to you, as GM, to decide what should happen next, and, in the character of Jean-Louis, to persuade them to do it. If their only objection is the suicidal madness of trying to cut their way out through the Undead, Jean-Louis will mention the sewers straight away (see *One Way Out* below). Jean-Louis, having grown up in awe of de Muscaget's command of magic, is convinced that the monastery cannot survive without these two magical weapons, so maybe his desperate pleading will help dispel any doubts the PCs have as to the wisdom of this next step. Or, if they refuse point-blank, you might just let them get on with it.

One Way Out

Assuming that the PCs agree to go looking for the Skaven, or if their only objection is the fact that they'd never survive trying to cut their way out through the undead hordes, Jean-Louis tells them of the sewers.

"Not a pleasant way out," he admits, "but the outlet runs clear to the Vaswaser – you should be able to get well past the Undead. Unfortunately, the pipe is only two feet wide, or I'd consider evacuating the sick and wounded through there."

If the PCs came across area 9 in the crypt, they will know that the pipe has fractured, and that they can get in that way. However, the courtyard is now full of Undead, and Jean-Louis will suggest a rather unceremonious entry by way of the earth closets at one end of the monastery building.

As they prepare to go, Jean-Louis shakes each of the PCs warmly by the hand.

"Good luck," he says. "All our hopes ride with you. And I know" – he adds smoothly – "that you will return to us. You would not leave these poor, innocent villagers to die. No man could have such cowardice and treachery on his conscience."

If the PCs are badly weakened you can have one or two NPCs accompany them here. One of the superior fighters is the best possibility. If the PCs ask for the monk who spotted the Skaven, this is a smart request, and this junior monk – Viktor Gruber – will be made available to travel with the PCs. They are then taken to the latrines, where a trapdoor is opened and an iron end-plate removed, revealing the pipe, two feet wide.

"I have spared what water I can to flush the pipe through," Jean-Louis explains helpfully, "and I've given orders that this room is not to be used until your return. Good luck."

Finding the Skaven

You need not play out the PCs' progress along the pipe in detail; assume that they will get there in the end. Don't spring the snake from the crypt on them unless you are feeling particularly vicious – they have a lot on their minds right now.

Of course, if one or more PCs suffers from claustrophobia, then you can let petty sadism have free rein – although such a character would have to make a successful CI test to get into the pipe in the first place.

As indicated on Jean-Louis' map, the sewer opens out

into the Vaswaser just inside the woods that fringe the monastery clearing. Everyone is suffering from a 50% reduction in Fel after their trip through the sewers (not that it will make any difference to the Skaven!), but a quick dunk in the running water upstream of the pipe will reduce the penalty to 25%.

The tricky part in all this is actually finding the Skaven, and approaching undetected. They are very nervous, being a small force in hostile territory with the added threat of an undead army in the area, and they will try to withdraw if anything startles them.

Finding the Skaven will involve tracking and listening skills – they are about a hundred yards from the sewage outlet, talking quietly among themselves. They have already found the end of the sewer pipe, and are discussing the possibility of sneaking into the monastery while the Undead are keeping the Humans busy. There are clear tracks around the outlet to the pipe (+10 to spot them and follow them for the first thirty yards or so), and they lead straight towards the Skaven's current location; if the PCs lose the trail, they should still be able to find the Skaven.

Approaching the Skaven involves skills such as *Silent Move Rural* and *Concealment Rural*. The Skaven are not keeping a watch, since they don't expect to meet anyone in the woods; they think that the battle at the monastery is keeping everyone fully occupied. Therefore, they suffer a -10 modifier to all tests to spot the PCs coming.

Surprised Skaven

If the PCs managed to surprise the Skaven, they will gain one round's free action. They can fire missile weapons (although it would be more effective simply to look threatening with them), speak, or do anything else they like. The diagram shows the Skaven position.

Unsurprised Skaven

If the Skaven see or hear the PCs coming, they will bunch together with all their weapons prepared, ready to make a fighting withdrawal into the forest. Rasskabak will be at the back out of harm's way, since he is vital to their mission; he will have a *Fire Ball* spell ready to go at the PCs' first hostile move.



Talking to the Skaven

The PCs can attack the Skaven if they wish, although they have been sent out specifically to negotiate with them. Any combats are handled as normal. This section assumes that the PCs try to negotiate with the Skaven.

You should play this out in full, letting the players put whatever arguments they think will sway the Skaven. Rasskabak is obviously the leader, with his ornate sword and the small chunk of faintly-glowing green

stone around his neck, and he does all the talking for the Skaven.

Here are a few sample PC arguments, and typical responses from Rasskabak.

We don't want to fight you. We want to talk.

"Staystill. Bowdown, nomove! Talktalk." (Don't come any closer, put away your missile weapons, and make no false moves. I'm listening)

We know you're looking for the Arca Chaotis. We know where it is.

"Bighouse. Knowthat."

We can help you get the Arca Chaotis, but we want a favour in return.

"Wantwhat?"

Do you know how to work the Arca Chaotis?

"Wantwhat?"

We want you to use the power of the Arca Chaotis against the Undead, to help save the monastery. Then take it, and go in peace.

(long pause) *"Killbones, getbox, gohome?"*

That's right.

"Whytrust manspeak? Wekill deadones, mankill Skaven. Whynot?"

We promise we won't do that.

"Allwords. Whytrust?"

Think about it. You'll have the box, so you'll be powerful enough to kill us if we attack you.

Rasskabak speaks to his warriors in rapid Queekish, summarising the negotiations so far. They talk among themselves for a few moments. He believes the PCs when they say the Humans don't know how to work the *Arca Chaotis*, and he more than half-believes that they need this weapon to stave off the Undead. But making deals with Humans goes against the grain. He is still looking for tricks and lies.

"Wego, getbox, killbones, killyou. Whatthen?"

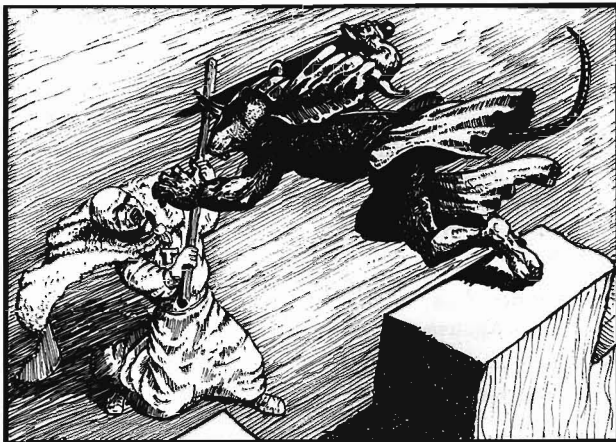
Good point. There should be enough Humans to give you a hard fight if you wanted one, but it would be very even. Much better to take the box and go home.

Rasskabak is trying to probe the Human strengths and weaknesses here. He needs to know that he and his followers could get in and out of the monastery, with the Arca, even if the Humans decided to double-cross them. The PCs should try to avoid hinting at weakness on their side in order to make the Skaven feel secure – this would simply encourage Rasskabak to raze the monastery as well as taking the Arca Chaotis. The best line to take is one of mutual assured destruction if either side broke the agreement.

"Wewait, boneskill, wego getbox. Whatthen?"

The Undead have a wizard with them. A very powerful wizard. If the monastery falls, he'll get the box. Is that what you want?

This is the line that will convince Rasskabak that a temporary alliance is a good thing. He's seen the Undead, and guessed that their leader is a powerful wizard – if the box should fall into his hands, the Skaven would have almost no chance of getting it back. Rasskabak's question was partly a test to see if the PCs had thought of this option, and partly an attempt to find



out what they knew of the Undead. The fact that he mentions this option at all shows that he had no intention of taking it.

When everyone has said what they have to say, make a secret Fel test for the PCs who has done most of the talking, modified by up to +/-30 according to how you rate the arguments, approach and general attitude displayed by the PCs. Add in the following additional modifiers:

- +10 The PCs have never acted aggressively toward the Skaven at any time during the adventure
- 5 The PCs have attacked the Skaven at some time
- +10 A PC uses a Gift of Tongues spell to aid communication
- +15 A PC speaks in Queekish (unlikely, but you never know)

What happens next depends on the result of the Fel test. Consult the following table and turn to the appropriate section:

Test Result	Go to:
Success	<i>The Deal</i>
Failure by 1-30	<i>No Deal</i>
Failure by 31+	<i>Attack!</i>

Attack!

The PCs have made rather a poor impression on Rasskabak, and he is not inclined to do a deal with them. If they can be got out of the way, he intends to carry out his original plan of sneaking into the monastery through the sewers and trying to carry off the *Arca Chaotis* in the confusion of battle.

The Grey Seer chatters to his warriors for a few seconds, and then a huge roar shakes the forest a few yards behind the PCs. This is a *Sounds* spell cast by the Grey Seer, to distract the PCs as the Skaven launch a sudden and violent attack. Everyone on the PCs' side must make a successful I test to avoid being surprised by the attack – those who fail may only dodge or parry for the first round. Meanwhile, Rasskabak makes a dash in the direction of the sewers, throwing a *Fire Ball* behind him to discourage pursuit.

The Skaven aim to scatter the PCs for long enough to get through or past them, and then head for the sewer and into the monastery. They will fight hard, but remember that they just want to break through – they still have their mission, and they aren't looking for a heroic death.

After three rounds of fighting, the surviving Skaven will break away, and head towards the sewer outlet. They should get there ahead of the PCs, and two warriors will stay behind to buy time for their comrades to get a good way away.

Travelling along the pipe does not slow the Skaven as much as the PCs, and once in the pipe, they will certainly reach the monastery before the PCs. There are several monks around the other end of the pipe, waiting for the PCs to return; the Skaven will be killed, and the defenders will not know how to work the *Arca Chaotis*.

If this happens, let the PCs get back to the monastery, full of the knowledge that they have failed. Unknown to them, they have the means to operate the *Arca Chaotis*, in the form of the Seerstone on the dead body of Rasskabak, and later on they will be given a chance to work things out for themselves.

No Deal

Rasskabak looks long and hard at the PCs, sweeping the gaze of his beady little eyes across each face in turn.

"*Notrust.*" is all he says.

The PCs have one more chance to convince him. Last time, they clearly didn't try hard enough, so this time they're going to have to work for it. After they have come out with all their arguments, repeat the secret Fel test; modify it by +/-30 according to how well they've done, but ignore the additional modifiers. Success takes you to the next section, headed *The Deal*, and failure indicates a continuing deadlock.

Give them one last chance – make them sweat a little – and roll the dice again. This time, you're just rolling the dice for the nice sound they make; Rasskabak has been trying to come up with a better way, but he's decided that he has to trust the Humans rather than risk letting the *Arca Chaotis* fall into the Necromancer's hands. Go on to *The Deal*.



The Deal

After the PCs have stopped talking, Rasskabak thinks for a few moments. His beady eyes sweep across each face in turn. Finally, he speaks:

"*Threego. Reststay. Youleave onehere. Youtrick, deadfriend.*"

This is the only deal Rasskabak will agree to. He insists on leaving a hostage behind with the rest of his warriors, in case the PCs are planning to double-cross the Skaven. He will go into the monastery with two of his warriors as a bodyguard, and he will use the *Arca Chaotis* against the Undead, and then leave with it.

So, the PCs must choose a hostage to stay behind with the Skaven. If Viktor the monk is with them, he will volunteer straight away – anything for the good of La Maisontaal. If there are no NPCs with them, then the PCs will have to choose one of themselves.

THE FINAL BATTLE

Back from the Woods

Whatever has happened in their negotiations with the Skaven, the PCs need to get back along the sewer pipe and emerge in the latrine room of the monastery. Battle is now joined all around the monastery. Shouts and screams can be heard outside as the PCs emerge. It is obvious that the battle is reaching a decisive stage. Jean-Louis is in the latrine room, with a couple of attendant monks, the Iron Man, and possibly the *Arca Chaotis*. How events now progress depends on the Initial Battle Rating the PCs side had in the battle here.

Secret Weapons

This section assumes that the PCs have persuaded the Skaven to help in the defence of the monastery, and have brought Rasskabak and two of his warriors back to the monastery with them. If they don't have the Grey Seer with them, skip this section and go to *What Now?* below.

If the Grey Seer is with the PCs, Jean-Louis will step forward as soon as he emerges from the sewer pipe.

"Er, welcome," he says after clearing his throat nervously, "Welcome in the spirit of friendship and..." Rasskabak interrupts him irritably.

"Notalk, manthing. Wherebox?" The Grey Seer is far from comfortable here in a monastery full of Humans; helping them still doesn't feel right, although it's the shortest way to getting the *Arca Chaotis* back. Rasskabak wants to get this over with quickly, get the box and get a long, long way away.

"Erm – follow me." Jean-Louis takes the hint, and leads the party towards his rooms.

Rasskabak's small, bright eyes light up as he sees the casket sitting on a table in Jean-Louis' study. He scampers over to the *Arca Chaotis*, and spends some time running his hands over the bindings and carvings, muttering to himself in Queekish. His two warriors stand defensively over him, with their hands on their sword-hilts; they will half-draw their swords warningly if anyone goes too near their leader.

After two or three minutes, Rasskabak straightens up and addresses the PC with whom he has had most dealings; he assumes this character to be the Human leader.

"Allgood. Outside, killbones." Rasskabak snaps an order at his warriors, who pick the casket up and carry it towards the door. He has the air of being in charge, and the PCs find themselves trailing in his wake – along with Jean-Louis and a gaggle of monks – as he heads for the nearest outside door. This happens to be the door opposite the main gates, which have just fallen to the Undead.

Rasskabak throws the door open (if it is barred or

barricaded he opens it with a *Smash* spell, much to Jean-Louis' distress), to reveal a detachment of Undead heading towards the monastery from the gates. This is an elite storming party sent by Kemmler to force a way into the monastery building; it consists of Zwemmer the undead Chaos Champion, Cousteau and Taglielli the Skeleton Heroes, and a small escort of normal Skeletons. Note that if the PCs have already met and destroyed Cousteau or Taglielli at La Maisontaal, then that Skeleton Hero will not be a part of the storming party.

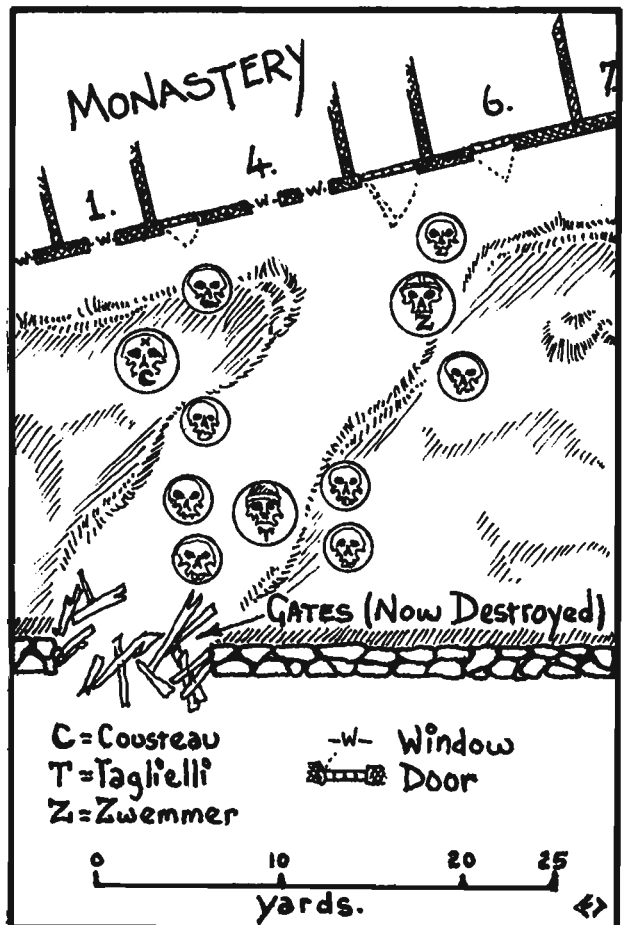
The diagram shows the dispositions of the Skeletons.

Further away, the PCs can see small knots of monks, villagers, Dwarfs and other NPCs fighting off waves of undead attackers. There is no doubt about it – this is the final battle!

The two Skaven warriors put the *Arca Chaotis* down, and Rasskabak takes the Seerstone from around his neck and fits it into a hollow in the carved binding of the casket, where it fits perfectly. The lid of the chest swings open. For a moment, everyone around is blinded by the brilliant green light that pours forth from the open chest. Rasskabak stands behind it, turning the casket carefully, as if aiming it.

The PCs may know by now that the *Arca Chaotis* can be used to activate the Iron Man fully; if they do not mention this to Rasskabak, then Jean-Louis certainly will. The Grey Seer looks around irritably, then slams the lid of the *Arca Chaotis* shut and snaps "Bringhere."

When the Iron Man is not less than ten feet away from the casket, Rasskabak swings it round to face the living statue, and opens the lid. A bolt of sickly green



Return of the Lichemaster

lightning leaps towards the Iron Man, striking it with an ear-splitting crash. Flickers of green lightning play around the Iron Man for a moment, and then it lumbers towards whoever is wearing the Iron Ring which controls it.

If this character is slow on the uptake, Jean-Louis will shout "Tell it to do something!" at almost the same time as Rasskabak snaps "Tellfight! Tellfight!" The Undead are only a couple of paces away.

Meanwhile, the Grey Seer has swung the casket around again, to face the Skeletons. He opens the lid, and another lightning bolt leaps from the dazzling green glow within, striking a clump of Skeletons.

Now's your chance to impress the players with the sheer destructive power of this magical item. Roll a D3 to see how many Skeletons are hit by the bolt, then roll a D10 for each one: on a roll of 4 or more, the Skeleton is destroyed. When the acrid smoke from the lightning-bolt clears, it has simply ceased to exist – apart, perhaps from a few smoking foot-bones. Of course, this is only a *Lightning Bolt Battle Magic* spell, but don't tell the players this – they are probably dying to be impressed by this forbidden artefact, and it would be such a shame to disappoint them.

Meanwhile, what of the Iron Man? If a PC has the Iron Ring, it will follow that character's orders. It will attack a specific Skeleton if told to, or it will attack the nearest Skeleton if it is simply told to destroy the Undead. If an NPC has the Iron Ring, he will order the Iron Man to attack the nearest Skeleton at all times.

Now that the defenders of La Maisontaal have their two most powerful weapons working, it would be a good move to work out some kind of strategy. The Skaven will try to cut their way to the gateway, using lightning bolts from the *Arca Chaotis* to clear Undead from their path. A breach has been opened in the attacking lines, and if the PCs are smart they'll begin to exploit it.

