

FOR WARHAMMER RPG

WARTSTONE

-REPORTS FROM THE HEART OF THE CORRUPTION-



ISSUE ONE - SPRING 1996

- Full Index for WHFRP Rule book
- Prosthetics in the world of Warhammer RP
- Persecution - A brief scenario
- & More

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"In all chaos there is a reason, in all disorder a secret order."

Witch-hunter Carl von Jung*

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*Paraphrased from Archetypes of the collective unconscious

EDITORIAL

Welcome to the premiere edition of Warpstone, a fanzine dedicated to Warhammer Fantasy Role-playing (WFRP). Do we really need a WFRP fanzine? I hear you cry and yes I believe we do. With the re-emergence of the game under the banner of Hogshead publishing, now seems the best time to release one.

Even with the continued growth of the Internet replacing many of the functions of fanzines and traditional magazines there are still many (including me) with no easy access to the technology and so I hope Warpstone can act as a forum for debate and the communication of ideas. As a player/GM of WFRP I enjoy reading of the latest ideas for the game of my choice outside the understandably limited confines of news stand magazines.

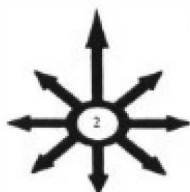
All the signs indicate that WFRP has a bright future in front of it with good sales in the U.S. as well as the general upturn in the gaming industry riding on the back of collectible card games. The U.K now has two good independent gaming magazines in the shops (Valkriye and Arcane) and Virgin games are committed to the countrywide expansion of their gaming departments. It is also worth remembering that there is a potentially huge market which consists of players and ex-players of Games Workshop's products who are familiar with the Warhammer world and might be convinced to try Role-playing to war gaming occasionally (its cheaper).

Also worth mentioning is the Journal Interactive Fantasy (also published by Hogshead), a forum for ideas and discussions on the all aspects of role-playing, gaming and beyond. While it does not always hit the mark, opinions are always expressed intelligently and with competence, the articles never bore. I can't recommend this highly enough.

Submissions Policy

If you have any ideas, articles or points to make please communicate them to us at the address inside the front cover. If possible please include your text on a disk (ASCII format if possible). This will be returned if required.

If you wish to submit artwork, it must be no bigger than A4 and again please state if you would like it returned.



A Brief History of WFRP

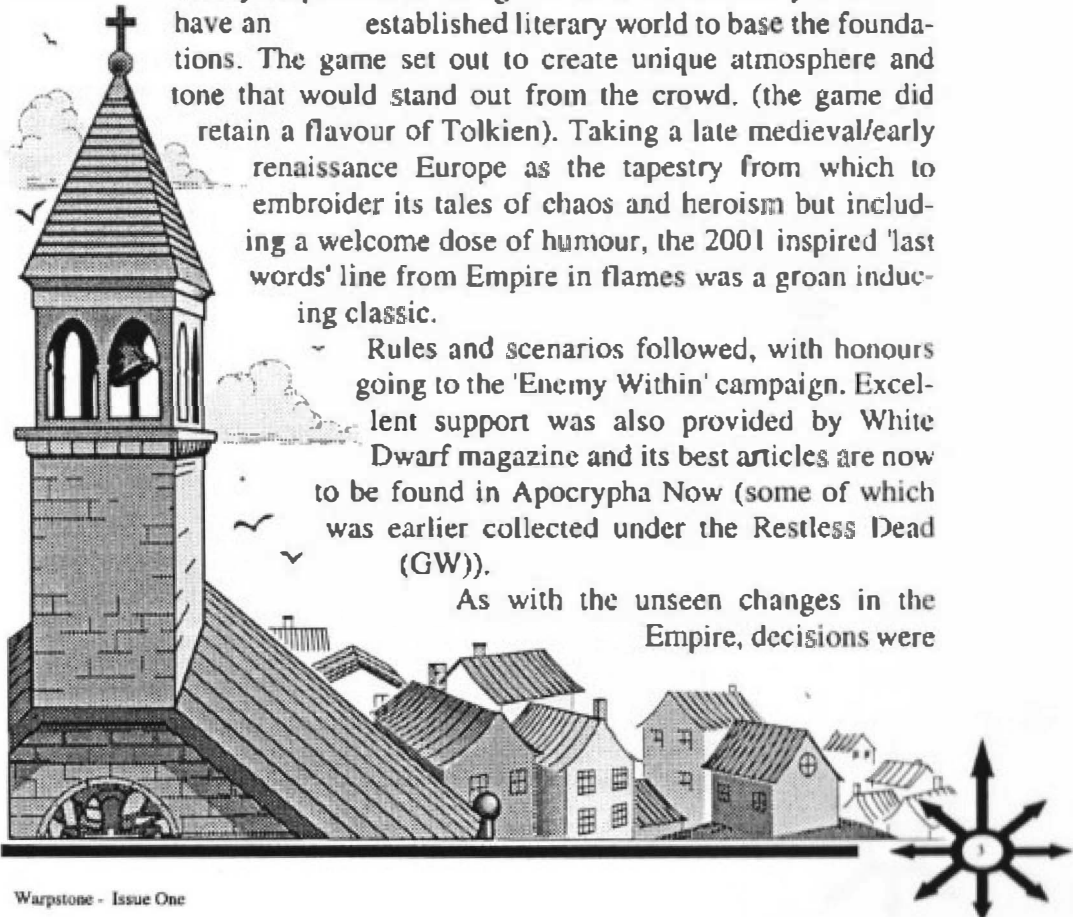
Back in 1986, Games Workshop heralded the arrival of its new (and last) roleplaying game with a pullout in its monthly magazine *White Dwarf* and which promised a world of danger, chaos, corruption and adventure. By and large it duly delivered becoming the first of the 'dark fantasy' RPG's..