The Iron Man is an excellent lead figure, since the Undead will get out of its way, preferring to attack living targets. The Undead facing the PCs will try to make for the door, in order to surround the PCs.



The battle is beginning to swing in the defenders' favour, but it is not won yet. Go on to the section headed *The Lichemaster Attacks*.

What Now?

If the PCs have not managed to persuade the Skaven to help them, then they'll need to find out for themselves how to work the *Arca Chaotis*.

With a bit of luck, one way or another, Rasskabak's body should be somewhere around; either lying in the forest having been killed by the PCs, or lying in the latrine area having been killed by the monks. If the PCs have looted the body, fine; they should have found the Seerstone, which is glowing brightly because of its proximity to the great mass of warpstone in the casket.

As the PCs stand around in Jean-Louis' study, looking at the box and wondering what to do with it, have each of them make an Int test (spellcasters +10). Start with the character who has the highest Int score, and work downward until someone succeeds. If the PCs all fail the Int test, have Jean-Louis suddenly smite his forehead, struck by a sudden inspiration.

The sudden inspiration is this: as the character's eye wandered idly over the carved decoration of the casket's iron bindings, it came across a shape that was not a rune, or a symbol of any discernable kind, but which looked vaguely familiar. Suddenly inspiration strikes – it appears to be exactly the same shape as the Seerstone!

The next move will be to try to fit the Seerstone into the slot. Jean-Louis will suggest doing this somewhere in the open – "Just in case it does anything violent," he says nervously.

The PCs carry the box out of the study, and just as they get into the passage there is a tremendous commotion from the nearest door. A glance tells them everything – the door has been brought down, and an undead storming party is racing down the passage towards them!

"DO IT!" howls Jean-Louis, as the Skeletons get closer. The Seerstone is fitted into its slot, the lid of the casket flies open, and there is a deafening crash. The PCs can't see what happens next because of the dazzling sickly-green light pouring out of the casket. The whole monastery seems to shake; plaster and small pieces of rubble fall from the ceiling. The passage is filled with an acrid green smoke. The lid of the casket slams shut; the Seerstone springs from its slot, and if no-one is holding it it falls on the floor.

The smoke clears after a second or two. A black trail is gouged out of one wall, as if by a powerful missile that was slightly off-course. The Skeletons have completely ceased to exist; there is an oily smear on the floor of the passage, and a thin layer of ash, but that is all. Through all the dramatic staging, of course, we know that the box threw a standard *Lightning Bolt* spell along the corridor – but don't tell the players this. Give them a chance to marvel at the power of the artefact they worked so hard to recover.

"To the door!" cries Jean-Louis. "Stop any more getting in!" As the PCs get to the doorway, a force of Skeletons is bearing down on it from the fallen gates, as shown in the diagram for the last section. The door cannot be



closed – it is choked with the bodies of its defenders – so the PCs must make a stand here.

The Iron Man can be ordered into the doorway, to provide some cover; it will not respond to orders to fight. If none of the PCs thinks of it, Jean-Louis remembers de Muscadet's notes about using the *Arca Chaotis* to bring the Iron Man to full activation. Whoever was holding the casket when it was used last notices that a design on the front of the lid – the head of the Horned Rat, the Skaven deity – is in more or less the right place to be used as a crude sighting device.

Any *Lightning Bolt* fired at the Iron Man will be just as loud as the last one, but not nearly as destructive. The living statue seems to absorb the green lightning, and green sparks flicker and flare around it for a few seconds. It does not move.

Now the Iron Man can follow complicated commands. If a PC has the Iron Ring, it will follow that character's orders. It will attack a specific Skeleton if told to, or it will attack the nearest Skeleton if it is simply told to destroy the Undead. If an NPC has the Iron Ring, he will order the Iron Man to attack the nearest Skeleton at all times.

With these two mighty weapons, the PCs can not only hold the doorway – they can carry the fight to the enemy. The Iron Man can wreak havoc among the Undead almost at will – they ignore it completely, because it is not living. The *Arca Chaotis* can fire a *Lightning Bolt* every time the Seerstone is pressed into

the slot on the casket's binding – up to ten, as noted on the *Arca Chaotis* reference sheet at the back of the book. The battle is beginning to swing in favour of the defenders. There's just one problem – the character operating the *Arca Chaotis* has begun to mutate...

The *Arca Chaotis Reference Sheet* gives you all the information you need to use this powerful magical item in the battle. You should keep this sheet handy for the rest of the adventure.

THE LICHEMASTER ATTACKS

After the PCs enter the battle proper, the next important event is the arrival of the Lichemaster. He sees that powerful magical weapons are in play, and hurries to aid his minions.

Exactly when this happens depends on the defenders' *Initial Battle Strength*; you should already have calculated this, and entered it on the *La Maisontaal Battle Roster*. The higher this score is, the more crucial the PCs will be in swinging the balance of the battle, so the sooner the Lichemaster is forced to take a hand in things.

The PCs have three rounds of uninterrupted combat with the Skeleton storming party before there is any chance of reinforcements arriving. Then, take the defenders' *Initial Battle Strength*, and add the PCs'

Return of the Lichemaster

Crypt Timekeeping Score. Then consult the following table to see when the Lichemaster arrives.

Modified Initial Battle Score	Lichemaster arrives on...
180 or less	Round D4+10
181-200	Round D6+8
201-220	Round D6+7
221-240	Round D4+7
241-260	Round D4+6
261-280	Round D4+5
281-300	Round D4+4
301 or more	Round D3+4

Make a note of this, and keep careful track of time so the Lichemaster arrives when he's supposed to.

Undead Reinforcements

In the meantime, the battle for the doorway intensifies. Undead reinforcements are pouring through the fallen gates of the monastery. Most are engaged by defenders as soon as they enter the courtyard, but a few get through to help the storming party against the PCs. Each round after the third, roll a D10 to see if reinforcements arrive:

Round of Combat	D4 Skeletons arrive on a D10 roll of:
4-6	9+
7	7+
8	6+
9	4+
10+	3+

Thus, the lower the defenders' *Initial Battle Strength*, the longer the PCs must hold on here before the decisive moment; consequently, the more *Wounds* they use up – and more importantly, the more lightning bolts from the *Arca Chaotis*. Keep careful track of the lightning bolts; remember that the *Arca* can only produce 10 per day.

Ideally, the PCs should be tied up all the time until the Lichemaster arrives for the climactic confrontation. If they look like running out of Skeletons before the Lichemaster turns up, then you can do one of three things to keep them busy:

1. 2D4 Reinforcement Skeletons arrive automatically next round.



2. If the Iron Man has been doing rather too well, it has a temporary malfunction and stands stock-still for the next round (or, if necessary, the next D3 rounds).
3. If all else fails, and the supply of Skeletons runs out, the Lichemaster can arrive early.

Above all, do what feels right – never let dice rolls get in the way of dramatic impact. Of course, you should never tell this to the players!



The Skaven

If the PCs have the Skaven with them, operating the *Arca Chaotis*, then they will head steadily towards the gates, blasting any Undead that come too close. The PCs will probably be too hard-pressed to stop them, and if they try they will be treated to a lightning bolt themselves. Eventually the Skaven will make it to the gates and disappear from view – if the Lichemaster arrives while they are still in the courtyard, they will fire one lightning bolt at him and then leave while he and his Undead are preoccupied with the PCs.

The Lichemaster Arrives

Now, it's time for the final confrontation between the PCs and the evil necromancer who has made their lives such a misery for the last few days. This is the climax of the whole adventure, so be sure to do it justice.

Start the build-up a round or two before Kemmler actually arrives. The gates are suddenly shrouded in a dense purple-grey fog – the sounds of battle coming out of the fog are distorted, as if they come from a great distance. Through these sounds comes a low rumbling noise, getting closer and closer.

Gradually the noise sorts itself into the thunder of hooves, with a rattling, creaking sound. Any surviving Skeletons near the PCs disengage from combat – allowing the PCs free hits if they want – and move to form a kind of honour guard between the doorway and the gate.

About 10 yards from the PCs, a chariot thunders out of the fog, which seems to be dissipating. But what a chariot! A filthy mass of fused and twisted bone, pulled by two skeletal horses and driven by an undead charioteer. Even more terrible is the sight of the chariot's passenger: a wizened and decaying corpse, clad in filthy robes and gesturing with an insanely-carved staff. PCs who have not seen Kemmler before will have to make a CI test or lose this round's action through *fear*.

The chariot slews to a halt, with its left side facing the PCs. As it does so, the Lichemaster casts a spell.



Kemmler's Tactics

You should have a note of Kemmler's *Magic Points* at the start of the battle. Reduce this by 3, because he has cast *Aura of Protection* on himself before entering the battle. This spell will add to the magical protection from the robe he wears. Because he is spellcasting from his chariot, he suffers a -10 penalty to I for this first round.

Kemmler's first spell is a *Fire Ball*, aimed squarely at the doorway. The idea is to scatter the PCs, and lure some warrior-types towards him; he will engage up to two PCs aboard the chariot, and then try to cut the rest of the PCs off with a screen of Skeletons. The chariot then rushes outside the monastery, where the PCs aboard must fight Kemmler without the support of their comrades.

If this plan works, the PCs involved could be in serious trouble. Even without his spells, Kemmler is a deadly opponent. But there is the chance that some defenders might run forward to help the PCs. Each round after the first, roll a D10. On a roll of 1, some help arrives: roll on the following table to determine its nature.

D10 Roll	Reinforcements
1	1 weak fighter
2-4	1 standard fighter
5	1 Dwarf
6-7	D3 weak fighters
8-9	D3 junior monks
10	1 superior fighter (select randomly or choose one)

If the PCs are in desperate trouble, then ignore the dice roll and have a strong NPC like Gimbrin or Shalyir turn up to help. But this is only if they're in *serious* trouble – adventurers have to learn to look after themselves.

If Kemmler's ruse works, he will repeat it until the doorway is clear. Then his remaining forces will storm inside the monastery, going from room to room and killing everyone they find.

If the Lichemaster succeeds – and he will fight to the end here – he will return to the rest of the PCs to chop them into dog meat with his sword as well.

It could be that Kemmler's tactics won't work. It can be negated by various means; here are the most likely reasons:

1. Kemmler is faced with a couple of Elf warriors with high I scores who keep getting in attacks first.
2. There aren't enough surviving Skeletons to stop the PCs rushing him *en masse*.
3. Kemmler has taken such serious damage from the *Arca Chaotis* that hand-to-hand combat is no longer a sensible option and/or his chariot is destroyed.
4. No PCs will be drawn into rushing the chariot; they stay back and rely on *Lightning Bolts* and missile fire.

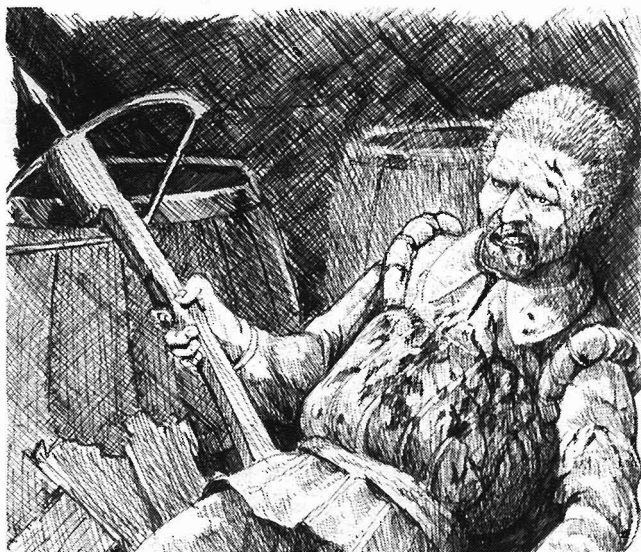
If Kemmler is rushed by three or more opponents, he tries to run down one or two with his chariot. Each PC must make an I test to get out of the way (*Flee!* +10, *Dodge Blow* +10); characters who fail take a single hit at S 4. Kemmler then dismounts to fight the rest of the PCs hand-to-hand.

If they won't be tempted into rushing him, Kemmler dismounts. He sends his chariot off to crush some hapless peasants, and draws his sword. If possible, he will keep the defenders of the doorway tied up with Skeletons so that he can take victims out one by one.

LIFE AGAINST DEATH

Whatever has happened before, this adventure should end in a hand-to-hand battle between the Lichemaster and the PCs' surviving (and probably weakened) warrior/ranger types. The battle is going on all round them, but the PCs know that the whole campaign will be won or lost with this one fight.

Again, if the PCs get into really desperate trouble, you might have a handy NPC fighter like Gimbrin or Shalyir arrive, bloodstained, to help the PCs in their hour of need. But give them three or four rounds to sort things out on their own before sending in the cavalry. It would be mean to rob them of the satisfaction they'll feel if they manage to kill the Lichemaster all by themselves.



Death of a Hero

If Jean-Louis is still with the PCs, you could use him to buy them some time in a wonderfully dramatic fashion.

The Master of La Maisontaal has been frozen to the spot since Kemmler arrived, his eyes wide, his face twitching. The PCs may conclude that this is the result of fear, but they are wrong. Still deeply affected by the death of de Muscadet, Jean-Louis is reliving his past encounter with the necromancer.

Suddenly, something inside Jean-Louis snaps. Howling curses, he throws himself blindly at the Liche, who is taken by surprise and borne to the ground. Jean-Louis takes a couple of savage sword-cuts from Kemmler in the process, but the Lichemaster is encumbered by the monk's dead or unconscious body – he has trouble rising, and the PCs get a whole round of free attacks, with Kemmler treated as prone.

This also gives you the chance of a touching scene after the battle, as one of the PCs cradles the dying Jean-Louis in his arms.

The End of the Lichemaster

When the Lichemaster takes a killing blow, a horrifying shriek escapes from his lips, and almost instantly the overcast sky seems to be boiling. The Undead around are suddenly frozen in their poses, wholly static.

The Lichemaster crumbles away in just over a second, and his robes fall empty to the ground. There is a rushing sound, and a streak of something black and not entirely material shoots high into the air, disappearing behind the distant Frugelhorn. At the same time, his staff and sword evaporate into clouds of black smoke which dissipate almost immediately.

Kemmler's magical robes remain intact, however, and they are a good prize for the PCs if they claim them.

After the destruction of Kemmler the remaining Undead collapse into dust, as does the Lichemaster's chariot. Simply, nothing is left of them at all.



What does remain is a considerable number of dead, injured, maimed and generally unhappy human beings at La Maisontaal. At Our Heroes' moment of triumph, you can allow the players a few minutes' deserved self-congratulation while you do some swift book-keeping.

THE END OF THE TERROR

With the death of the Lichemaster, the adventure is more or less at an end. However, there are some loose ends to tie up.

Casualties

The number of casualties on the defending side depends on the strength of the defending force, and on how long the battle took.

Add together the defenders' *Initial Battle Strength* from the *La Maisontaal Battle Roster* and the PCs' *Crypt Timekeeping Score*. Then, subtract the number of rounds which elapsed between the time the PCs opened the door and the death of the Lichemaster. Then consult the following table:

Modified Battle Total	% of Fatalities by NPC fighter category			
	Weak	Standard	Dwarfs	Superior
165 or less	3D10+70	4D10+60	4D10+60	60
166-185	4D10+60	5D10+50	5D10+50	50
186-210	5D10+50	5D10+40	5D10+40	40
211-230	4D10+50	5D10+30	5D10+30	30
231-255	4D10+40	4D10+25	4D10+25	25
256-275	3D10+40	4D10+20	4D10+20	20
276 or more	3D10+30	4D10+15	4D10+15	15

Roll for each category of combatants; the result is the percentage of casualties suffered. You can roll for each individual if you wish, or simply kill off the relevant number of NPCs.

Major NPCs

All major NPCs should be treated individually, using the chance of death given for Superior Fighters on the table above. Do not use this process for NPCs who have been fighting alongside the PCs – you'll know their fate already.

The chance of death should be modified for certain NPCs, because they are exceptional fighters (eg Gimbrin, Shalyir), or because they have been keeping away from the fighting (eg Bardak, Cecil). Modifiers are as follows:

Gimbrin	-5	Shalyir	-15
Cecil	-20	Bardak	-10
Padre Pierre	-10	Gunther Wernicke	-10
Alain	+5		

Most of the survivors will be injured – any PC with any kind of healing ability will have much work to do! Most NPCs will have lost D4-1 *Wounds*; superior fighters will have lost D4+1.

The Arca Chaotis

If the Skaven have not made off with the *Arca Chaotis*, then the PCs will be stuck with it. They may even have noticed its tendency to cause mutation in those who use it. The odds are they'll want to get rid of it, in which case it can be returned to its hiding-place in the crypt. In

due course, a group of Skaven will tunnel into the crypt via the cellars and steal it.

If the PCs decide to keep the *Arca Chaotis*, they're asking for trouble. Word will get round of a box full of green light which throws lightning bolts, and Witch Hunters and the like will develop a powerful interest in Our Heroes. Added to that, there is the problem of mutation, which will become increasingly severe as the *Arca* is used more and more.

On the other hand, the PCs may try to take the *Arca* somewhere to have it properly disposed of – somewhere like Middenheim, for instance, a city renowned for its wizards. This could make a good road adventure, with the PCs trying to keep the casket safe (and more importantly, a secret) for the couple of months it will take them to reach Middenheim. Cultists along the way will become alerted to their precious contraband, the authorities might well conclude that the PCs are followers of Chaos themselves, and, of course, the Skaven will never, ever give up...

The Iron Man

Now that the Iron Man is fully activated, the people of the Frugelhorn valley would rather like to keep it. There is a lot of rebuilding to do, and they need all the help they can get. The PCs could well decide that they'd like the Iron Man for themselves; if they are so hard-hearted and selfish, the PCs will soon become notorious for their weird travelling companion. They will find themselves followed by thieves and wizards with a keen interest in the device, and none too fussy about shedding blood to find its secrets. These will be followed by the forces of authority, assassins, Witch Hunters convinced that the Iron Man is some rare sort of Daemon – in short, their lives will become distinctly uncomfortable.

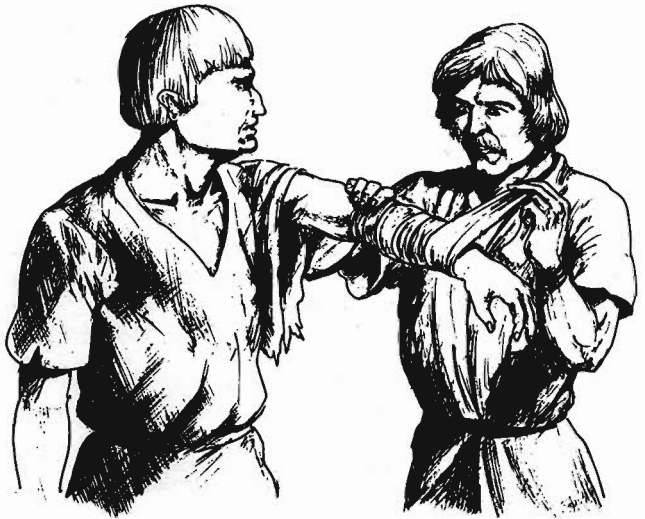
Mutations

If the PCs ended up operating the *Arca Chaotis* themselves, then there is an excellent chance that one or more of them will now have a visible mutation. This could be a very serious problem, and they'll probably want to get rid of them as quickly as possible.

You can do this in a couple of the different ways, depending on the style of campaign you prefer and the amount of design work you're prepared to put in.

Shalyir Moonhand will, sooner rather than later, offer a quick and seemingly easy solution to the problem of visible mutations: *"Just chop off the bits you don't like. So it'll hurt, but it's less painful than a Witch Hunter's fire!"* Her suggestion, although crude, may seem like a good idea. Surgery, however, is not the answer. Any Chaos mutation which is surgically removed will merely regrow after D6 weeks – and there's always the risk of death under the surgeon's knife, all the pain of an operation and a good chance of infection!

Another option to get rid of the mutations is to treat the whole thing as an adventure in itself – the PCs have to survive until they can find someone who can help. They will have to keep moving, and stay one step ahead of Witch Hunters and other enemies. Eventually they might find someone who can help them, or earn a divine blessing which will remove the Mark of Chaos from them.



The easiest course of action – and the way that the PCs will probably try first – is to head straight for the temple and pray for a blessing which will remove the mutations. After all, they've just been instrumental in saving the monastery – not to mention a wide expanse of wild country – from the ravaging Undead, so they might expect a favour from Taal in return.

Use the procedure given in the section headed *We Need a Miracle*. All the surviving monks will pray with the PCs, and you should add the PCs' Heroism Score to the dice roll. Eventually, if they pray for long enough, the PCs will be relieved of their mutations by Taal. If you want a link into another adventure, the removal of the mutations might have strings attached – another little task that needs doing somewhere else, for instance.

A Missing Person

If the PCs made a deal with the Skaven, they will have left a hostage in the woods while Rasskabak and his two warriors accompanied them back to the monastery. Now that the Skaven have taken the *Arca Chaotis* and disappeared from view, the PCs will probably be interested to know what has become of this hostage.

It's really up to you. It could be that the Skaven have done the honourable thing and the hostage either walks into the monastery after the battle or is found knocked out and tied to a tree. On the other hand, if you want to discourage the PCs from getting too fond of Skaven, then this character is never seen again. That will teach them to trust creatures of Chaos.



CONCLUDING THE ADVENTURE

This final chapter deals with the experience point awards arising from the adventure, and presents a few ideas for continuing the PCs' adventures after the destruction of the Lichemaster.

EXPERIENCE POINT AWARDS

The Experience Point awards are broken down by chapter and by section. As always, you should reward good roleplaying and bright ideas – an average character should get about 30 EPs per chapter (or per gaming session, whichever is more convenient to you), going down to zero for bad or uninspired play and up to 100 for really excellent play.

In addition, the experience point awards listed below can be earned by each PC who actively contributed to that part of the adventure. Where a range of Experience Points is given (eg 0-20), you must judge how well the PCs dealt with that part of the adventure and award points accordingly.

Don't divide awards among the contributing PCs – they are for each character who took part. Also, don't award experience for encounters or incidents which never took place for any reason. For example, if the PCs didn't meet the Skaven on the way to La Maisontaal, they don't receive the EPs for that part of the adventure.

At the end of the list are some notes on spending Experience Points during and after the adventure.

In Search of Famous Dead

Encounters on the Road

- 10 if the PCs fight the Skaven and drive them from the hut.
- 15 if the PCs do not fight the Skaven, but leave them in the hut.
- 10 for each optional hazard overcome on the way to La Maisontaal

La Maisontaal

- 10-30 for dealing with Jean-Louis, asking intelligent questions about the mission to find the burial mounds, and generally making a good impression at the monastery.

Small Prospects

- 0-20 for dealing with the two Dwarfs, gaining useful information, and avoiding conflict.
- 20 for finding out about Bardak from Grumbli and Thalgrim.
- 10 for each gambling game won by a PC after Grumbli starts cheating.

Frugelhofen

- 10-30 for general dealings with the villagers
- 20 for making a good impression on Shalyir

- 10 for making a good impression on Albi
- 15 for making a good impression on Alain
- 30 for staying in Frugelhofen for Stoning Day
- 10 for not having a hangover
- 10 for taking part in the Stone Chase
- 10 for taking part in the Pot Stoning
- 5 for each pot the adventurer breaks
- 10 for the adventurer who breaks the pot holding the sweets.
- 20 for dealing with the Lauterbachs as peacefully as possible (trying to avoid a fight, fighting without weapons, etc)
- 20 for finding the finger bone/fragment by the shepherd's body

The Lichemaster Strikes

Gimbrin's Mine

- 0-20 for the PCs' initial approach to the Dwarfs
- 20 for warning the Dwarfs about the possibility of Undead in the area
- 10 for taking brandy to Bardak
- 0-20 for making a good impression on Bardak, gaining useful information, etc.
- 20 for each PC who survives the attack on the mine (ie if 6 PCs survive, each gets 120 EPs)
- 10 for each dwarf surviving the attack at the mine
- 20 for the character who destroys Taglielli at the mine
- 0-40 for bravery in the defence of the mine

Wernicke's Farm

- 20 for going straight to Wernicke's Farm from the mine
- 0-20 for initial dealings with the Wernickes
- 20 for each PC who survives the attack on the farm (ie if 6 PCs survive, each gets 120 EPs)
- 10 for each Wernicke (including Fleck) who survives the attack at the farm
- 0-40 for bravery in the defence of the farm

Carnage at Frugelhofen

Death from the Dark

- 0-30 for bravery during the bombardment, getting villagers under cover, etc.
- 20 for going to investigate
- 30 for destroying the catapult's crew

Council of Despair

- 0-20 for contributing to the discussion
- 10 for volunteering for more than one watch
- 10 for helping treat the injured

Storm Warning

- 10 for alerting others to the lightning
- 20 for investigating the lightning and witnessing the sacrifice of Grumbli and Thalgrim
- 20 if the PCs investigate the lightning without having others replace them on watch

The Battle of Frugelhofen

- 0 if the defenders are *unprepared* for the attack
- 10 if the defenders are *partially prepared* for the attack
- 20 if the defenders are *fully prepared* for the attack
- 20 for thinking to set up piles of rocks as missile weapons
- 5 for each Skeleton destroyed *before* close fighting starts
- 10 for each Skeleton destroyed by a PC in the close fighting phase
- 0 if the battle ends in a *route*
- 20 if the battle ends in a *disorderly retreat*
- 40 if the battle ends in an *orderly retreat*
- 20 for each PC who assists in a rearguard and evacuation
- 10 for spotting Cecil using his magical dagger
- 30 for each PC who gets safely to La Maisontaal (eg if 6 PCs make it, each gets 180 EPs)
- 10 for each NPC who reaches La Maisontaal alive
- 0-100 for bravery in the defence of Frugelhofen

Secrets in the Crypt

- 20 for helping treat the wounded

Preparing for the Worst

- 15 for snapping Alain Gascoigne out of his depression
- 10 for persuading Cecil to stay
- 10 for getting hold of Cecil's dagger
- 30 for persuading Shalyir Moonhand to stay

An Interview with the Master

- 10 for volunteering to search the crypt without prompting by Jean-Louis
- 15 for thinking to pray for guidance
- 5 for asking Jean-Louis and/or the monks to pray with the PCs

The Crypt

- 0-20 for good planning searching the crypt (splitting up, not taking risks, not wasting time, etc)
- 20 for disturbing any tombs
- 50 for escaping down the sewer pipe and leaving the monastery to its fate
- 0-30 for dealing with the pit trap in area 17
- 20 for recovering the Iron Man
- 50 for recovering the *Arca Chaotis*
- 10 for finding de Muscdeu's notebook

Death Shall Not Have Them

Return from the Crypt

- 0 *Onslaught!* result on timekeeping when PCs emerge from the crypt
- 10 *Skirmish!* result on timekeeping when PCs emerge from the crypt
- 20 *Surrounded!* result on timekeeping when PCs emerge from the crypt
- 10 per Skeleton destroyed after returning to the surface in the monastery
- 25 for destroying Cousteau after returning to the surface in the monastery

Council of War

- 20 for volunteering to look for the Skaven without prompting
- 10 for surprising the Skaven
- 30 for striking a workable bargain with Rasskabak
- 20 for fighting the Skaven

The Final Battle

- 20 for working out how to operate the *Arca Chaotis* without Rasskabak's help
- 10 for activating the Iron Man
- 10 per Skeleton destroyed before the Lichemaster arrives
- 25 per Skeleton Hero destroyed before the Lichemaster arrives

The Lichemaster Attacks

- 20-50 for fighting Kemmler hand-to-hand
- 100 for striking the blow which destroys Kemmler

The End of the Terror

- 40 for each PC who survives the battle (ie if 6 PCs survive, each gets 240 EPs)
- 5 for each weak fighter who survives the battle at La Maisontaal
- 10 for each standard fighter who survives the battle
- 12 for each Dwarf (other than Gimbrin) who survives the battle
- 20 for leaving the Iron Man to help rebuild the valley
- 20 for praying for mutations from the *Arca Chaotis* to be removed

FATE POINTS

If the Lichemaster is destroyed in the final battle at La Maisontaal, each surviving PC gains 1 *Fate Point*. This is awarded no matter how the Lichemaster is destroyed.

If the blow which destroyed the Lichemaster was struck by a PC, that character gains an additional *Fate Point*.



SPENDING EXPERIENCE POINTS

Opportunities to award Experience Points are given at various points in the course of the adventure. EPs may be spent on characterisitic advances immediately, and also on skills which you judge that the PCs could reasonably have been practicing at the time – these will be mainly combat skills.

If you are using the pregenerated PCs, of course, they have no opportunity to gain further skills until they enter a new career.

Other skills and career changes can be dealt with at the end of the adventure. Provided they are still alive at the end of the adventure, some of the NPCs can offer training to the PCs. If you have access to *The Restless Dead*, it is recommended that you use the *Practice Makes Perfect* rules for training and career changes.

Jean-Louis Dintrans

Jean-Louis will be happy to train any PCs in any of the skills he knows. If there is a follower of Taal among the PCs, Jean-Louis will willingly induct the PC into the monastery as an Initiate. Full details of the monastery and Monk careers are given in *Appendix 2*.

Padre Pierre Habermas

Being his normal irascible self, Padre Pierre will only agree to train PCs who make a successful Fel test when asking him. If Jean-Louis adds his entreaties, add +10. A donation of money or actual help in rebuilding the monastery wouldn't go amiss, either.

Padre Pierre will teach his healing skills to a successful applicant, and will also teach his spells to a fellow Cleric of Taal. If there is a PC Initiate of Taal in the party, Padre Pierre will help him/her to enter the Level 1 Cleric career.

Alain Gascoigne

Alain will willingly teach the PCs any of his skills, out of gratitude for their help. He won't make any charge for this, and he'll even put the PCs up in Frugelhofen during the training process. All he asks in return is that the PCs pitch in, help with repairs, and generally make themselves useful tending the sick and wounded and repairing the damage to the village.

Shalyir Moonhand

Shalyir will train any non-Dwarf PC who has made a good impression on her. Being a mercenary at heart, though, she won't do it for free. She will demand "a proper apprentice deal", whereby her pupil pays for her board and lodging during training. She's nearly broke and won't make excessive demands, so this isn't an unreasonable bargain. However, and PC who spends a lot of time closeted with Shalyir will have to put up with a certain amount of jealousy from Albi!

Shalyir will teach any of her skills except *Prepare Poisons*, which she won't admit to having, and *Specialist Weapon – Blowpipe*, which would give her away as an Assassin. She will train a PC for the Bounty Hunter career, but not as an Assassin.

Albi Schutz

If a PC has been a good companion to Albi throughout the adventure, suffered his poetry without complaint, and so on, then Albi will train that character for friendship's sake. Otherwise, he'll want paying.

Albi is quite willing to teach any of his skills, or train a PC to enter the Charlatan career.

Note that Albi will *not* have anything to do with any character who has upset or insulted Shalyir in his hearing, nor with a male PC who seems to have been getting too friendly with her!

Cecil de Vere Cholmondely

At the end of the adventure, Cecil will be very keen to get as far away from the Frugelhorn valley as possible, as quickly as possible.

"Came to the mountains for m'health, don't you know," he explains. *"Fine idea that turned out to be. I've had enough excitement to last me a lifetime – it's back to civilisation for me, and don't spare the jolly old horses!"*

However, a substantial offer involving money is something that Cecil simply cannot bring himself to pass up, and he can be negotiated into going no farther than Grunère and, in the process, training a PC who is willing to pay. Cecil will not go to Parravon under any circumstances, since his 'personal friend', the Duc, is actually after Cecil's head. The Duc has, of course, found out that Cecil is not the Duke of Wartsingham after all!

A PC or group of PCs being trained by Cecil will have a hard time of it. *"Got to learn by experience, my boy,"* he cries, moving into the fanciest lodgings he can find, ordering double helpings of the best of everything and leaving the PCs to pick up the bill. However, he will teach any of his skills, and train any PCs to enter the Charlatan career, for as long as they're willing to keep him in a life of idleness and comparative luxury.

Gimbrin Finehelm

Provided the PCs have acted courageously and been friendly towards the Dwarfs, Gimbrin will undertake to train any non-Elf PC in any of his skills. He won't train a non-Dwarf in *Mining* or *Metallurgy* – *"Dwarf business; that,"* he explains gruffly, and the PCs have to take his word for it – but his other skills are at the PCs' disposal.

Gimbrin's adherence to the Dwarven code of honour precludes him accepting payment for tuition if he feels indebted to the PCs for their courage and assistance; however, they are expected to 'show willing', and offer to help around the mine. As well as his teaching skills, Gimbrin can train a character to enter the Prospector career.

Bardak Barantan

Bardak may be persuaded to teach any PC who has made a good impression on him – you will have to judge this for yourself. Again, he will not ask for payment, but he will expect any pupils to pull their weight around the mine and to show proper respect to himself, Gimbrin and the other Dwarfs (in that order!) – in other words, not to abuse the hospitality offered to them.

Bardak will teach any non-Elf any of his skills, and will be particularly happy if any Human or Halfling PC asks to learn Khazalid – “Good for you,” he says, “About time someone had the manners to speak to us in our own tongue.”

Emmerich Wernicke

Emmerich will be very busy rebuilding the farm and making good the damage to crops and livestock, but he will be willing to teach any PC who has showed courage during the adventure, in return for help around the farm. He can teach any of his skills, and can train a PC to enter the Mercenary career.

Grandpa Gunther Wernicke

Gunther will be prepared to teach his healing skills to any PC who has made a good impression on him and who shows him proper respect. He can train a PC to enter the Pharmacist or Physician’s Apprentice careers, but he cannot prepare a pupil to enter the Physician career. However, if a pupil makes a particularly good impression on him, he might provide a letter of introduction to an old colleague at the University of Miragliano. This former colleague is long dead, but the letter will still carry some weight with the university, being from one of its old alumni.

FURTHER ADVENTURES

There is a lot of potential in *Return of the Lichemaster* for you to spin off further adventures. As mentioned earlier, getting rid of any mutations gained while using the *Arca Chaotis* could be an adventure in itself, and here are a few more ideas and suggestions.

A Useful Acquaintance

Jean-Louis is a knowledgeable man, and will be delighted to give the PCs excellent references. He also knows people of superior social station in Parravon and Quenelles, and might tip off the PCs to any number of adventures from simple (bodyguards for an important person) to complex (political intrigues).


A more immediate link might be that one of the surviving junior monks is a member of a noble family in Bretonnia or the western Empire. After the battle, the monastery authorities decide to send this young man home. This may be for his own safety in case the Undead threat has not been completely averted, or it may be because his period in the monastery has come to an end and it is time for him to return to secular life. The PCs are hired as bodyguards to get him home – wherever you decide that is. There can be complications along the way with bandits (young nobles bring a good ransom), family enemies and other threats like Goblinoids and Beastmen in the forests.

Finally, there may have been visitors at La Maisontaal, and one of them may require their services, just as you may have lured the PCs here as escorts for a visitor in the first place. Escorting such a visitor back home could lead them almost anywhere.

The Enemy Within Campaign

Dovetailing the PCs into the *Enemy Within* campaign from this point is not too difficult. Perhaps Jean-Louis

V. MULLHEIM




wanted!
BOLD ADVENTURERS

His Excellency the Crown Prince Hergard von Tasseninck of the Grand Principality of Ostland hereby gives notice that he is currently resident in Altdorf and wishes to engage the services of a party of skilled adventurers. Employment is to commence as soon as possible, for an indefinite period.

Would-be applicants are forewarned that they shall be required to undertake a most perilous mission into unexplored regions of the Grey Mountains. The matter is of the utmost delicacy and absolute discretion is required.

Remuneration is negotiable (depending on experience) but a minimum of 200C per person per day is assured. In addition to a generous bonus upon successful completion of the mission. No laggards, cowards, or dwarfs need apply.

Signed



Personal Scribe to Crown Prince Hergard

knows of Crown Prince Hergard’s planned expedition into the Grey Mountains, and can give the PCs a copy of *Handout 1* from *Warhammer Campaign*.

After this adventure, the PCs may be a little more experienced than the pregenerated PCs in *Warhammer Campaign*, but this shouldn’t provide you with too much of a problem. You can always toughen up the opposition if you feel the PCs are having too easy a time of it.

You can also draw on the material in this adventure to add depth to these further adventures – for example, one of the Dwarfs of Khazid Slumbol in *Death on the Reik* could be a cousin of one of those at Gimbrin’s Mine. The PCs might come across Albi or Cecil working the fair in *Shadows over Bögenhafen*. Later on, they might even meet Shalyir at in *Power Behind the Throne*. It’s always nice to run into old friends.

The Restless Dead Campaign

PCs from this adventure could also go on to the *Restless Dead* campaign. You might want to change or ignore the geographical locations given in *The Restless Dead*, since that campaign presumes that the PCs are travelling from some distance east of Altdorf whilst in *Return of the Lichemaster* they are a long way south-west of the Imperial capital.