While the rules were descended from the D&D family line, simplicity and flexibility were the names of the game with emphasis on keeping it all flowing. The rules contained plenty of innovative ideas and took the best parts of other games as influences, it is a system where combat is dangerous, insanity always around the next corner and in which careers and skills offers a multitude of advancements. Sometimes the rules are a bit clumsy but all in all they helped shape a unique system but WFRP inherently contained the potential to be more than any of its predecessors.

WFRP was one of the first RPG's in which the world setting was vitally important to the game as a whole and yet did not have an established literary world to base the foundations. The game set out to create unique atmosphere and tone that would stand out from the crowd. (the game did retain a flavour of Tolkien). Taking a late medieval/early renaissance Europe as the tapestry from which to embroider its tales of chaos and heroism but including a welcome dose of humour, the 2001 inspired 'last words' line from *Empire in flames* was a groan inducing classic.

Rules and scenarios followed, with honours going to the 'Enemy Within' campaign. Excellent support was also provided by *White Dwarf* magazine and its best articles are now to be found in *Apocrypha Now* (some of which was earlier collected under the *Restless Dead* (GW)).

As with the unseen changes in the Empire, decisions were

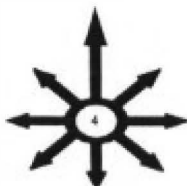


being taken behind the closed portals of Games Workshop for WFRP was the last Salvo from the 'old GW'. It was a slow but sure end as Space Marines boarded the good ship WFRP from the cruiser HMS Profit and finally in 1992 placed in hibernation sending it on a long voyage.

There has been much griping about GW, its methods and motives, some of these well justified. However they left behind, to my mind, the best fantasy RPG to date and to players it looked as if that was that.

Come 1995, rumours from the front reported that the previously unknown Hogshead Publishing had taken over the WFRP licence from GW and were committed to reviving the game and carrying it forward, publishing new material along side the old. First impressions show they are enthusiastic about the task ahead and we look forward to releases of both WFRP and their original products with interest.

However, in ten years the world of Role-playing has changed dramatically, revolutionised by White Wolf's storytelling system and collectible card games (Magic et al). So does WFRP still cut the mustard? To some degree this is purely academic as long as people are still enjoying the game but launching the game as new is a different matter. However WFRP was always ahead of its time and still remains unique in flavour and highly playable in a myriad of styles.



REVIEWS

Warhammer Fantasy Role Play Rulebook - Hogshead Publishing

As your reading this I will trust you will know what to expect. Little has changed since Games Workshop's version although Hogshead seem to have amended the few errors present in the original pressing and they have also included a newly designed character sheet.

However would this not have been a good time to revise the rules and released it as a second addition. There are rules published since that would have fitted comfortably into the main body of the text and other parts that could have generally tidied. An Index would also have been nice.

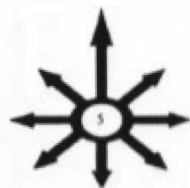
The only possible emission I have noticed to date is that Hogshead have chosen not to include the skill Sense Magical Alarm which had been included in a White Dwarf Errata article. I include it here out of interest; Sense Magical Alarm: Characters are able to sense when an object or an area is protected by the spell Magic Alarm. A successful Int test is necessary to detect the alarm. Two yard radius. You cannot disarm the spell.