On the other hand, you could have the PCs act as bodyguards on a long and comparatively uneventful river journey along the Talabec, maybe right up to Talabheim. From there it is reasonable to travel back westwards and the *Restless Dead* campaign could easily be picked up from that point.

In the earliest encounters of the *Restless Dead* campaign you might want to increase the strength of the opposition somewhat, to allow for the PCs’ comparative experience. For example, at the Hooded Man tavern in the first adventure you can add to the number of cultists by having a couple more masquerading as guests.

Of course, as a follow-on to *Return of the Lichemaster* you can use some or all of the adventures in *The Restless Dead* as one-offs, without imposing any overall campaign structure on them.



PROFILES

All the profiles for important NPCs and monsters mentioned in the text are in this part of *Return of the Lichemaster*. Alignment has been ignored for the most part – formal alignments are superfluous, as the behaviour of the various NPCs is detailed in the main text and in this section.

Profiles have already been adjusted for relevant skills, such as *Very Strong*. See *WFRP* for further information on skills and spells.

IN SEARCH OF FAMOUS DEAD

Rasskabak and the Skaven

This small band of Skaven has been sent out to recover the *Arca Chaotis* – a magical casket containing a large amount of warpstone – which was stolen from the Skaven and acquired by René de Muscadet for use in his magical researches. They are a small group, operating under cover in hostile territory, and will be unwilling to jeopardise their mission with needless fighting.

Rasskabak, Skaven Grey Seer (Level 2 Wizard)

Rasskabak stands about five feet tall, and is a mottled grey colour with red eyes that seem to glow from within. He is cautious and cunning, and is well-chosen for this dangerous mission. For several months now, he has been using his Seerstone – a small piece of warpstone which hangs around his neck – to trace the whereabouts of the casket. The stone glows more brightly as it is brought closer to the *Arca*, and the Skaven have been zigzagging across the Grey Mountains, slowly but steadily approaching the object of their quest.

Recovering the *Arca Chaotis* is Rasskabak's prime objective, and he will not let anything interfere with this mission. He holds his warriors back from fighting, raiding and any other activity which might give away the group's presence. They are a small group, on their own in the hostile land of the Humans, and Rasskabak does not want to be thwarted – and quite possibly killed – so close to his goal.

Like all Grey Seers, Rasskabak can only regain *Magic Points* by eating refined warpstone. He carries a small pouch of this inert grey powder on his belt, but only has enough for three more doses; each dose restores 2D6 MPs, up to his power level of 18. Running low on magical energy, Rasskabak will only cast spells in an emergency.

When playing Rasskabak, bear in mind that he is highly intelligent – more intelligent than most of the PCs, in all probability – and has a subtle and cunning nature.

M WS BS S T W I A Dex Ld Int Cl WP Fel
5 53 45 4 4 12 55 2 34 34 53 28 39 14

Skills: Arcane Language – Magick; Cast Spells – Battle Magic 1 & 2; Magical Sense; Read/Write – Queekish; Scroll Lore; Speak Additional Language – Old Worlder.

Spells: 18 *Magic Points*

Battle 1 *Aura of Resistance, Cure Light Injury, Fire Ball, Flight.*

Battle 2 *Aura of Protection, Smash.*

Possessions: tattered leather jack (0/1 AP, body/arms); shield (1 AP, all locations); *magical sword* (+20 to parry, no attack bonuses); short bow (R 16/32/150, ES 3); quiver of 14 arrows; dagger (I +10, D -2, P -20); *Seerstone* (see above); gold ring with azurite and bloodstone inlay (16 GC); pouch of refined warpstone.

Special Rules: *Night Vision* 30 yards; weapons have a 35% chance of causing *infected wounds*.

Six Skaven Warriors

These are warriors from one of the Warlord Clans, detailed to escort Rasskabak on his mission to find and recover the *Arca Chaotis*. They are dedicated to the search for this holy object, and since Rasskabak is vital to the mission, they are prepared to die in his defence.

M WS BS S T W I A Dex Ld Int Cl WP Fel
5 33 25 3 3 7 40 1 24 24 24 18 29 14

Possessions: shield (1 AP, all locations); sword.

Special Rules: *Night Vision* 30 yards; weapons have a 35% chance of causing *infected wounds*.

The Folk of La Maisontaal

Jean-Louis Dintrans,

Master of La Maisontaal – Monk/Scholar



Jean-Louis is 5ft 10in tall, and of medium build. A slight paunch betrays the sedentary nature of his life. He has light brown hair, thinning at the temples, and green-brown eyes, and looks younger than his 51 years. He is a thoughtful and studious man, and enjoys the quiet life at La Maisontaal, with its extensive library and archives – as well as a single glass of strong liqueur at the end of the day.

Jean-Louis was a friend and protégé of René de Muscadet, the late Master

of La Maisontaal, and is still getting over the recent death of his friend and mentor. Having been a junior at the monastery when de Muscadet defeated Kemmler, he takes the late Master's deathbed vision of the Lichemaster's return very seriously indeed. He has much to worry about, and his usual easygoing and benificent manner is overlaid with a noticeable anxiety.

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 41 38 3 3 8 57 1 38 38 64 44 55 47

Skills: Arcane Language – Magick; Astronomy; Cartography; Heraldry; History; Identify Plant; Linguistics;

Return of the Lichemaster

Magical Sense; Numismatics; Read/Write; Rune Lore; Scroll Lore; Secret Language – Classical; Speak Additional Language – Norse; Theology – cult of Taal;

Possessions: robes; pendant with symbol of Taal; scroll with *Cure Severe Wound*, *Dispel Magic*, *Hammerhand*; *Quarterstaff of Snorri* – a rune-engraved quarterstaff of Norse origin with *lesser death rune* (against goblinoids) which radiates a permanent *Aura of Protection* (2 AP, all locations) and has D +2. Jean-Louis also commands all of the resources of the monastery.

Padre Pierre Habermas, Monk/Cleric, Level 1



Pierre is 79 and 5ft 8in tall, but looks shorter due to a pronounced stoop. He is a wizened, sparrow-thin old man who suffers from the bad-natured senility of the unhappily old. Nevertheless, when he wants he still has sharp of mind and tongue. His sight is giving out, and he does not play much part in the everyday life of the monastery, coming out of his own chambers only to officiate at the occasional service and for a rare chat with Jean-Louis. Most of the time he is left to his own devices.

As a younger man, Pierre spent almost his whole life alone in the wilds, and his impatience is a result of his failing health and the cloistered lifestyle that has been forced upon him. It comes out in an irascible and contrary nature. For example, he refuses to speak in any language other than his native strong Bretonnian, and will make no concessions for those who do cannot understand him. Play Pierre as a crotchety, abusive and (often deliberately!) forgetful old codger who takes a secret pleasure in being difficult.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	21	05	2	3	6	22	1	22	37	48	45	47	40

Skills: Arcane Language – Magick; Cast Spells – Clerical 1; Charm Animal; Cure Disease; Meditate; Public Speaking; Read/Write; Scroll Lore; Secret Language – Classical; Theology – cult of Taal.

Spells: 14 Magic Points

Petty	<i>Sleep, Zone of Silence</i>
Battle 1	<i>Cure Light Injury, Wind Blast</i>
Elemental	<i>Assault of Stones, Hand of Fire, Zone of Hiding</i>

Possessions: knife (I +10, D -2, P -20); robes; *Energy Jewel* (10 Magic Points); *Robe of Toughness +1*; other minor items as the GM sees fit.

26 Junior Monks

Appendix 2 gives you full details of the range of careers open to monks; the details given here represent a 'typical' monk – such as Brothers François and Viktor (Gruber) – and should be sufficient for this adventure.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	35	3	4	7	35	1	35	28	33	28	33	25

Skills: each junior monk has *Read/Write*; *Secret*

Language – Classical; *Scroll Lore*; *Theology – Cult of Taal*. Individuals will also have D4 of: *Art*; *Cartography*; *Herb Lore*; *History*; *Identify Plant*; *Manufacture Drugs*.

Possessions: None of note. During the siege, each monk will have a Quarterstaff (D -1) and a crossbow (R 32/64/300, ES 4).

30 Peasants (Lay Brethren)

The monastery is supported by a grant of land from the Duchy of Parravon, and a small village has grown up outside the monastery walls to house the peasants who keep the monastery's flocks and herds, forage across the land and keep the monks supplied with food as the results of their labours. The details given here represent a 'typical' peasant of La Maisontaal; feel free to design more detailed individuals if you wish. The PCs should have little need for interaction with the peasants, although they can – and will – be organised into working parties to fortify La Maisontaal.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	38	4	3	6	38	1	28	22	18	28	28	28

Skills: *Animal Care*. Individuals will also have a 70% chance of *Consume Alcohol* and *Drive Cart*, and a 50% chance of *Street Fighting* and *Wrestling*.

Possessions: None of note. In the siege, the peasants will have heavy knives (I +10, D -1, P -20).

Small Prospects

Grumbli Stonehand, Dwarf Prospector



Grumbli is 130 years old (around his mid-50s in human terms) with a grey beard and wiry light-grey hair. At 4ft 2in he is short even for a Dwarf, but he is fairly strongly built. Very weather-beaten, he has virtually no teeth left; his speech – he speaks only the Bretonnian dialect of Old Worlder – is very slurred and difficult to follow.

Grumbli believes in living life to the full, and getting the best out of any situation. If he drinks, he will empty whatever vessel is given to him; if he gambles, he will cheat; when he eats, he'll have anything he can steal from the person next to him as well as his own ration. If he is faced with people he considers 'uppity' – including Elves of any kind – his usual brusque crudity will sink lower and lower as he revels in the distaste he inspires in others.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	41	25	3	4	7	22	1	21	49	29	51	51	22

Skills: *Animal Care*; *Carpentry*; *Gamble*; *Metallurgy*; *Mining*; *Orientation*; *River Lore*.

Possessions: sleeved mail coat, helmet and shield (2 AP, head/body/legs; 1 AP, arms); axe; pack with blankets and pots and pans; pipe; pouch of Dwarven Black Shag No. 4 (see encounter text); tent; saddlebags holding 50 GCs in assorted coin; mule.

Thalgrim Stonehand, Dwarf Prospector



Thalgrim is almost the opposite of his uncle Grumbli. He is tall (4ft 11in), well-built, with glossy black hair and a well-groomed beard, altogether a fine figure of a Dwarf. Polite, diplomatic and courteous, Thalgrim is often rather embarrassed by his uncle, but will try to defuse any potentially sticky situation with tact and a song.

Skills: Animal Care; Carpentry; Fish; Gamble; Metallurgy; Mining; Musicianship – Bagpipes and Crumhorn; Orientation; River Lore.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	51	22	4	4	8	25	2	21	54	32	61	51	30

Possessions: sleeved mail coat, helmet and shield (2 AP, head/body/legs; 1 AP, arms); *magical axe* (D +1); pack with blankets and pots and pans; pipe; pouch of Dwarven Black Shag No. 4 (see encounter text); set of bagpipes; tent; mule.

Frugelhofen

Shalyir Moonhand, Elf Assassin, ex-Bounty Hunter



Shalyir is small for an Elf (5ft 3in), and has a compact, wiry figure. She is tanned and healthy, and sunshine has given her fair hair very appealing highlights. She is 55 years old, but looks around 18 in Human terms. Her deep blue eyes are always darting around, and she misses very little.

Shalyir is an accomplished Bounty Hunter who is just starting to develop the skills of an Assassin. She likes to play the typical Human's-eye view of a scatterbrained Elf to disarm suspicion,

affecting a slightly annoying silvery laugh and calling everyone by pet names like "Bright-Eyes". She is no stranger to anti-Elf prejudice, and doesn't want anyone even suspecting that she's an Assassin. She is also flinging Human attitudes back in people's faces with her act and seeing how they respond.

Deep down, though, Shalyir is a hardened professional mercenary, with a streak of pride that will neither forgive nor forget any slur. On a more positive note, however, she takes care to remember friends and former allies as well.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	47	47	3	4	8	62	2	46	44	57	41	53	44

Skills: Concealment Rural; Concealment Urban; Dodge Blow; Excellent Vision; Follow Trail; Prepare Poisons; Shadowing; Sing, Silent Move Rural; Silent Move Urban; Speak Additional Language – Old Worlder; Specialist Weapon – Blowpipe; Specialist Weapon – Lasso; Specialist Weapon – Net; Specialist Weapon – Two-handed weapons; Strike Mighty Blow.

Possessions: sleeved mail coat and shield (2 AP body/arms/legs, 1 AP head); *Amulet of Thrice-Blessed Copper* (+30 to *Poison* tests, turns green within 1 inch of poison, D -1 from non-magical weapon hits); *magical sword*+10/+1 (WS +10, D +1), elf bow (R 32/64/300, ES 4), quiver of 20 arrows; 4 *Arrows of Potency*; blowpipe; pouch with 4 blowpipe darts and vial of manbane blade venom (6 doses); purse with 20 GCs and small opal (25 GCs); bag with spare clothing and blanket.

Albrecht 'Albi' Schutz, Charlatan, ex-Bunko Artist



Albi is a rogue through and through. Pushing 30, he's 5ft 8in, of medium build, with curly brown hair and hazel eyes.

Albi has plied his trade in most cities and towns in western Brettonia and the Reikland, and he likes his life of travelling to new places, meeting people, ripping them off, and running away from them. He is a happy-go-lucky character, fond of good fellowship, good food and drink, and the occasional scam.

At the moment, though, Albi is a bit of a changed

character. He is hopelessly in love with Shalyir Moonhand, but hasn't got the nerve to tell her. He follows her about, spends hours staring dreamily into space, and composes excruciatingly awful romantic poetry. Worse, he reads it to people (without being asked) at every opportunity. For now, Albi's attitude to people is determined entirely by how they treat Shalyir and how they react to his poetry.

Albi also possesses a ring which he knows to be magical. The only problem is that he doesn't have a clue what it does – if it does anything at all! In fact the ring adds +10 to all tests involving Cl, WP and Fel. Albi keeps quiet about his ring, and won't part with it for any reason. He has a hunch that's its a lucky thing to have, and he's right.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	41	33	3	4	8	45	1	43	37	48	45	44	58

Skills: Blather; Charm; Disguise; Evaluate; Mimic; Palm Object; Public Speaking; Wit.

Possessions: leather jack (1 AP, body/arms); sword; travelling bag of fine clothing; certificate for Doctor of Letters, University of Marienberg (forged); certificate for Doctor of Medicine, University of Middenheim (forged); box of 20 assorted Tilean War Medals (fake); 3 bottles Old Mother Griper's Sure Cure for Constipation, Hives & Hair Loss; 3 packs assorted (useless) dried herbs; purse with 8 GC, 14/-; bedroll; *magical ring* (see above).

Return of the Lichemaster

Alain Gascoigne, Herdsman, ex-Soldier



Alain is 38, but looks older. His thinning brown hair tops a gaunt tanned face, and his dark brown eyes seem half-sunk into their sockets. The tragedy which befell his wife Veronique (see main text) still causes him hardship and suffering, and he has the look of a man without hope.

Alain is a veteran of the Ribalds (foot soldiers) attendant upon the knights of the Viscomte de Quenelles, and he is still a tough and practical man, as events in Return

of the Lichemaster will prove.

Skills: Animal Care; Disarm; Dodge Blow; Secret Language – Battle Tongue; Street Fighting; Strike Mighty Blow.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	37	3	4	9	41	1	32	35	29	29	29	29

Possessions: mail coat, mail coif and shield (2 AP, head/body/arms; 1 AP, legs); sword; short bow (R 16/32/150, ES 3), knife (I +10, D -2, P -20); other possessions at GM's discretion.

Cecil de Vere Cholmondeley, Charlatan, ex-Thief



Cecil is around 40, with grey eyes, a rakish moustache and a slight gap in his front teeth. Always smartly-groomed and well-spoken, he makes a speciality of posing as noblemen. At present, he is the Duke of Wartsingham, visiting from Albion and in the mountains for his health.

In fact, his health depends on not being found by the Duc de Parravon, who was visited by the real Duke of Wartsingham scant minutes after Cecil shinned over the palace wall with a large quantity

of ducal silver. His hip-flask bears the arms of Parravon. If anyone notices this, Cecil explains that it was a gift from the Duc: "Splendid fellow, don't you know – personal friend of mine."

Cecil speaks the rather eccentric form of Old Worlde current in Albion, and may be difficult to understand at times. When faced with an uncomprehending 'bally foreigner' he resorts to repeating himself over and over again – still in thick Albionite, but in a progressively slower and louder tone. Cecil *knows* that every word is being understood perfectly by the listener, but all foreigners are, of course, naturally perverse in these matters. They are being stupid *just* to annoy him – and who knows, maybe he's right.

In Albion, they have a word for a character like Cecil. Several words, in fact, but the kindest of them are scrounger, cad and bounder. The concepts of honesty, honour and respect for property are completely unknown to him. On top of all this, Cecil is an appalling coward, and takes cover at any sign of physical danger.

Among the items Cecil filched from the Ducal palace in Parravon is a silver-hilted dagger. Quite unknown to its new owner, it is a magical *Bane Weapon*, adding +20 to rolls to hit against non-ethereal Undead, and causing double damage against such creatures.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	37	29	3	3	7	40	1	51	33	37	35	31	51

Skills: Blather; Charm; Concealment Urban; Gamble; Palm Object; Secret Language – Thieves' Tongue; Secret Signs – Thieves'; Silent Move Rural; Silent Move Urban; Wit.

Possessions: excellent clothes; purse with 11 GCs; *magical dagger* (see above); pipe and fine smoking-herb; silver hip-flask (15 GC) of excellent brandy.

Hector Brioche, unofficial headman of Frugelhofen

Hector is in early middle age and of medium-heavy build, with thick straw-coloured hair, blue eyes, and a broad, friendly face. Like the rest of the Brioche family, he is perpetually busy – running the watermill, tending his orchard, making cider and apple brandy, and generally lending a hand to iron out neighbourly disputes and other problems in the village.

Hector is a cheerful man, unflappable in normal circumstances. He is known throughout the village for his good sense and good judgement, his cider and brandy, and his habit of scratching his head with an expression of affable puzzlement whenever a problem arises.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	28	3	3	5	28	1	28	38	35	28	28	28

Skills: Animal Care; Brewing; Cook; Evaluate.

Possessions: Quarterstaff (D -1); knife (I +10, D -2, P -20); other possessions not of importance to this adventure.

Normal Villager (Standard Fighter)

This profile represents most of the fit adult population of Frugelhofen. It should be adequate for the adventure, but feel free to amend it and add detail to create individuals.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	28	3	3	5	28	1	28	22	25	28	28	28

Skills: none of importance to this adventure.

Possessions: for fighting, 50% have a quarterstaff (D -1) and 50% have a knife (I +10, D -2, P -20). Other possessions will not be important in this adventure.

Weak Villager (Weak Fighter)

This profile can be used for children, the elderly and the sick in Frugelhofen. Again, feel free to add detail as required for individuals.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	22	18	2	3	5	22	1	22	18	22	22	18	28

Skills: none of importance in this adventure.

Possessions: knife (I +10, D -2, P -20); other possessions not of importance in this adventure.

THE LICHEMASTER STRIKES

The Dwarfs of Gimbrin's Mine

Gimbrin Finehelm, Dwarf Mine Chief



Gimbrin is 77 years old, young for a Dwarven leader, but his powerful personality and tough physique make him a good mine boss. A stocky 4ft 9in, he is thought to be handsome by Dwarven lights, having a beard of exceptional sleekness. He is more thoughtful than many Dwarfs, and more tolerant of non-Dwarfish viewpoints, but once his mind is made up he can be extremely stubborn. He is extremely protective of his miners – they are working the mine more through dogged determination than through

hope of riches, and have formed a close community.

Gimbrin's reactions to the PCs, once battle has commenced, will be governed almost completely by how clearly the PCs think about protecting the Dwarfs of his clan. If they do this, Gimbrin will think highly of them – even the Elves. If the PCs even suggest the possibility of using the Dwarfs as front-line cannon-fodder, they will make an enemy in Gimbrin, and he will not help them if he can avoid it.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	51	27	4	4	9	29	2	21	67	35	64	68	37

Skills: Carpentry; Consume Alcohol; Metallurgy; Mining; Smithing; Speak Additional Language – Old Worlder; Specialist Weapon – Two-handed weapons; Street Fighting; Strike Mighty Blow.

Possessions: leather jack (0/1 AP, body); mining helmet (1AP, head); two-handed battle axe (I -10, D +2, lesser death rune vs Ogres and Trolls). Gimbrin has a sleeved mail coat (1 AP, body/arms/legs) in his hut, but will not have time to don it for the battle at the mine. He will be wearing it at Frugelhofen and La Maisontaal.

14 Dwarf Miners

The Dwarfs of Gimbrin's Mine are a well-disciplined, tough group, and will follow their leader through thick and thin.

Note that two profiles are given for the miners; at any time when a miner is involved in a combat which is played out in full (mostly these will be combats involving PCs) roll a D6: on a 1-3 use the upper profile and on a 4-6 use the lower profile. This means that half the Dwarfs are slower than the undead, but have a better chance of hitting, while the other half are faster but less accurate.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	37	21	3	4	7	25	1	21	51	31	51	51	21
3	43	18	3	4	7	18	1	21	51	31	51	51	21

Skills: Carpentry; Consume Alcohol; Metallurgy; Mining; Orientation; Speak Additional Language – Old Worlder; Street Fighting; Wrestling.

Possessions: shield (1 AP, all locations); mining helmet (1AP, head); leather jack (1 AP, body); axe.

Bardak Barantan, Dwarf Loremaster



At 182 years of age, Bardak feels the first signs of real old age creeping in. The slight arthritis he gets in winter makes him stoop slightly and look shorter than his natural 4ft 10in. He is slightly spindly of limb for a Dwarf, a little pot-bellied, and his face has the wrinkles of advancing years. Sprightly enough, and quick-witted, Bardak is a knowledgeable Dwarf, and a fair-minded one, not given to petty prejudices and dislikes – although he does tend to be snappish toward those

whom he thinks are lacking in respect. He has but one vice, and that is his liking for fine brandy, like the apple brandy brewed by Hector Brioche in Frugelhofen.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	27	14	3	3	7	16	1	22	60	58	81	77	54

Skills: Arcane Language – Magick; Cartography; Consume Alcohol; History; Identify Plant; Magical Sense; Metallurgy; Mining; Numismatics; Rune Lore; Read/Write – Khazalid.

Possessions: dagger (I +10, D -2, P -20); Robe of Toughness +1 (1 AP, all locations).

Wernicke's Farm

Standard Fighters

The following profile can be used for Hugo Wernicke, frail-looking but tough Grandma Mathilde, and Dominique Manceaux, who wields a brass warming-pan to deadly effect against the farm's attackers. Feel free to add detail to both the Standard and Weak Fighters. No-one in either group has skills which can affect this adventure.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	28	3	3	5	28	1	28	22	25	28	28	28

Possessions: knife (I +10, D -2, P -20). Hugo has a sword, Grandma has a heavy rolling pin (treat as a club), and Dominique has a heavy copper warming pan (treat as a two-handed club with which she is proficient: I -10, D +1).

Weak Fighters

The following profiles can be used for Heidi, Brigitte and Hedwig Wernicke, and Marie-Louise Butterfoot the Halfling cook.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	22	18	2	3	5	22	1	22	18	22	22	18	28

Possessions: knife (I +10, D -2, P -20); other possessions not of importance in this adventure.

Emmerich Wernicke, Farmer, ex-Mercenary



Emmerich is in his late thirties, tall and strongly built, with brown hair and eyes. He has retired from the mercenary life, and settled comfortably on the family farm; he doesn't discuss his military past much. The farm and his family are everything he has in the world, and he's not going to give them up without a fight.

Skills: Animal Care; Disarm; Dodge Blow; Drive Cart; Secret Language - Battle Tongue; Strike Mighty Blow; Strike to Stun.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	44	35	4	3	8	41	1	27	44	32	45	36	33

Possessions: Breastplate and helmet (1 AP, head/body); leather leggings (0/1 AP, legs); sword; dagger (I +10, D -2, P -20); purse with 20 GC; other possessions around farm.

Grandfather Gunther Wernicke, Physician, ex-Pharmacist



At 71, Grandpa Gunther is alert and quick-witted. But his body has not kept pace with his mind; he suffers from arthritis (hence his low I and Dex scores) and tires very quickly. Despite this, he is a cheerful, red-faced, happy old soul with the bedside manner of a kind, considerate gravedigger: *"Ach, you should not die this night. You're a strong young feller. Tomorrow, maybe, but not just now."*

Gunther trained at the university of Miragliano, and is proficient in the Tilean dialect of Old

Worder as well as in Reikspiel. He thought of making himself rich as a city physician, but in the end he returned to his beloved mountains to work the farm and act as the community doctor for the whole of the Frugelhorn valley - although age and arthritis make him less and less inclined to travel these days. Even the monks of La Maisontaal consult him from time to time.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	22	18	2	3	8	22	1	22	48	62	52	48	47

Skills: Chemistry; Cure Disease; Heal Wounds; Immunity to Poison; Manufacture Drugs; Prepare Poisons; Read/Write; Scroll Lore; Secret Language - Classical and Guild; Surgery.

Possessions: old, tattered bag of medical instruments stamped with Universita de Miragliano, Schola

Chirurgica (Miragliano University Surgical School); heavy surgical knife (I +10, D -1, P -10); walking stick (can be used as club: D -1); travelling bag with jars of herbs - 14 doses of valerian, 3 doses of gesundheit, 3 applications of speckled rustwort (see Warhammer Campaign).

Fleck the Dog

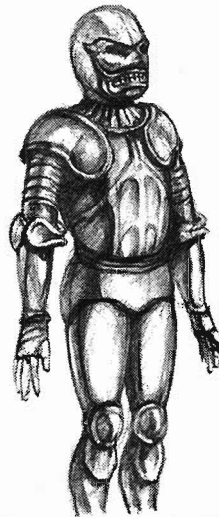
Fleck is a Bretonnian Mastiff, a large and aggressive type of dog bred for war and hunting large game. He is kept at the farm as a guard dog, and has successfully seen off intruders ranging from wolves to the occasional band of Goblins. Anyone who isn't family is enemy, as far as Fleck is concerned, and unless Emmerich or Hugo are there to control him he'll attack the PCs just as happily as the Skeletons.

Fleck is not subject to *fear* of the Undead which attack the farm. This is partly because of the aggressive temperament bred into the Bretonnian Mastiff, and partly because he's never seen so many bones all together at one time.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	41	0	4	4	7	30	1	-	43	14	43	43	-

Secrets in the Crypt

The Iron Man



The Iron Man is a magical construct created by René de Muscadet; it has the appearance of a seven-foot-tall statue of an armoured man. It obeys only the commands of the person wearing the Iron Ring, which may be found in de Muscadet's desk. When it is first found, it is only partially activated, and obeys the commands 'walk' and 'stop', coupled with directions such as 'left', 'right', 'up' and 'down'.

The Iron Man can be fully activated by a lightning bolt from the Arca

Chaotis. When fully activated it will obey simple commands of a few words, such as *"Walk to the stables"*, *"Bring me a water flask"*, or *"Kill the man in the black robes."* It has no imagination, and must be given instructions which are clear, simple and detailed. Often, getting it to do something in the least bit complicated requires several different sets of instructions along the way! And even then, the Iron Man will follow orders to the letter...

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	0	5	5	17	15	3	10	-	-	89	89	-

Special Rules: the Iron Man is immune to all *psychological* effects, and also to any form of paralysis, poison, gas (except corrosive acids), and the like. It has 2 AP on all locations, and non-magical weapons cause 1 point less damage than normal. The Iron Man attacks with its two fists; these count as hand weapons, and can wound creatures which are immune to non-magical weapons.

The Lichemaster and his Followers

Heinrich Kemmler, Liche (Level 4 Necromancer)



Kemmler's history and present condition are detailed in the introductory section of the adventure. He resembles a corpse that has been dead for just under a week – for, on one level, that is precisely what he is. He stands a little under six feet tall, and has long, filthy white hair. His body, beneath his robes, is covered with minor scars, cuts and abrasions from his years of madness.

Skills: Arcane Languages – Magick and Necromantic; Cast Spells – see below; Daemon Lore;

Identify Magical Artifact; Identify Undead; Magical Awareness; Magical Sense; Manufacture Drugs; Potions; and Scrolls; Meditation; Read/Write; Secret Language – Classical; Scroll Lore.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	4	4	23	60	1	43	89	89	71	71	-

Spells: see main text for *Magic Points*

Petty	<i>Sleep, Sounds</i>
Battle 1	<i>Fire Ball, Flight</i>
Battle 2	<i>Aura of Protection, Raze</i>
Battle 3	<i>Arrow Invulnerability</i>
Necro 1	<i>Hand of Death, Summon Skeletons</i>
Necro 2	<i>Extend Control, Summon Skeleton Minor Hero</i>
Necro 3	<i>Summon Skeleton Horde, Summon Undead Chariot*</i>
Necro 4	<i>Summon Skeleton Major Hero, Summon Undead Catapult*</i>

* These new WFRP spells, and the undead devices they summon, are fully detailed in *Appendix 3*.

Possessions: *magical sword* (Chaos weapon – S +1); *magical Robe of Mist and Smoke* (wearer may cast *Cloud of Smoke* and *Mist Cloud* once each per day at no *Magic Point* cost); *Skull Staff* (unique magical item: radiates *Total Control* and *Stop Instability* spells continuously, both with 2400-yard range; halves damage inflicted on its bearer by living opponents); spell ingredients.

Special Rules: The nature of Kemmler's bargain with the Daemon is such that he does not have all the special powers of a Liche. It has already been noted that he can only regain *Magic Points* by killing – his other powers are as follows: he creates *fear* in living creatures, but not *terror*; he can be hit by non-magical weapons, and is immune to *psychological* effects; and he has the *transfix* ability, with a range of 6 yards. He is unlikely to use this last ability in battle, since it only affects one victim at a time and prevents him fighting or casting spells.

Adolphus Zwemmer, Skeleton Major Hero, ex-Champion of Chaos

In life, Adolphus Zwemmer was the leader of the Blue-Blooded Bandits, and a powerful Chaos Champion serving Nurgle, the foul Lord of Pestilence. Although he

fell in battle against the Duc de Parravon, Zwemmer's body was spirited away and secretly buried in a mound near the Frugelhorn mountain, until Kemmler stumbled across the mound...

Zwemmer still wears the armour of a Champion of Chaos, although the helmet and left greave are missing. Apart from the symbols of Nurgle with which the armour is embellished, and the goatlike legs, Zwemmer looks much the same as any other Skeleton.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	47	4	4	13	50	3	28	28	28	28	28	-

Skills: Specialist Weapon – Two-Handed Weapons; Strike Mighty Blow.

Possessions: two-handed sword (I -10, D +2); *Chaos Armour* (2 AP, all locations except left leg and head, +10 bonus to *Magic* tests, no encumbrance).

Special Rules: Immune to *psychology* rules. Causes *fear* in living creatures. May act as a controller for Skeletons.

Bettino Taglielli and Didier Cousteau, Skeleton Minor Heroes

Taglielli was a favoured lieutenant in Zwemmer's bandit gang – mortally wounded shortly after Zwemmer's death, he was buried close to his former master. Cousteau was a Bretonian, readily recruited from a competing bandit gang which he betrayed to a bloody death at Zwemmer's hands; he died of of palsy shortly after Zwemmer's demise. Both look no different from the Skeletons they lead.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	37	4	4	9	40	2	28	28	28	28	28	-

Possessions: shield (1 AP, all locations); sword.

Special Rules: Immune to *psychology* rules. Cause *fear* in living creatures. May act as a controllers for Skeletons.

Skeletons

At the start of the adventure, these are the re-animated remains of some of the Blue-Blooded Bandits, many of whom died with Zwemmer and were buried around his earthen tomb. Later, they are reinforced by the dead of Gimbrin's Mine, the Wernicke and Kassenbrinck Farms, and Frugelhofen.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	17	3	3	5	20	1	18	18	18	18	18	-

Possessions: standard hand weapons of various types. At the start of the adventure, exactly half the Skeletons have shields (1 AP, all locations), and four have crossbows with 10 quarrels apiece (R 32/64/300, ES 4, Rld 2). New recruits to the Lichemaster's forces are equipped as they were in life.

Special Rules: Immune to *psychology* rules. Cause *fear* in living creatures. Subject to *stupidity* and *instability* unless controlled.



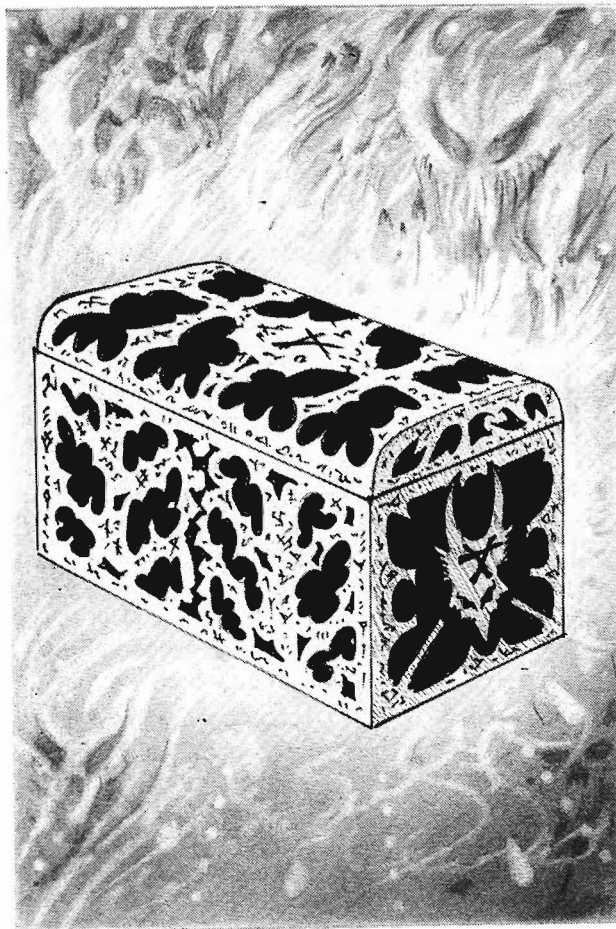
THE ARCA CHAOTIS



The *Arca Chaotis* is made of black ghostwood from the heart of a semi-sentient and malefic tree which grows in areas touched by the warping effects of Chaos. It is 24in x 18in x 12in, and bound with inscribed and pierced bands of silver and iron, decorated with many Skaven emblems including the dread sign of the Horned Rat.

The chest may only be opened with a *Seerstone*, such as are carried by Skaven Grey Seers when they seek out fresh sources of warpstone. There is no visible lock, but when a *Seerstone* is pressed into a certain design in the casket's bindings, the lid flies open.

Inside the box is a huge piece of warpstone, slightly larger than a man's head. The warping effect of its presence makes the box look larger inside than it is outside, and fills it with a swirling, sickly green mist in which glimpses of nightmare scenes, howling faces, and insane leering Daemonic visages constantly form and dissolve. The stone itself emits an eerie, almost blinding green light.



Offensive Powers

When the casket is opened, any creature who is holding it may aim it by pointing the visage of the Horned Rat at the desired target, and then will *Arca* to destroy the target. In response, the casket hurls forth a bolt of bright green lightning, which is identical in every way to that produced by the second level Battle Magic spell *Lightning Bolt*.

The *Arca Chaotis* can be used to create up to 10 *Lightning Bolts* in any one day (measured from sunrise to following sunrise). After loosing the tenth bolt in a day, the casket closes itself, and cannot be opened by any means until the following dawn.

Defensive Powers

The user of the *Arca Chaotis* gains certain temporary protections while holding it:

1. no fire-based attack can cause more than 1 *Wound*;
2. all WP tests to resist spells and other magical effects are made with a +20 bonus;
3. the user is surrounded by a thin film of green energy, which deflects physical attacks; he gains an additional 2 AP on all locations.

The *Arca Chaotis* itself is impervious to almost all forms of damage, physical or magical. Destroying it would be an adventure in itself. Even finding out how to destroy it would be an adventure in itself.

Side-Effects

Each time the *Arca Chaotis* produces a *Lightning Bolt*, there is a spillage of energy from the warpstone which powers it, and the user is affected. The damage from this energy spillage appears as progressively more severe mutations. Only Skaven Grey Seers are immune to this hazard – even another Skaven (if it could be persuaded to touch a sacred item like the *Arca*) would suffer some mutation.

The side-effects which occur on an early use of the *Arca Chaotis* are slight, cosmetic mutations for the most part. Those which take place on later usages grow steadily more unpleasant and powerful. This means that the *Arca Chaotis* should only be used with great caution, and even then its use ought to be restricted to life-or-death situations!