Enemy Within/Shadows over Bofenhagen - Hogshead Publishing

Again, few changes and the book remains useful with rules for herbs, details on Sigmar etc. and Shadow over Bofenhagen is a fine adventure to start the epic Enemy Within campaign. For those of you who already own the book there is no reason to buy it again but if you don't it comes well recommended.

The only fault I have is with S.O.B. is the ending, in that the long term effects of failure are not mentioned and in this case is very important, the writers giving only short term guidelines. It seem as if these were only put in as a after thought with the assumption that the party cannot possibly fail. Personally when running the adventure I ended up with the failure situation after an exchange at the climax of S.O.B. along the lines of..

GM: Ahead are X etc. etc. (I'm giving nothing away). Reana takes x damage.
Reana: Down to one wound!!! This is too dangerous, I'm off.
Rest of party: ?????!!?
Reana: Byeee!
Olver: If she's going I'm off to.
Grimflet: So am I.
Silas: Me to.
Ablas: Wait for me.



Enemy: Ha! Ha! Ha!

I would liked to included some guidelines for the effects of failure but feel it would give the ending away to potential players and so I not willing to do this. Maybe Hogshead can add an extra page to Death on the Reik.

Apocrypha Now - Hogshead publishing

Apothecary Now is a collection of writings mostly collected from White Dwarf and Flame Publication's Warhammer Companion which I have not seen.

There is a wide range of material here including a number of short adventures and scenario ideas which can be used to fill out areas between campaign pivot points. Among these are new careers, skills and rule changes.

The articles on Nobles, Racial Psychology and Fate Points are all enjoyable and capable of adding something extra to your game. New careers I can take or leave (especially the Elven Wardancer) and the combat rules are worth incorporating (except maybe the Effective Initiative rule: too much hassle). I also like the firearms feature which does not fall into the all to easy trap of making them over powerful.

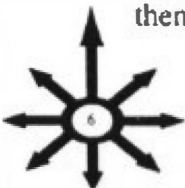
While I don't mind pages of magic item descriptions I don't like the idea they should be rolled for randomly. Magic Items should be very rarely used making them all the more interesting when discovered. It should be always be "Arrrgh, a ring of fireballs." as opposed to "Yawn, not another ring of fireballs." Rarity is a good rule to apply to everything from monsters to saving the world.

Overall, if you do not own the original articles this is a very good buy. Some of the articles and both scenarios have appeared in the Games Workshop release 'The Restless Dead'(1989).

Dying Of The Light - Hogshead publishing

The first original Hogshead WFRP product is a complete scenario broken down in chapters each penned by a different writer. Overall the book's style in both content and appearance remains similar to GW's original modules.

The Dying of the Light concerns the adventurers search for an artefact known as the 'Moons Egg' in order to save Marienburg from destruction. The quest is a race against time with encounters ranging from highly interesting with diplomacy and thought as the only ways to solve them to outright hack n'slay.





Bar a couple of quibbles which I will come to later there is a lot I like about this module. Overall the NPC's are well written and manage to avoid stereotypes, there is a good use made of a previously underused creature as well as treating an old standby in a different way. Two new Orders are also described, both of which are interesting and well thought out. A couple of moral dilemmas are also thrown in among a number of excellent set-pieces.

Now to the quibbles. The players are left with very little freedom but are forced along in one direction. Now while this is generally exceptionable due to the style of *The Dying of the Light* there are a couple of points on which players cannot deviate and if they do the plot will completely unravel. The adventure is also so self contained that a number of the NPC's and orders are unusable in future adventures.

The *Dying of the Light* nine adventures/chapters need to be run back to back which does give the GM some respite from writing but with a bit of work the adventure could be turned into a longer turn campaign sacrificing some of the urgency it generates but making it a fully rounded story.

This is a good effort from Hogshead and bodes well for the future, especially considering the range of writers who they gathered. There may well be future comment on this product once I have actually run it but at present it does not fit into my campaign.

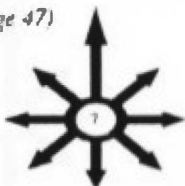
Hogwash - Hogshead publishing

A free Newsletter/Fanzine from the Hogshead. The first issue contains release details and dates for upcoming Warhammer products as well as other Hogshead products and is a good, if brief read. Pick this up from any good games shop or write the following address to be added to the mailing list. Write to - Hogwash, Hogshead Publishing, 29a, Abbeville Road, London, SW4 9LA

Valkriye - Volume 1 Issue 10

Returning after a break of some months, Valkriye is promising a regular service from now on. Bar some reviews on WFRP products there is

(Continued on page 47)



ARCHIVE

Listings of the various skills, careers and other assorted items that appear for Warhammer RP. I may include them as part of a larger Index at some future point in time. Some spells and creatures have not been included as these tend to be scenario specific and if mentioned may give players clues.

SKILLS

Call Animal*
Court Intrigue*
Distract*
Dynastic Knowledge*
Influence*
Intimidate*
Scholarship*
Stewardship*
Transfix*
Warchant*
Whirling Death*

SPELLS

Pool Power**
Various Battle Magic + Druidic spells***

CAREERS

Beastfriend, Elven*
Dwarf Loremaster*
Jester*
Nobles Rank 1-5*

DISORDERS

Delusion*

CREATURES

Gnomes*
Clan Scruten (Skaven clan)***

GODS

Adamnan-Lord of the Dance*
Horned Rat - Skaven God**
Karnos-Lord of Beasts (Aspect of Taal?) *
Khorne - Chaos God**
Nurgle - Chaos God**
Ringil-Gnome Gods of Smiths and Jesters*
Sigmar- Empire**
Slannesh - Chaos God**
Tzeentch - Chaos God**

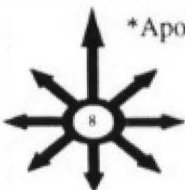
DRUGS/HERBS

Alfunas**
Earth Root**
Faxtoryll**
Gesundheit**
NightShade**
Ranalds Delight*
Salwort**
Sigmafoil**
Speckled Rustwort**
Spiderleaf**
Tarrabeth**
Valerian**

*Apocrypha Now

**Enemy Within

***Restless Dead



THE TRAVELLERS TALE

Joseph Ganard swore to himself and drew his cloak tighter to protect himself from the wind and rain thanking Ulric that his wife had bought him such a fine garment. He stared miserably down at the 'The Marsh Gas and Quicksand', his favourite watering hole and wished he was there instead of marching up and down this same piece of wall. Tonight would have been a good night too, not only had a new batch of ale arrived from Gurthurst but two strangers had arrived just before the gates had been closed and Otto had said they had promised to tell stories for their keep.

The first of the men was obviously a warrior, a two handed sword slung across his back was worn comfortably but the second was odder. His face was heavily scarred and the eyes watched like a hawk but Joseph could not help but stare at the two stumps where his hands should be but yet he wore armour and in the packing he could make out the shape of a sword and shield. He had guided the horse by using his knees and together they dismounted and entered the Inn.

The wind and rain caused the Inns shutters to rattle but except for the slurp of the fine new ale and tankard on wood there were few sounds in the Inn as the stranger spoke. The first of the men had spoken for two hours the audience listening in rapture at the tale of heroism and danger among the dark of the Empires forests. Some of the townsfolk had looked worried when Klaus the barman has asked the handless traveller to tell them how he lost his arms but he took no offence and told his story.

"Ten years ago you would have found us fighting with the Dwarfs at Khazak Durin, a small settlement in the mountains to the west were we had gone to help an old friend. We were on Patrol with our friend Dol Am'Guillan and two others of his Dwarven Brethren, whose names escape me at present when we were ambushed by a raiding party. Now remember the Tunnels of the Dwarfs are dark and claustrophobic, where sometimes a footfall echoes for miles and other times not at all. The creatures seemed to come out of nowhere emerging from the walls, a score and a half of goblins led by an ogre whose head was that of a devil and in his hands he held a blade fully twelve hands long, forged from a chaos fire and crafted by evil incarnations.

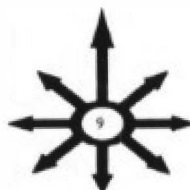
"Now Tunnel fighting is a unique method way of fighting, it's dark, weapon swing has to be modified constantly and your feet are forever being tripped by dead bodies and equipment not to mention the blood. This fight was no different, Goblins crowded the tunnel stopping their leader coming through but as one of the Dwarfs slipped and fell our line faltered and I pushed through to close the gap. This was my undoing for as the Dwarf fought his way upright I found myself alone with the Ogre-creature bearing down on me. I had found nothing like it and moments later I stood staring at the two halves of my sword before he swung again cutting both my hands off."