To determine the side effect which occurs, roll D100, and add +5 for each previous use of the box within the 24-hour period. If, for example, the *Arca Chaotis* is being used to create a *Lightning Bolt* for the fifth time in one day, then +20 (4 previous usages) is added to the D100 roll. Treat a roll of 00 as 100, regardless of modifiers.

Fel modifiers are given for some of the mutations, and not for others. Many of the mutations – especially those further down the table – are definite Marks of Chaos, and their unfortunate bearer can look forward to being hounded to death unless some cure can be found. Some are so extreme that no disguise from the prying eyes of Witch Hunters and the like is possible!

Side Effect Table

D100	<i>Arca Chaotis</i> Side Effect
01-10	Warts: grow on all exposed flesh. Fel -1D6.
11-20	Hairy Hands: thick hair grows on backs of hands. No effect on profile.
21-30	Scar: a livid scar appears on arm, face, neck or back (1D4 roll). If on face Fel -1D6 for non-warrior, Fel -1D4 for warrior.
31-40	Ear Change: ears grow larger, smaller, hair, or ear lobes disappear, as GM wishes. Very odd changes may result in loss of Fel, or gaining/losing <i>Acute Hearing</i> skill, depending on the change the GM chooses.
41-50	Webbed Skin: roll 1D6: 1-2, hands only; 3-4, feet only; 5-6, hands and feet. If hands are affected, -10 to Fel tests when hands are visible. If hands and feet affected, character may swim at full cautious movement rate.
51-60	Claws: fingernails become thick and horny, act as natural weaponry (<i>claw</i> attack). -20 to Fel tests unless concealed. Regular clipping can conceal this mutation to some extent.
61-70	Scaly skin: a patch of green scaly skin grows on back, upper legs, or upper arms (D3 roll). No effect on profile.
71-80	Skaven Teeth: front two teeth change to Skaven teeth - very long, pointed, yellow. Gives an additional <i>bite</i> attack. Will not regrow if extracted.
81-90	Hair change: roll D6: 1-2 grey, 3-4 white, 5-6 falls out completely and does not regrow (5-6). Fel may be adjusted as GM sees fit.
91-99	Snake Tongue: tongue becomes doubled in length, much thinner, and forked.
100-110	Wererat: character becomes a Werereature (see WFRP rulebook), turning into a giant rat. +20 to Fel tests with Skaven.
111	Tomb Rot: onset after 1D10 days. See WFRP rulebook.
112-120	Skaven Tail: a fine rat tail, about 4 feet long.
121	Tomb Rot: onset after 1D4 hours. See WFRP rulebook.
122-125	Albino: instant change to albino. On a D6 roll of 3-6, T -1.
126-130	Cloven Hooves: feet change to cloven hooves. New footwear will be needed, magical boots cannot be worn.
131	Tomb Rot: with immediate onset, see WFRP rulebook.
132-135	Horrific Illusion: person using box sees illusions of elemental manifestations of Chaos. This person can never use the <i>Arca Chaotis</i> again, being too afraid to do so, is blinded for 1D4+4 rounds, and gains 1D4+2 <i>Insanity Points</i> .
136	Wererat: see above.
137-140	Hunchback: this half-crippling change comes into effect at once. M -1, I -10, Fel -10.
141	Tomb Rot: with immediate onset; see WFRP rulebook.
142+	Half-Rat: the lower body of the person changes into that of a Skaven, tail and all. M becomes 5.



WARHAMMER FANTASY BATTLE

The four battles in *Return of the Lichemaster* can very easily be adapted for playing on the tabletop with *Citadel Miniatures* and *Warhammer Fantasy Battle* rules.

Forces

Forces can be taken from this adventure if you wish, or you could select new forces from *Warhammer Armies*, according to the figures you have available.

If you wish to use the forces given in this adventure, you should be able to convert the profiles with little difficulty. The Skeletons are standard Skeletons, the Dwarfs are standard Dwarfs, and in most cases the villagers can be treated as levies. Exceptional characters can be converted to WFB using the tables at the start of the *WFRP Bestiary* section, but take care – particularly in the case of experienced adventurers, *WFRP* characters can have high characteristics when converted to WFB. You may prefer to use standard hero profiles.

Several magical items are mentioned in the adventure. Most of them have direct equivalents in the *Warhammer Fantasy Battle* rules, and for the others you can either devise your own rules or replace them with standard WFB magic items.

Terrain

Maps 3, 6, 7 and 8 can be used as the basis for setting up terrain on the tabletop; the section on terrain in the WFB rulebook should help you here. You may have noticed that most of the maps are based on the card buildings from *Warhammer Townscape*. These are as follows:

Gimbrin's Mine

Tool store – 37; Bridge – 5; Hall – 15; Huts – 6, 7, 8, 29.

The mule pen can be made up out of hedge or wall units, or you can use the lengths of model ranch-style fencing which can be found in most toy and model shops. The mine entrance can be marked on the table in chalk, or can be represented by a plastic tunnel-end for a small-scale model railway.

Wernicke's Farm

The farmhouse is a combination of buildings 1, 7 and 37. The barn and dog kennel are 20 and 14 respectively.

Frugelhofen

Bridge – 5; Villagers' houses – 6, 8, 11, 15, 19, 20, 27, 28, 29; Mill House – 4 (omit the ramp and mount the wheel in its place); Mill store sheds – 7, 37; Store – 18; Stables & dairy – 34; Barn – 20; Cairn – this can be made by gluing together small pieces of gravel, or you can mark it on the table in some other way.

La Maisontaal

The map of La Maisontaal is not based on *Warhammer Townscape*; however, a very satisfactory tabletop layout for the monastery can be put together as follows:

Main building – use the work shed (34) for the stem of the 'T', with the jail (32) as the crosspiece. Place the temple (31) at one end to produce a rough facsimile of Map 4. Crypt entrance – 17; Stables & Barn – 20. The village outside the monastery can be made up of the same buildings as used for Frugelhofen.

The Lichemaster Campaign

The four battles in this *WFRP* adventure can be played as a four-part *Warhammer Fantasy Battle* campaign, if you wish. This can be done simply as follows:

Gimbrin's Mine and Wernicke's Farm: forces as agreed by both players.

Frugelhofen: Human player gains survivors from mine and farm, undead player gains a number of normal Skeletons equal to the Human and Dwarf casualties at the mine and farm (hand weapon, no armour), and can re-use all Skeletons destroyed in both battles.

La Maisontaal: Human player gains survivors from Frugelhofen, undead player gains a number of normal Skeletons equal to the defenders' casualties at Frugelhofen (hand weapon, no armour), and can re-use all Skeletons destroyed at Frugelhofen.



MONK CAREERS

The monastery of La Maisontaal is typical of many secluded religious communities throughout the Old World. While monastic life is not really compatible with adventuring, a monastery can offer a great deal to adventurers and GMs. Here are a few notes, ideas and suggestions.

THE COMMUNITY

A monastery is a complete and self-contained community, which supplies all or most of its own needs. All the monks have their own function within the community, and can be treated as following a career at the same time as being a monk. Thus, Jean-Louis Dintrans is described as a Monk/Scholar in the Profiles section, and Pierre Habermas is a Monk/Cleric.

Monasteries are generally (but not always) made up entirely of one gender; the only real difference between a monastery and a convent is that one is full of men and the other is full of women. Mixed monasteries are not unknown in the Old World, but not in cults whose priesthoods require celibacy.

Careers

Not all monks are Clerics. In fact, very few of them are, although all have the opportunity to train as Clerics.

On entering a monastery, each new monk – or novice – must follow and complete the career of Initiate. On completing this career, the monk becomes a full member of the order, and is allotted a role in the community by the head of the monastery, in consultation with the monk concerned. Monks may be found following any of the following careers:

Basic Careers

Alchemist's Apprentice; Artisan's Apprentice; Game-keeper; Herbalist; Herdsman (but see *Lay Brethren* below); Hunter; Labourer; Pharmacist; Physician's Student; Rat Catcher; Scribe; Seer; Servant; Student; Trapper; Wizard's Apprentice; Woodsman.

Advanced Careers

Alchemist; Artisan; Cleric; Lawyer; Physician; Scholar; Wizard.

When deciding which careers are to be found in a monastery, you should take into account the size of the community (smaller monasteries may not be able to spare the manpower for researches into magic or medicine), and the nature and preferences of the patron deity. You will probably want to adjust this list for every monastery you design. Some might be dedicated to healing or learning, for example, while others might be the headquarters of a martial order – in which case most of the monks will be warriors of some kind or another!

Remember, also, that every member of an order must contribute to the overall good of the monastery in some positive way through the career he is following. If there is an Alchemist or a Wizard in a monastery, it is because his presence there benefits the monastery as a whole in some way – he will have duties and responsibilities to the order in keeping with his talents.

Lay Brethren

Monasteries generally come into existence because a noble grants a piece of land to a religious order – often in return for political support, prayers, or some other benefit. The lay brethren are peasants who are attached to the order, but are not monks. They live outside the monastery in an otherwise fairly typical rural village, and work the land which the monastery owns. From this they supply the monks with food as well as supporting themselves.

TRAINING

As we've already said, the monastic life is somewhat at odds with a career as an adventurer, but a monastery can be a good place to learn new skills and prepare for new careers.

A follower of the same deity as the monks will generally be allowed to stay in the monastery to learn and train. He will be expected to live the same rigorous life as the monks, and although no formal charge is made for the training, board and lodging, the character is expected to pull his weight, working for his keep and/or making a cash donation at the end of the training period. The actual training process should follow the rules laid down in *The Restless Dead*.

In exceptional circumstances, a follower of a friendly deity may be allowed to train in a monastery at the discretion of the monastery's head. In this case, the character may not train as an Initiate or Cleric, or take part in services – unless he wants to transfer his allegiance to the monastery's patron deity.

CONNECTIONS

Social Contacts

Monasteries are usually well-connected, and the head of a monastic order can have the same social status as a minor noble. There are some types of adventure when having the ear of such an influential character can be very useful to an adventurer. The friendship of a high-ranking monk might well lead to useful connections in the local nobility, and perhaps even further.

It is a common practice in many parts of the Old World for the children of noble families to receive part of their education in a monastery – while the monasteries of Verena are the most popular for education, they don't have a monopoly by any means – and an aged monk might have a bewildering set of connections to rich and powerful ex-pupils.

Adventure Links

If a group of adventurers have close connections with a monastery, then you can use the monks any time you like to lead into new adventures. The adventurers might be called upon to repay old favours, or lured by the promise of further training in payment, or simply asked to help out of duty to the order and deity concerned.

The 'visitor' link has been mentioned a couple of times in this adventure. An important person needs bodyguards to escort him/her to or from the monastery – this link can take the PCs literally anywhere you like, if you need to get them from one place to another.

Then there is the problem. The monks need help with something; they do not possess the necessary skills to resolve the problem, but one or more of the PCs do. This is really where Return of the Lichemaster starts.

Finally, there is the coincidence. The PCs are at the monastery for some totally different reason when something happens which plunges them into a fresh adventure. This can be anything you like – traces of a Chaos cult within the monastery, encroaching monsters, political machinations, stolen valuables, or any of a dozen other things. Many people pass through the monasteries of the Old World for one reason and another, and they are as good a place as any backstreet tavern to get adventurers together with key NPCs at the start of a new adventure.

NEW NECROMANTIC MAGIC

This adventure features two new necromantic devices – the undead catapult and the undead chariot – and the spells which summon them. The new spells are very rare, and are not part of the normal necromantic repertoire. They can only be learned from the most obscure of forbidden tomes, or – as in Kemmler’s case – from a co-operative Daemon with an interest in necromancy. To reflect this, they will never be found in randomly-generated scroll or grimoires; if you use them in your own adventures, you have to put them in on purpose, and for a reason.

THE SPELLS

Summon Undead Catapult

Spell Level: 3
Magic Points: 16
Range: not applicable
Duration: until dawn the following day
Ingredients: the dead bodies or skeletons of 8 creatures man-size or larger, including at least two horses; three swords; optionally, a number of skulls.

This spell summons an undead stone-throwing engine, complete with a crew of three Skeletons armed with swords. The spell magically assembles and animates the ingredients into the catapult and its crew.

If extra skulls are added to the ingredients, each one becomes an enchanted shot, as described below. Otherwise, the catapult may fire rocks like a normal stone thrower.

Summon Undead Chariot

Spell Level: 4
Magic Points: 24
Range: not applicable
Duration: until dawn the following day
Ingredients: the dead bodies or skeletons of 12 creatures man-size or larger, including at least two horses; one whip.

This spell summons an undead chariot, complete with skeletal horses and charioteer. Like *Summon Undead Catapult*, this spell causes the ingredients to assemble themselves into the form of a chariot. For a further 4 MPs, the chariot may be equipped with wheel-blades.

THE DEVICES

Undead Catapult

The undead catapult is a product of Kemmler’s evil magic; a small stone-throwing engine made of fused and twisted bone and strung with sinew. It has a crew of three Skeletons artillerymen, each with *Specialist Weapon – Stone Thrower* skill.

If enchanted skulls are provided (see *Summon Undead Catapult* above), they are able to wound creatures which are immune to non-magical weapons. They also scream in flight, causing fear in living creatures within 10 yards of their point of impact.

The artillerymen have the profiles of normal Skeletons, and are armed with swords. Three crewmen can move the catapult up

to 6 yards per round; two can move it 4 yards per round, and one cannot move it at all.

In this adventure, the catapult’s fire is predetermined. In other circumstances, the procedure is as follows:

1. Select target – min range 24 yards, max range 96 yards. The target must be straight ahead of the stone thrower; turning the machine takes 1 round per 45°.
2. Roll to hit, using the BS of a crew member with *Specialist Weapon – Stone Thrower* skill. Use the highest score if there is more than one skilled crew member. Stone throwers may not be used at all by characters without the requisite skill.
3. Determine point of impact. If the roll to hit succeeds, the missile hits the target. If not, it deviates 2D6 yards in a random direction (roll a D12 for direction, using a clock-face template and treating 12 as straight ahead).
4. Determine damage. Every creature within 2 yards of the point of impact takes D3 Strength 5 hits.

Undead Chariot

Like the undead catapult, the undead chariot is formed completely out of fused and twisted bone. It is pulled by two skeletal horses, and comes with an undead charioteer. There is room for one passenger.

The chariot moves with M 6; its wheels do not actually touch the ground, so there are no modifiers for terrain. Water, walls and similar obstacles block movement as normal. It has T 6, D 19, and can be damaged by non-magical weapons.

The undead chariot can be used to run victims down; it is 5 feet wide (9 feet if it is fitted with wheel scythes), and causes a single S 4 hit on anyone in the way who fails an I test (*Flee!* +10, *Dodge Blow* +10).

The chariot is subject to *instability*, and it is treated as a single unit comprising chariot, horses and charioteer. It causes *fear* in living creatures it charges. The undead charioteer is treated as having *Drive Cart* skill, and acts as a controller for the horses; he may not control other nearby undead.

Missile fire from the moving chariot suffers a -10 penalty to BS; spellcasting from the moving chariot imposes a -10 *Initiative* penalty.

The undead horses pulling the chariot have the following profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
8	17	0	3	3	7	20	1	0	18	18	18	18	-

They may make a stomp attack against any creature who is directly in front of the chariot; this is normally done in addition to running the victim down.



RUTGER WEISS, BOUNTY HUNTER



"You don't want to hear my life story. I certainly don't want to hear yours. Now are you going after this job, or not?"

Rutger is tall, lean and rangy, with a narrow, hawk-like face, shaved head, long moustaches and piercing green eyes. He speaks little and quietly, and is quiet, unobtrusive and

secretive by nature.

Born 22 years ago into the very lowest level of society in Nuln, and quickly decided that the road was preferable to the gutter. Early in his travels, he met up with Gudrun Armbrust, a Bounty Hunter who adopted the young Rutger as a kind of mascot. Rutger

grew up cleaning her weaponry and armour, looking after her horse, and gradually learning her work. As he grew older and more skilled, the two became a team, and Rutger began to buy armour and equipment with his share of their earnings. He even managed to save some money with Bernhard Scruger, a pawnbroker in Altdorf.

A few weeks ago, a job in Wissenburg went disastrously wrong. Gudrun was killed, and Rutger barely escaped with his life. He put as much space as possible between himself and Wissenburg, crossing the mountains by a remote and little-used series of passes. In an attempt to disguise himself, he has shaved his head and grown long moustaches – with his narrow face and piercing eyes, this gives him an intimidating, almost Ungol appearance.

Fate Points: 2

Alignment: Neutral

Religion: Taal (not devout)

'DOKTOR' JOHANNES STUMMELPFENNIG, PHYSICIAN'S STUDENT



"Look. I've got the skills, I've got the experience, the only thing I haven't got is a certificate. And what good's a piece of paper when you've got a hole that wants patching? I mean, the University of Nuln has one of the best medical schools in the Empire, and I went to all the courses – damn nearly finished most of 'em, too. You say

what you like – one day you'll be glad I'm around."

Johannes is tall, slim and possessed of boyish good looks which make him look much younger than his twenty-five years. He

favours loose-fitting, baggy clothes and a long scarf, which make him look even younger. His hair and eyes are both dark brown. He is very curious, and likes the idea of adventure, but he is very prone to catching cold, and is almost always sniffing.

Johannes was born to a middle-class provincial family in Naffdorf. A quick learner at school, he was awarded a Von Liebewitz Medical Scholarship to the University at Nuln. Things took a rapid downturn when some shady acquaintances tried to sell him the body of his own pathology Professor, who had been in robust good health only hours before. Complication piled upon complication, leading to the abrupt cessation of Johannes' medical studies and a swift exit on his part.