The speaker winced as if in pain and stood and walked away from the fire, his friend continued the story and the audience focused their attention on him.

"The Goblins were far from broken and as a surprised Goblin head fell to the ground encouraged by my blade I saw Aris slump to his knees, blood pouring from the stumps of his arms. The creature made ready to plunge the sword through his heart and then from nowhere Dol Am'Guillan launched himself in the things body, blood and steel everywhere. I was distracted and when I next looked they both lay on the ground unmoving. The Goblins routed and in seconds there was silence broken only by my heavy breathing and the dripping of blood. One of the Dwarfs had served as a Physicians apprentice in Talabheim and saved Aris's life although Dol was dead. We returned to the town, were Dol was buried and a feast held in his honour while we waited to see if Aris would survive. Weeks later we set out for home for Aris wished to return to his family. He believed his life was over, fit only to tell stories of his past while fed by others but as we said our goodbyes a Dwarven Lord stepped forward with two gifts in his arms and kneeling down he unrolled the cloak holding them."

"And I was whole again." The crowd turned to Aris and saw that he held a shield and sword built into the two leather lace up sheaths that covered his arm. but he had the look of the warrior. "The Lords artisans had produced two false arms for me so that I could fight again. While you may pity me it matters not for in combat I truly live again and I am the equal of any man or creature and chaos has one more warrior to conquer."

See Page 39 for Prosthetics article



THE USUAL SUSPECTS

The usual suspects will be a regular column profiling different Non Player Characters that can be slotted in an session at short notice.

Sard -Skaven Hunter

"I fight Evil with Evil"*

Physically Sard appearance is that of a half-elf except stockier and taller (6'3") than usual. His clothing and armour is simple and dark except for a highly stylised golden brooch. His temperament is cold, laconic and stern expect for those with whom he truly knows and trusts and those who come into this category are few.

Sard has no idea of his parentage and was raised by the famed Dwarf Anon Burn, who taught Sard everything he knew before they argued over Burn's refusal to divulge the identity of his parents due to an oath he had sworn to that affect. They have not seen each other since.

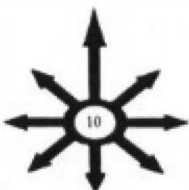
In time he fell in with a party of adventurers and for ten years they became his family until the group was hired to find Skavenblight and find it they did, however the Skaven also found them. As they fought Skaven mages called for Sard's capture and he was the last to fall.

He spent over ten years in a Skaven jail seeing only the Grey Seers who tortured and experimented on him. Once after being tortured within a moments reach of death he remembered seeing the over eager torturer killed personally by one of the Thirteen Lords of Decay. He became a shadow of his former self and the Seers guard lapsed enough for him to escape, although it took him a year to travel to the surface. Sard has never found out why the higher echelons of Skaven society were so interested in him.

Sard is now an expert on and Skaven and their culture as well knowing most of Skavenblights layout. He is convinced the followers of the Horned Rat are the greatest threat to the Old World. They in turn fear him and hate him.

His activity in Skavenblight is made possible by his unnatural ability to operate underground with 95% invisibility. He has also developed a poison which is fatal to Skaven. (Skavenbane One Dose = Death))

Wherever there is Skaven there is a possibility that Sard will be watching and waiting to strike. He is potentially a powerful ally but his trust needs to be cultivated for he does not suffer fools gladly.



* Tricky, Overcome

However Sard is only one man and there are few that even believe in Skaven and fewer that believe in them as anything other than a sub-species of beastman. He should not be used as a rent-a- NPC but a skilled, knowledge and powerful individual who will use the party for his own ends and certainly will never owe anything to anyone.

Sard believes that his methods approach evil and sometimes there is little that separates him from the Skaven. When Sard has time to dwell on this and the belief that he alone holds back the Horned rats tide, he sometimes sends Sard descends the blackest of depressions where he can withdraw for days. This is actually an illness caused by his ordeal which has also left him prone to Nightmares

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	WP	Cl	Fel
5	71	52	6	5	13	75	3	61	44	63	58	78	40

Skills: Ambidextrous, Read/Write, Dodge Blow, Acute Hearing, Scale Sheer Surface, Excellent Vision, Night Vision (100') Sing, Speak Languages- Queekish, Dark Tongue, Old Worlder, Dwarf, Goblinoid, Animal Care, Animal Training, Dodge Blow, Etiquette, Heraldry, Ride-Horse, Strike Mighty Blow, Orientation, Strike to Injure, Strike to Stun, Disarm, Ride-Horse, S.L.- Battle Tongue, S.W. - All, Concealment - Rural:Urban, Prepare Poisons, Shadowing, Silent Move- Rural:Urban,

Items: Chain (1AP), Sword "Astari (Bite of the Shadow)" (Minor death rune v's Skaven), Left hand dagger, Brooch (His parents)

Notes: 95% Silent/ Invisible while underground, 2 Dodge blows per round.