Fate Points: 2

Alignment: Neutral

Religion: Shallya (not devout)

Starter Profile	Notes
<p>M WS BS S T W I A Dex Ld Int Cl WP Fel 5 33 30 3 5* 6 31 1 31 32 37 38 30 33</p> <p>Advance Scheme</p> <p>M WS BS S T W I A Dex Ld Int Cl WP Fel +10+10 +1 +2+10+</p> <p>† Advance taken.</p> <p>Current Profile</p> <p>M WS BS S T W I A Dex Ld Int Cl WP Fel 5 43 30 3 5 6 41 1 31 32 37 38 30 33</p> <p>Skills</p> <p>Follow Trail; Marksmanship – bow; Silent Move Rural; Silent Move Urban; Sixth Sense; Specialist Weapon – Lasso; Specialist Weapon – Net; Strike Mighty Blow; Very Resilient*</p> <p>Possessions</p> <p>Mail shirt and shield (2 AP body, 1 AP elsewhere); sword; dagger; normal bow, 10 arrows; purse with 15 GC; pawnbroker’s ticket from Scruger’s in Altdorf, value 75 GC.</p>	

Starter profile	Notes
<p>M WS BS S T W I A Dex Ld Int Cl WP Fel 4 31 32 3 4 5 47* 1 38 24 37 29 35 34</p> <p>Advance scheme</p> <p>M WS BS S T W I A Dex Ld Int Cl WP Fel +1+10+ +10+10</p> <p>† Advance taken.</p> <p>Current profile</p> <p>M WS BS S T W I A Dex Ld Int Cl WP Fel 4 31 32 3 4 6 57 1 38 24 37 29 35 34</p> <p>Skills</p> <p>Cure Disease; Flee!; Lightning Reflexes*; Luck; Manufacture Drugs; Read/Write; Scroll Lore; Secret Language – Classical.</p> <p>Possessions</p> <p>Staff; dagger; large bag with medical instruments and jar of leeches; baggy coat; large scarf; small lantern; 10 assorted handkerchiefs; purse with 10 GC, 18/-.</p>	

CLAUDIA SCHON, BAWD



"My story's nothing special. I grew up in the orphanage at Quenelles; I didn't much like it, so I busted out and I've been getting by the best I can ever since. Lately I decided I didn't much like Quenelles, so I'm out looking for somewhere with a better class of people."

Claudia Schon is of medium height and build, with black hair, an olive complexion and brown-green eyes. She is very easy to underestimate physically, and very slow to forgive those who do so. She has a fiery temper, and doesn't suffer fools gladly at all – particularly male fools. And she has a devastating right knee. When she can rein in her impatience, however, she has a generous

and kindly nature, particularly where orphans and other disadvantaged people are concerned. She rails endlessly against people in general and men in particular, but deep down she is looking for friends she can trust.

The large orphanage of the Sisters of Shallya at Quenelles was never going to hold a rough-and-tumble tomboy like Claudia. She hit the streets at an early age, and quickly learned what she needed to survive. She's certainly able to look after herself, and can deal with an opponent several times her own size – as, at times, she's had to. Unfortunately, some people have other ways of hitting back – methods against which she is helpless. She had to leave Quenelles in a hurry after straightening out a misunderstanding with a minor noble in her usual abrupt manner.

Fate Points: 3

Alignment: Neutral

Religion: Shallya (not devout)

FIAREL LEAFMANTLE, PROTAGONIST



"You could say I'm broadening my education – University of Life, as I think you Humans sometimes say. Travelling her and there and meeting interesting people. Plus there's the challenge of scraping by – it suits me very well for the time being. Ah – excuse me for a moment, won't you? The gentleman

in the corner seems to object to the shape of my ears. I'll buy us all a drink when I get back."

Fiarel is tall, and well-built for an Elf, with white hair and blue-green eyes. He is softly spoken, with a lighthearted and pleasant nature which seems somewhat at odds with his profession. When he fights, however, he fights to win – there is no blow too foul, no

tactic too low, provided it works.

Now in middle adolescence for an Elf, Fiarel decided to leave his native Loren forest and see the world outside. He had no clear idea of how he was going to get by, until someone in a tavern made a derogatory comment about Elves. After a brief but lively discussion outside, Fiarel found that unconscious Humans can be a reasonable source of income. He briefly considered a life as a Footpad, but the Protagonist career appeals to his sense of natural justice – if he waits for a racist comment and then deals with the person who made it, then honour is satisfied as well as material need. Besides, being insulted by Humans is so amusing – rather like watching a blind man trying to hit a target with a longbow.

Fate Points: 2

Alignment: Good (neutral tendencies)

Religion: Liadriel (not devout)

Starter profile

Notes

M WS BS S T W I A Dex Ld Int Cl WP Fel
5 29 37 4 4 5 30 1 37 23 32 28 28 39

Advance scheme

M WS BS S T W I A Dex Ld Int Cl WP Fel
+10+10 +2+10

† Advance taken.

Current profile

M WS BS S T W I A Dex Ld Int Cl WP Fel
5 39 37 4 4 6 30 1 37 23 32 28 28 39

Skills

Blather; Bribery; Dodge Blow; Secret Language – Thieves' Tongue; Street Fighting.

Possessions

Leather jack (0/1 AP, body/arms; sword; dagger; sling and bag of 20 bullets; backpack; blanket; pot, kettle and cutlery; pack of cards; tinderbox; 12 candles; lantern; money belt with 20 GC (worn inside clothing).

Starter profile

Notes

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 39 34 5* 4 6 59 1 42 36 48 51 38 46

Advance scheme

M WS BS S T W I A Dex Ld Int Cl WP Fel
+10+ +1 +2+10+1+ +20

† Advance taken.

Current profile

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 49 34 5 4 6 59 2 42 36 48 51 38 46

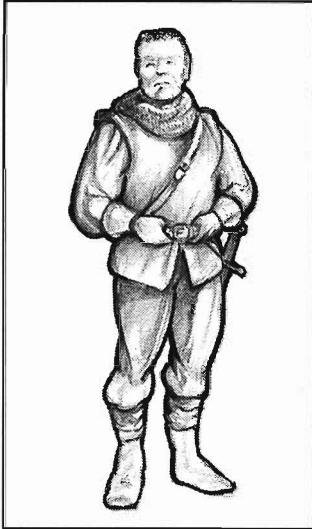
Skills

Disarm; Dodge Blow; Excellent Vision; Read/Write – Eltharin and Old Worlder; Ride Horse; Sing; Speak Additional Language – Old Worlder; Street Fighting; Strike Mighty Blow; Strike to Injure; Strike to Stun; Very Strong*

Possessions

Helmet, sleeved mail shirt and shield (2 AP head/body/arms, 1 AP legs); sword; dagger; elf bow; quiver of 10 arrows; hooded cloak; saddlebags with tankard, cutlery, tinderbox and blanket; riding horse with saddle and bridle; pruse with 14 GC.

SERGE ROCARDIN, BODYGUARD



"I come from a little place just outside Couronne. But you won't ever have heard of it. Had a farm there. Look, don't take offence, but I'd really prefer not to talk about it. How about yourself?"

Serge is of medium height and medium to stocky build, with grey eyes and black hair speckled with

grey. He has a strong rural Bretonnian accent. Serge appears friendly, outgoing and interested in other people – this is because he'd rather listen to other people's stories than have to remember his own. He can be moody, and is prone to long silent periods, but most of the time he can suppress his painful memories. Serge is a clear thinker and

a plain speaker, and is very good at providing answers to problems – in a way he welcomes problems, because they give him something to concentrate on.

Born of peasant stock in the village of Marguilles near Couronne, Serge spent his early life on the family farm. At the age of seventeen he married Anne-Marie Doreaux, a local lovely, and their first son was born the following year. Serge found extra work as a bodyguard for travellers passing through the area, but then disaster struck. He came back from escorting a group of pilgrims to the temple of Shallya, to find that his farm and family had been wiped out by a group of bandits. He has nothing left but revenge, and nothing to lose.

Fate Points: 4

Alignment: Neutral

Religion: Old Faith

SIKARIEL GOLDWOOD, WIZARD'S APPRENTICE



"They said travel would broaden my mind, but I'm not so sure. The more I see of the rest of the world, the more I think it would be good to get safely back to Loren. Still, I'm learning things all right – I've seen some things I just wouldn't have believed before I left home!"

Sikariel is of medium height and slim build, with light-gold hair and violet eyes. She is very fond of silver jewellery, and has a tendency to act the great lady among Humans – she comes from an Elven family of moderately high standing in the Loren forest, and this works together with her natural Elven sense of superiority. Most of the time, Sikariel is a nervous, self-

conscious adolescent, but she is an acute observer and can evaluate suggestions and plans very quickly.

Sikariel showed an aptitude for magic at an early age, and was apprenticed to an Elven Wizard in the Loren forest. It was he who suggested that she should explore the outside world a little, gaining experience and insight before returning to complete her training. She has a quick and penetrating mind, and is eager to learn; her lack of experience shows sometimes, but she seldom if ever repeats a mistake. She is careful of her own safety, but experience is slowly making her bolder and more adventurous.

Fate Points: 2

Alignment: Good

Religion: Liadriel

Starter profile

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 35 33 4* 3 6 31 1 32 39 40 36 31 29

Notes

Advance scheme

M WS BS S T W I A Dex Ld Int Cl WP Fel
+20 +1 +2+10+1+

† Advance taken.

Current profile

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 35 33 4 3 6 41 2 32 39 40 36 31 29

Skills

Acute Hearing; Disarm; Dodge Blow; Drive Cart; Excellent Vision; Scale Sheer Surface; Specialist Weapon – Fist Weapon; Street Fighting; Strike Mighty Blow; Strike to Stun; Very Strong*.

Possessions

Leather jack, mail coif and shield (2 AP head/body/arms, 1 AP legs); sword; dagger; knuckledusters; backpack with 2 blankets, 2-pint leather canteen, billy cans and cutlery; 4 GC 15/- wrapped in handkerchief inside shirt.

Starter profile

M WS BS S T W I A Dex Ld Int Cl WP Fel
5 31 34 2 4 6 58 1 50 40 56 48 45 40

Possessions

Dagger; left-hand dagger; sling and 20 stones; sling bag with spell components (6 castings of each spell); saddlebags with blanket, billy cans, cutlery and writing equipment; purse with 25 GC; pony.

Advance scheme

M WS BS S T W I A Dex Ld Int Cl WP Fel
+1† +10 +10+10† +10

Notes

† Advance taken.

Current profile

M WS BS S T W I A Dex Ld Int Cl WP Fel
5 31 34 2 4 7 58 1 50 50 66 48 45 40

Skills

Arcane Language – Magick; Ambidextrous; Cast Spells – Petty Magic; Dance; Excellent Vision; Read/Write – Classical, Eltharin, Old Worlder; Ride Horse; Scroll Lore; Secret Language – Classical; Speak Additional Language – Old Worlder.

Spells

7 Magic Points

Petty Magic *Sleep, Zone of Silence*

ADVENTURE LOG

ADVENTURE NOTES
In Search of Famous Dead
The Lichemaster Strikes
Carnage at Frugelhofen
Secrets in the Crypt
Death Shall Not Have Them

FRIENDS MADE
Alain Gascoigne
Shalyir Moonhand
Albi Schutz
Cecil de Vere Cholmondely
Gimbrin Finehelm
Bardak Barantan

PC HEROISM CHART		
EVENT	SCORE	RUNNING TOTAL
Gimbrin's Mine	<input type="checkbox"/>	<input type="checkbox"/>
Wernicke's Farm	<input type="checkbox"/>	<input type="checkbox"/>
Frugelhofen (Death from the Dark)	<input type="checkbox"/>	<input type="checkbox"/>
Battle of Frugelhofen	<input type="checkbox"/>	<input type="checkbox"/>

CRYPT TIMEKEEPING CHART	
LOCATION	TIME
First Hidden Door	<input type="checkbox"/>
Snake Pit	<input type="checkbox"/>
Sewers	<input type="checkbox"/>
Second Hidden Door	<input type="checkbox"/>
Gas Trap	<input type="checkbox"/>
Second Pit Trap	<input type="checkbox"/>
Searching Desk	<input type="checkbox"/>
Total Time	<input type="checkbox"/>



THEY ROBBED YOU, HEINRICH KIMMLER. YOUR ENEMIES TRIED TO DESTROY YOU. I KNOW YOUR PAIN, HEINRICH KIMMLER. I CAN MAKE YOU STRONG AGAIN, HEINRICH KIMMLER. I CAN GIVE YOU YOUR

VENGEANCE. DO YOU WISH IT?

"Who - what - are you?"

I AM THE MEANS OF YOUR VENGEANCE, HEINRICH KIMMLER. I AM YOUR GREATEST DESIRE. YOU

WANT TO BE STRONG, DO YOU NOT? YOU WANT TO BE AVENGED?

"YES!"

THEN I SHALL TELL YOU WHAT YOU MUST DO.

FRUGELHOFEN BATTLE ROSTER

Non-Combatants	Injured	Dead	Dwarfs	Injured	Dead
Veronique Gascoigne	<input type="checkbox"/>	<input type="checkbox"/>	Bardak Barantan	<input type="checkbox"/>	<input type="checkbox"/>
Fleur Giscard	<input type="checkbox"/>	<input type="checkbox"/>	Dwarf 1	<input type="checkbox"/>	<input type="checkbox"/>
Diehl Krautheim	<input type="checkbox"/>	<input type="checkbox"/>	Dwarf 2	<input type="checkbox"/>	<input type="checkbox"/>
Werner Krautheim	<input type="checkbox"/>	<input type="checkbox"/>	Dwarf 3	<input type="checkbox"/>	<input type="checkbox"/>
Wolf Krautheim	<input type="checkbox"/>	<input type="checkbox"/>	Dwarf 4	<input type="checkbox"/>	<input type="checkbox"/>
Non-Combatant Battle Strength		Zero	Dwarf 5	<input type="checkbox"/>	<input type="checkbox"/>

Weak Fighters	Injured	Dead
Lola Brioche	<input type="checkbox"/>	<input type="checkbox"/>
Nana Brioche	<input type="checkbox"/>	<input type="checkbox"/>
Marie-Louise Butterfoot	<input type="checkbox"/>	<input type="checkbox"/>
Alphonse Giscard	<input type="checkbox"/>	<input type="checkbox"/>
Mimi Giscard	<input type="checkbox"/>	<input type="checkbox"/>
Gilda Heymann	<input type="checkbox"/>	<input type="checkbox"/>
Gretchen Krautheim	<input type="checkbox"/>	<input type="checkbox"/>
Hedwig Krautheim	<input type="checkbox"/>	<input type="checkbox"/>
Leopold Krautheim	<input type="checkbox"/>	<input type="checkbox"/>
Tilda Krautheim	<input type="checkbox"/>	<input type="checkbox"/>
Chantal Lagisquet	<input type="checkbox"/>	<input type="checkbox"/>
Guillaume Lagisquet	<input type="checkbox"/>	<input type="checkbox"/>
Reinwald Lutter	<input type="checkbox"/>	<input type="checkbox"/>
Brigitte Wernicke	<input type="checkbox"/>	<input type="checkbox"/>
Hedwig Wernicke	<input type="checkbox"/>	<input type="checkbox"/>
Heidi Wernicke	<input type="checkbox"/>	<input type="checkbox"/>
Gunther Wernicke	<input type="checkbox"/>	<input type="checkbox"/>

Total (living and uninjured) _____
 Injured Weak Fighters are Non-combatants, and have a Strength of zero.

Weak Fighters' Battle Strength (Total x1) _____

Standard Fighters	Injured	Dead
Hector Brioche	<input type="checkbox"/>	<input type="checkbox"/>
Simone Brioche	<input type="checkbox"/>	<input type="checkbox"/>
Kastor Heymann	<input type="checkbox"/>	<input type="checkbox"/>
Anton Krautheim	<input type="checkbox"/>	<input type="checkbox"/>
Andreas Lauterbach	<input type="checkbox"/>	<input type="checkbox"/>
Gottlieb Lauterbach	<input type="checkbox"/>	<input type="checkbox"/>
Katrina Le Roux	<input type="checkbox"/>	<input type="checkbox"/>
Dominique Manceaux	<input type="checkbox"/>	<input type="checkbox"/>
Etelka Papin	<input type="checkbox"/>	<input type="checkbox"/>
Gilles Papin	<input type="checkbox"/>	<input type="checkbox"/>
Hugo Wernicke	<input type="checkbox"/>	<input type="checkbox"/>
Mathilde Wernicke	<input type="checkbox"/>	<input type="checkbox"/>
Fleck the War Dog	<input type="checkbox"/>	<input type="checkbox"/>

Total (living and uninjured) _____
 Injured Standard Fighters are Weak Fighters, and have a Strength of 1.
 Standard Fighters' Battle Strength
 (Total x2 plus 1 for each injured) _____

Dwarf 6	<input type="checkbox"/>	<input type="checkbox"/>
Dwarf 7	<input type="checkbox"/>	<input type="checkbox"/>
Dwarf 8	<input type="checkbox"/>	<input type="checkbox"/>
Dwarf 9	<input type="checkbox"/>	<input type="checkbox"/>
Dwarf 10	<input type="checkbox"/>	<input type="checkbox"/>
Dwarf 11	<input type="checkbox"/>	<input type="checkbox"/>
Dwarf 12	<input type="checkbox"/>	<input type="checkbox"/>
Dwarf 13	<input type="checkbox"/>	<input type="checkbox"/>
Dwarf 14	<input type="checkbox"/>	<input type="checkbox"/>
Total (living and uninjured)		_____

Injured Dwarfs are Weak Fighters, and have a Battle Strength of 1 each.
 Dwarfs' Battle Strength
 (Total x3 plus 1 for each injured) _____

Superior Fighters	Injured	Dead
Cecil Cholmondeley* (4/1)	<input type="checkbox"/>	<input type="checkbox"/>
Alain Gascoigne (4)	<input type="checkbox"/>	<input type="checkbox"/>
Gimbrin Finehelm (6)	<input type="checkbox"/>	<input type="checkbox"/>
Shalyir Moonhand (15)	<input type="checkbox"/>	<input type="checkbox"/>
Albi Schutz (4)	<input type="checkbox"/>	<input type="checkbox"/>
Emmerich Wernicke (4)	<input type="checkbox"/>	<input type="checkbox"/>

* 4 only if he has his magical dagger; otherwise, Battle Strength 1.
 Injured Superior Fighters are Weak Fighters, and are Strength 2 each.
 Superior Fighters' Battle Strength
 (Individual Totals plus 2 for each injured) _____

Total of all Fighters = Initial Battle Strength _____

'Morale' Factors

Total PC Heroism Score x 3 _____
 Taken from Adventure Log.

Leadership of active, leading PC _____

Preparation

0 if unprepared
 10 if partially prepared
 20 if fully prepared _____

Morale Factors Total _____

Initial Battle Strength plus Morale Total _____

BUT

-10 for each PC already killed _____

Grand Total _____

LA MAISONTAAL BATTLE ROSTER

75% of all NPCs injured at Frugelhofen (round up) recover before this battle. Recovered NPCs regain their full fighting status.