Lu "Knuckles" Gatter - "Mr. Fixit"

Known as knuckles for constantly cracking of his fingers, Lu Gatter is a man of considerable personality and contacts. He can be used in any city in the old world where the law is reasonably in control allowing him to find a niche to ply his trade.

Lu's 'job' is the as a middleman for what ever anybody wants from assassination to document forgery. He knows anyone and everyone and once he is convinced of a patron can pay he finds the best people for the job. He can act as an ideal entrance to any adventure.

Adorned in large amounts of cheap gold jewellery and the latest fashions, Lu is an easily recognisable figure never seen out in public without his discreet (but not too discreet) bodyguard. He is well known among both the law and criminal fraternities and both leave him



well alone due to a mixture of well placed bribes and powerful friends. Lu is cocky, proud, generous and egotistical but while he will brag about himself and his deeds he will never ever mention names or specifics priding himself on being honourable. He is famed locally for having a "silver tongue".

Lu grew up in the cities poorest district and spent years as a clipper and then a fence for a local gang before fate played a hand. A local noble came to pawn some family artefacts bemoaning the fact he was owed money by a couple of gamblers known for their dishonesty and violence. Lu arranged a fee and contacted an old friend to put the squeeze on the debtors and since then he hasn't looked back.

He has no close friends as he trusts no one and any morals concerning his Business have long since gone. However he is forever in company listening to gossip and making acquaintance. He will often buy groups of struggling adventurers dinner and drinks for the night just in case one day they can return the favour. He is always paid and always pays good money.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	WP	Cl	Fel
4	39	50	3	2	8	54	1	41	28	33	43	37	47

Careers: ex Thief (clipper), Fence

Skills: Blather, Public Speaking, Palm Object, Concealment Urban, S.L.

- Thieves Tongue, S.S.- Thieves Signs, Silent Move Rural:Urban, Evaluate, Magical Sense, Super Numerate

Items: 50 GC's worth of jewellery, 70 GC's cash. Throwing knives



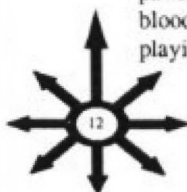
RECOMMENDED

LA REINE MARGOT

(Dir: Patrice Chereau, France 1995)

La Reine Margot (The Queen Margot) concerns events leading up to and resulting from the Saint Bartholomew's Day massacre of 1572, where the Huguenots (French Protestants) were killed by rampaging Roman Catholics in the streets of Paris. Although this is central point of the film the main story concerns Margot and her political marriage and the subsequent intrigues in the French court. The film stars Isabelle Adjani, Daniel Auteuil and Jean-Hughes Anglade and is subtitled.

For GM's looking to run a campaign based in Royal Courts this gives excellent ideas for subterfuge and intrigue not to mention plenty of scope for Noble NPC's. Everyone is a pawn in someone else's game and Death is a viable option. Should also give fresh ideas on blood feuds and religious bigotry. Players with Noble characters may also find a few hints on playing their blue blooded alter ego's.



PERSECUTION - A Short Scenario

Miserable creatures, thrown for a moment on the surface of this little pile of mud, is it decreed that one half of the flock should be the persecutor of the other? Is it for you mankind, to pronounce on what is good and what is evil?

Marquis de Sade, 1782

Fear is our greatest weapon,
Fire our chosen tool,

Witch-hunter General Mikhal Reeves

This is a short scenario that can be placed on any road journey without to much effort. How you run Persecution depends on the kind of campaign you run, the attitude to Mutants, powers of Witch hunters etc. As always feel free to make any changes when you run it. All details on NPC's can be found at the end.

PLAYERS SHOULD STOP READING HERE!

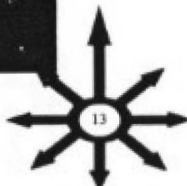
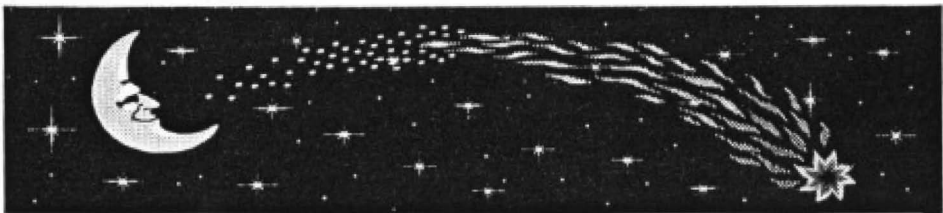
Introduction

Mayor Dodem Jenson and Josef Fedris are afraid. Both of them for different reasons and one is ready to rid himself of his fear by any means possible.

Jenson is Mayor of the town of Rodenstein, a small man leading a small town, populated by superstitious citizens. Jenson is afraid because he is a mutant, an offence punishable by death in Rodenstein however because his mutation is hidden he survives from day to day slowly becoming more and more paranoid.

His fear slipped into terror with the news that two witch hunters were approaching Rodenstein, travelling from town to town rooting out those practising the black arts and those bearing the marks of chaos. Jenson believes that the two Witch hunters will spot him for what he is and burn him.

Together with his right hand man Stod, he has hatched a plot to show he is anti-mutant, timing a burning of a mutant with the arrival of



the Witch hunters. His Victim is Stanlisa Fedris, eight year daughter of the town crier Josef , one of the most liked members of the town as well as one of the biggest critics of both Jenson and Stod.

Stod has kidnapped Stanlisa and hidden her away awaiting the Witch hunters appearance. Her father meanwhile has exhausted his attempts to convince the Mayor to free her and has set out to find some mercenaries to rescue her. Josef has travelled to the Moon and Comet roadside Inn to await his only hope.

On the Road Burnt Stakes

The party are heading towards <party's destination> travelling through the forests of the Empire. It has been raining steadily for two days and everyone is miserable and damp when there is a break in the trees on the left of the road where the ruins of a cottage now stand. The building is burnt out, its roof or windows. Outside the front of the building stands a stake with a burnt corpse manacled to it.

There is nothing of value surviving in the cottage although if the ashes around the stake are searched the bones of a cat can be found as well as a charred necklace of Solkan around the corpses neck and a gold ring (60GC) . The old woman (Mrs. Desdt) who lies burnt was convicted by the witch hunters and died moments before the rains began. Mrs Desdt was the widow of an adventurer who had left her a magic ring on his death bed, which although it contained only one fireball it was this she used on a group of orcs who attacked her as an easy target and from then on she was left alone as being dangerous.

Burnt Steaks at the Moon and Comet

Through the easing rain you can see the roadside inn situated at the top of the fork in the road, from the outside it looks no different from a hundred other inns you have visited. As you approach the building you see two arrows on each corner off a wall, one pointing to <party's destination> the other to Rodenstein. Over the entrance hangs a newly painted sign 'The Moon and Comet'.

The Moon and Comet is an inn constantly full of farmers and traders passing through, staying in its two large dormitories. The establishment is run by Helena Klinton and her son and two daughters, the other staff being Ran, an Elf who does the cooking and Reece a bouncer/stable boy.

The atmosphere is pleasant and the food good (if a little over



cooked) and the locals are talkative after a couple of drinks, although they will give threatening/unusual behaviour the cold shoulder.

Conversation in the inn centres around the passing through of the two witch hunters two nights previously and the burning of Mrs. Desdt along the lines of "She always seemed like such a nice old lady, you never can tell, can you?" and "I heard her cat was a evil forest spirit." etc.

As the party are about to retire to bed or leave, they are approached by Josef Fedris who offers to buy them a drink. He waits for the drinks and then begins to talk. "My name is Josef Fedris and I am from Rodenstein ten miles up the road. I come to you on my knees to beg your help. My daughter Stanlisa has been kidnapped and sentenced to death, please help me rescue her. I have a purse containing a 50GC's as a deposit for your help and there is more."

The total amount of gold he offers should be enough to interest your party. Josef will tell everything he knows (i.e. Mayor is going to burn his daughter in two days time) and that the only reason he can think off for the mayor's action is due to his speaking out against his policies. He believes it will be better for the party to behave as if they don't know him so as not to alert the Mayor and warns them against crossing Stod.