Non-Combatants	Injured	Dead	Dwarfs	Injured	Dead
Veronique Gascoigne	<input type="checkbox"/>	<input type="checkbox"/>	Bardak Barantan	<input type="checkbox"/>	<input type="checkbox"/>
Fleur Giscard	<input type="checkbox"/>	<input type="checkbox"/>	Dwarf 1	<input type="checkbox"/>	<input type="checkbox"/>
Diehl Krautheim	<input type="checkbox"/>	<input type="checkbox"/>	Dwarf 2	<input type="checkbox"/>	<input type="checkbox"/>
Werner Krautheim	<input type="checkbox"/>	<input type="checkbox"/>	Dwarf 3	<input type="checkbox"/>	<input type="checkbox"/>
Wolf Krautheim	<input type="checkbox"/>	<input type="checkbox"/>	Dwarf 4	<input type="checkbox"/>	<input type="checkbox"/>
+10 La Maisontaal Peasants			Dwarf 5	<input type="checkbox"/>	<input type="checkbox"/>
Non-Combatant Battle Strength		Zero	Dwarf 6	<input type="checkbox"/>	<input type="checkbox"/>

Weak Fighters	Injured	Dead
Lola Brioche	<input type="checkbox"/>	<input type="checkbox"/>
Nana Brioche	<input type="checkbox"/>	<input type="checkbox"/>
Marie-Louise Butterfoot	<input type="checkbox"/>	<input type="checkbox"/>
Alphonse Giscard	<input type="checkbox"/>	<input type="checkbox"/>
Mimi Giscard	<input type="checkbox"/>	<input type="checkbox"/>
Padre Pierre Habermas	<input type="checkbox"/>	<input type="checkbox"/>
Gilda Heymann	<input type="checkbox"/>	<input type="checkbox"/>
Gretchen Krautheim	<input type="checkbox"/>	<input type="checkbox"/>
Hedwig Krautheim	<input type="checkbox"/>	<input type="checkbox"/>
Leopold Krautheim	<input type="checkbox"/>	<input type="checkbox"/>
Tilda Krautheim	<input type="checkbox"/>	<input type="checkbox"/>
Chantal Lagisquet	<input type="checkbox"/>	<input type="checkbox"/>
Guillaume Lagisquet	<input type="checkbox"/>	<input type="checkbox"/>
Reinwald Lutter	<input type="checkbox"/>	<input type="checkbox"/>
Brigitte Wernicke	<input type="checkbox"/>	<input type="checkbox"/>
Hedwig Wernicke	<input type="checkbox"/>	<input type="checkbox"/>
Heidi Wernicke	<input type="checkbox"/>	<input type="checkbox"/>
Gunther Wernicke	<input type="checkbox"/>	<input type="checkbox"/>

Total (living and uninjured) _____
 Injured Weak Fighters are Non-combatants, and have a Strength of zero.
 +30 La Maisontaal Peasants
 Battle Strength (30+Total x1) _____

Standard Fighters	Injured	Dead
Hector Brioche	<input type="checkbox"/>	<input type="checkbox"/>
Simone Brioche	<input type="checkbox"/>	<input type="checkbox"/>
Kastor Heymann	<input type="checkbox"/>	<input type="checkbox"/>
Anton Krautheim	<input type="checkbox"/>	<input type="checkbox"/>
Andreas Lauterbach	<input type="checkbox"/>	<input type="checkbox"/>
Gottlieb Lauterbach	<input type="checkbox"/>	<input type="checkbox"/>
Katrina Le Roux	<input type="checkbox"/>	<input type="checkbox"/>
Dominique Manceaux	<input type="checkbox"/>	<input type="checkbox"/>
Etelka Papin	<input type="checkbox"/>	<input type="checkbox"/>
Gilles Papin	<input type="checkbox"/>	<input type="checkbox"/>
Hugo Wernicke	<input type="checkbox"/>	<input type="checkbox"/>
Mathilde Wernicke	<input type="checkbox"/>	<input type="checkbox"/>
Fleck the War Dog	<input type="checkbox"/>	<input type="checkbox"/>

Total (living and uninjured) _____
 Injured Standard Fighters are Weak Fighters, and have a Strength of 1.
 +26 La Maisontaal Monks
 Standard Fighters' Battle Strength
 (52 plus Total x2 plus 1 for each injured) _____

Dwarf 7	<input type="checkbox"/>	<input type="checkbox"/>
Dwarf 8	<input type="checkbox"/>	<input type="checkbox"/>
Dwarf 9	<input type="checkbox"/>	<input type="checkbox"/>
Dwarf 10	<input type="checkbox"/>	<input type="checkbox"/>
Dwarf 11	<input type="checkbox"/>	<input type="checkbox"/>
Dwarf 12	<input type="checkbox"/>	<input type="checkbox"/>
Dwarf 13	<input type="checkbox"/>	<input type="checkbox"/>
Dwarf 14	<input type="checkbox"/>	<input type="checkbox"/>
Total (living and uninjured)		_____
Injured Dwarfs are Weak Fighters, and have a Battle Strength of 1 each.		
Dwarfs' Battle Strength		
(Total x3 plus 1 for each injured) _____		

Superior Fighters	Injured	Dead
Cecil Cholmondeley* (4/1)	<input type="checkbox"/>	<input type="checkbox"/>
* 4 only if he has his magical dagger; otherwise, Battle Strength 1.		
Jean-Louis Dintrans (6)	<input type="checkbox"/>	<input type="checkbox"/>
Alain Gascoigne (4)	<input type="checkbox"/>	<input type="checkbox"/>
Gimbrin Finehelm (6)	<input type="checkbox"/>	<input type="checkbox"/>
Shalyir Moonhand (15)	<input type="checkbox"/>	<input type="checkbox"/>
Albi Schutz (4)	<input type="checkbox"/>	<input type="checkbox"/>
Emmerich Wernicke (4)	<input type="checkbox"/>	<input type="checkbox"/>
Injured Superior Fighters are Weak Fighters, and are Strength 2 each.		
Superior Fighters' Battle Strength		
(Individual Totals plus 2 for each injured) _____		

Total of all Fighters = Initial Battle Strength _____

'Morale' Factors

Total PC Heroism Score x 3 _____
 Taken from Adventure Log.
 Leadership of active, leading PC _____

Morale Factors Total _____

Initial Battle Strength plus Morale Total _____
BUT
 -10 for each PC already killed _____

Grand Total _____

GAZETTEER FOR RETURN OF THE LICHEMASTER

SETTLEMENT	SIZE	RULER	POP.	WEALTH	SOURCE OF WEALTH	GARRISON/ MILITIA	NOTES
Chambonnay	V	Duc de Parravon	120	3	agriculture, trade	-/35c	Champignon Chambonnay ("cham-cham"), species of mushroom noted by gourmets
Clemenceau	V	Duc de Parravon	75	2	herding, trapping	-/25b	
Emillion	V	Duc de Parravon	66	2	agriculture	-/20c	
Frugelhofen	V	none	30	2	agriculture		See adventure text
Grunère	V	Duc de Parravon	173	3	agriculture, trade	15b/30c	Trading centre for Salaud Bleu cheese and mountain produce
Hemmerle	V	Duc de Parravon	190	3	coaching, trade	10b/30c	"Cauldron Inn" has relics of Chaos cult temple in grounds, attracts many visitors
Jouinard	ST	Duc de Parravon	950	3	trade	70b/300c	Guards western end of Helmgart pass; important border crossing
La Maisontaal	V	Duc de Parravon	68	3	agriculture, monastery		See adventure text
Leskvre	V	Duc de Parravon	49	2	agriculture		
Merceaux-Descloux	ST	Petit-baron de Merceaux-Descloux	1170	4	trade, tourism	10a/30b/200c	End of St-Julienne Highway Medicinal hot springs.
Paravon	C	Duc de Parravon	7700	4	trade, agriculture	100a/250b/2000c	Limit of navigation of Grismarie. Trade centre for mountain produce.
Vettard	V	Duc de Parravon	177	2	agriculture, trade	-/20c	"Salaud de Vettard", reputedly the most powerful cheese in the Old World.
Vingtiennes	V	Duc de Parravon	147	3	trade, stoneworking	15a/30c	Renowned school of masonry and stoneworking.

ADVENTURERS OF WIT AND SOME LITTLE INTELLECT REQUIRED

For a SURVEY of the Grey Mountains of this area, in search of TOMBS, Burial Mounds and other such RELICS of the ANTIQUE PAST.

The SEARCHING to be CONDUCTED by Small Groups, each with an allotted REGION, who must STUDY, Survey, Map and REPORT (in a FAIR and READABLE Hand) upon all SITES of INTEREST they Discover.

SKILLS and Talents for SCOUTING, MAPPING and Survival are REQUISITE, since each party shall rely on their OWN RESOURCES to maintain them in the Wilds, and LOOK TO THEMSELVES against all Danger and Adversity.

GOOD PAY, with BONUS for each Discovery made.

SEEK OUT JEAN-LOUIS DINIRANS AT THE MONASTERY OF LA MAISONTAAL



Cecil



Shalyir



Alain



Albi

**Return of the
Lichemaster
Handout 1**

RESEARCH ON THE IRON MAN

After all those conjurings, it appears from my researches that I need one of the infernal ratman devices to bring the construct to power. At present it can only walk and stop as the ring-bearer directs; greater tasks are beyond it. So near, yet so far!

Luigioni is my only hope, although he will charge me dearly for this. And what might the ratmen do to recover a stolen relic of this kind? I dare not think. But Human magic cannot suffice to give my creation life — only the damnable warpstone can provide sufficient power. Just one bolt from the infernal casket to make my metal child live, then I shall find some way of destroying the ratmen's obscenity and pray that I may be forgiven.

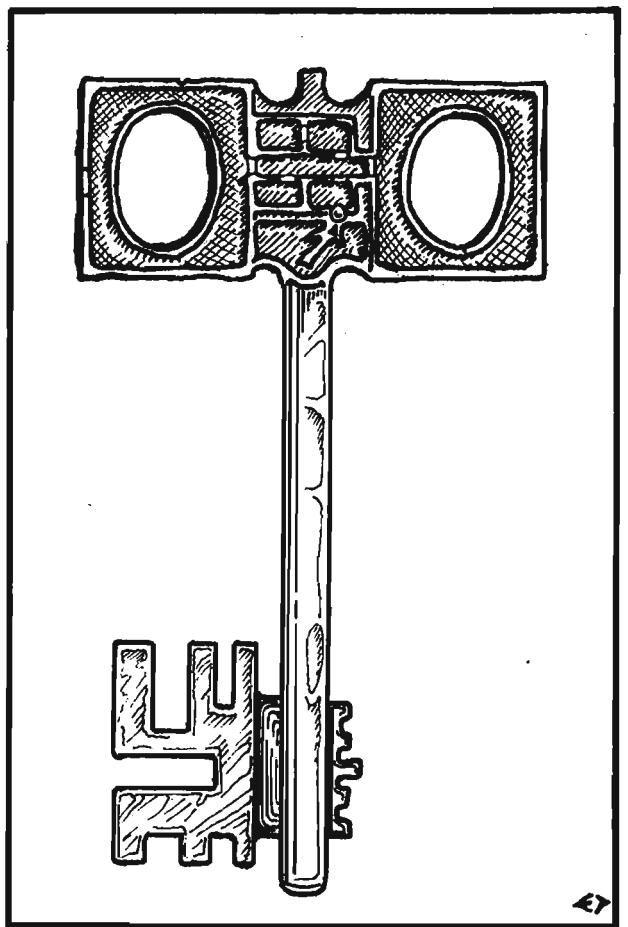
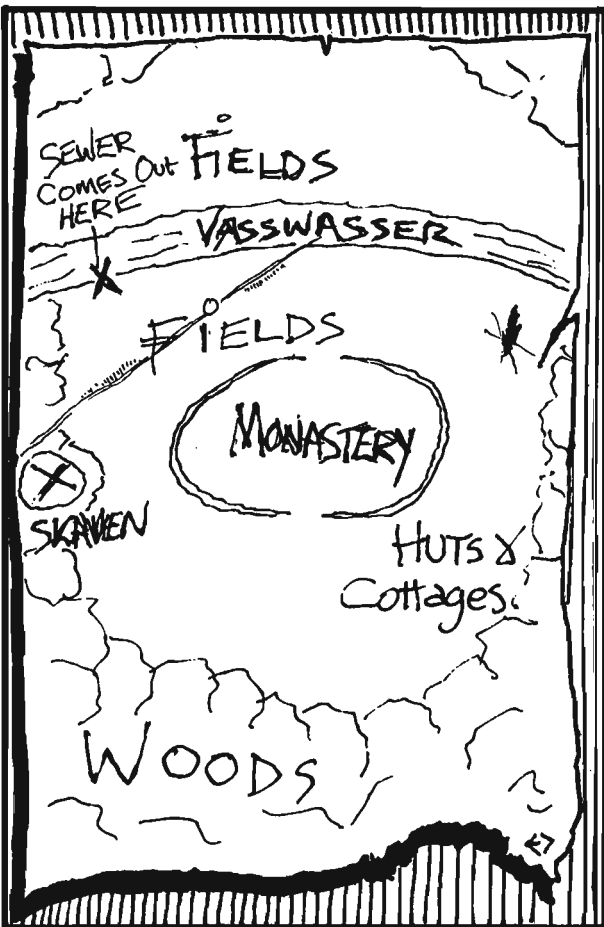
Luigioni has brought the box, as good as his word. It is as was claimed, but it cannot be opened! Curses and wretchedness! I don't know what to do now. How do the ratmen seal these things? Perhaps a visit to Gugelmin in Parravon is in order. Nothing yet has been able to deny him entry. Perhaps, too, I should visit the sawbones there for these chest pains which plague me of late — they say Gunther Wernicke is too old to travel now, and in my present health I could not face a journey up the mountain to his farm.

KEMMLER!

The dream again. The fiend is somewhere near, I am convinced of it. Somewhere, a past evil long-buried calls out to him, draws him to it. This must not happen. Never again.

I can trust young Jean-Louis, and his love of history will serve well to disarm suspicion. The ancient bandits he speaks of provide an excellent pretext for searching the area, and there is enough money in the monastery coffers to hire enough searchers. Oh, that I had finished it fifteen years ago!

The tomb must be found, and quickly. Whatever calls out to Kemmler must be destroyed. And plans must be laid against failure. When he finds it, he will surely come here... I must hide help here against that time. The ring for the Iron Man, and one or two other trifles.



**Return of the
Lichemaster
Handout 3**

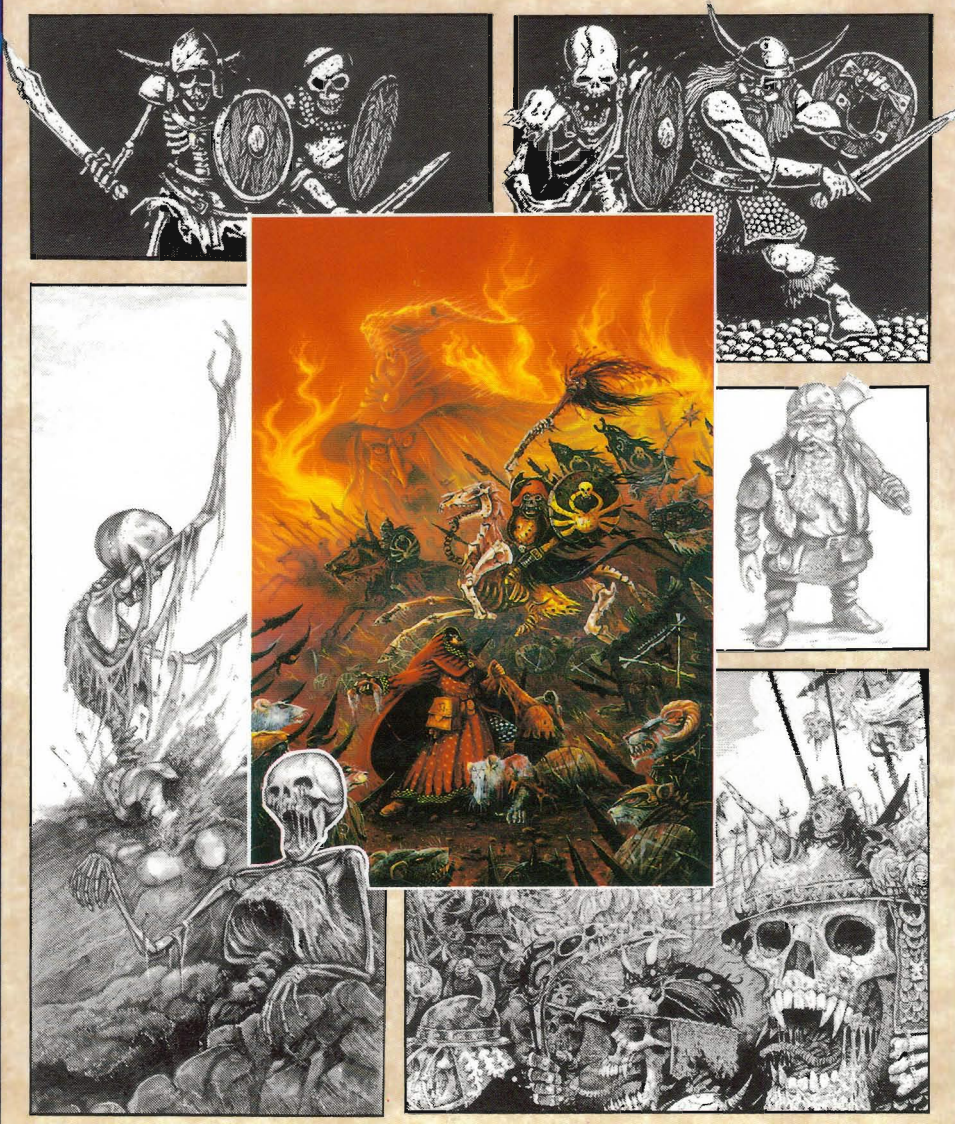
**Return of the
Lichemaster
Handout 2**

**Return of the
Lichemaster
Handout 4**



WARHAMMER™ FANTASY ROLE PLAY

LICHEMASTER



"I am the means of your vengeance, Heinrich Kemmler. I am your greatest desire. You want to be strong, do you not? You want to be avenged?"

Fifteen years have passed since the necromancer Heinrich Kemmler was trapped and defeated. But his evil is about to begin anew.

High in the Grey Mountains, chance - or fate - brings the meeting of a madman and a Chaos Daemon. And thanks to that chance, an Undead Army masses among the high peaks, preparing to roll down on the settlements below.

In the isolated monastery of La Maisontaal, one senior monk suspects the truth. But when - and where - will the Undead appear? Where will they strike first? How can they be stopped? And how can all these questions be answered without causing blind panic among the living?

Designed for Warhammer Fantasy Roleplay adventurers in their first careers, Lichemaster is a 104-page adventure that will test roleplaying and combat skills to the limit.

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MANUFACTURED
IN GREAT BRITAIN