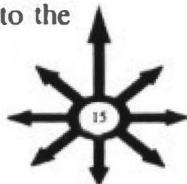
Scenario Timeline

Day 1 Afternoon	Burnt cottage
Dusk	Arrive at the Moon and Comet
Day 2 Morning	Arrive at Rodenstein (possibly?). Mayor giving anti-mutant speech.
Day 3 Dawn	Witch hunters arrive. Stanlisa burnt (possibly?).

Rodenstein

Rodenstein is a small market town (pop. 600) which serves as a centre of commerce for surrounding farmers and woodcutters. The town is run by a council of twelve voted for by the towns professional citizens and who then vote for a mayor who heads the council. The council have powers to hire a Watch captain who is in charge of two sergeants and twenty men (eight part time).

The people are friendly but suspicious of magic users etc. and afraid of the depravations of chaos even though few have experience of it, believing and exaggerating stories. The population generally trust the council although are becoming fed up with the mayor, mainly due to the



excesses of Stod and his men. Stod holds the rank of Watch Captain (after the mysterious disappearance of the last incumbent) and his men are treated as honorary Sergeants. This situation has resulted in bad feeling between Stod's men and the Watch.

Everyone knows Stanlisa is to be burnt and most are very disquieted but afraid to do anything about it, scared of being accused of being a coven member. Most inhabitants also know of her minor deformity and everyone (except the watch) believe the girl is being kept at the jail.

I am one, you are a thousand,
Yet you fear me,
Persecute me,
I have done no harm,
No crime, no blasphemy,
Fear fuels this burning fire,
Burns away my differences,
Until I am ashes and dirt,
And in a thousand years you will be the same,

Hans Ashford's last words on the stake,

Arrival at Rodenstein

The toll to enter Rodenstein is one shilling per leg (includes horses). Two members of the watch are on duty here and will happily give directions to The Elector's Proxy.

As they make their way to the Inn at the town square, they see a hundred people gathered around a lectern on which the mayor is finishing a fervent anti-mutant speech. To one side stands a stake covered surrounded by logs covered with water proof sheets, two guards stand in front of him.

When in Rodenstein

The arrival of the party in town will not go unnoticed and Stod will order Sgt. Dapps and Smelly Ivan to find out the reason for the visit. Dapps will take two men along and if the party are generally pleasant they will find him good humoured and possibly a useful friend, Ivan will keep quiet.

If the party start asking too many questions two things will happen. Stod will get the watch to arrest them and Josef Fedris for incitement to riot (Sgt Dapps will try to warn them if they were friendly previously but generally it shouldn't be too difficult to escape). The second is that eventually a local will point them in the direction of Irvine Braggs the mayor's old partner in the merchant trade.

Irvine Braggs is a bitter old man ruined by the Mayor when



conned in a business deal but he could never prove this. Irvine believes that the Mayor is trying to hide something and that Stod has a large amount of influence over the mayor. If asked were the girl might be he points out that the mayor owns a number of properties around the town and keeps the deeds in his study desk.

At the Mayors house

The Mayors house is empty between eight and six when he is at the town hall. From six to ten he, two guards (Gilbert & Larson), a cook and a butler are present. Over night he sleeps upstairs and the guards downstairs (usually playing cards until late).

The property deeds are keep in a locked drawer in the study as Irvine said. The deeds show The Elector's Proxy, two shops (Millers and armoury), moneylenders and lastly a tailors. Written on a sheet of paper signed by the mayor is a order for 'Two reinforced doors (with hatches), six wall hung manacles, cooking utensils, piping and stove.' It is dated two months ago.

All the properties are normal, they happily pay over a set fee (reasonable) to the Mayor each month, except the tailors which lies deserted.

The Tailors

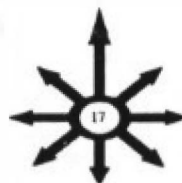
Any passer by can tell the party it has been empty for over a year since Mr Milner died. Inside all the equipment, piles of fabric and Mr Milner's personal effects lie rotting. The stairs to the basement have been made impassable filled with rocks and tar and the trapdoor leans against a wall. Once the mats have been pulled up this is very obvious.

When Mr Milner died, the Mayor sealed up the basement and then built an entrance from the sewer and fortified it as a prison. The builder who put it together went home to Nuln and the local Rat catcher was paid for his silence (not to many people speak to him anyway). This is were the girl is being kept.

Unless they decide to wait to ambush them on the way to the burning then the party will probably attack the prison.

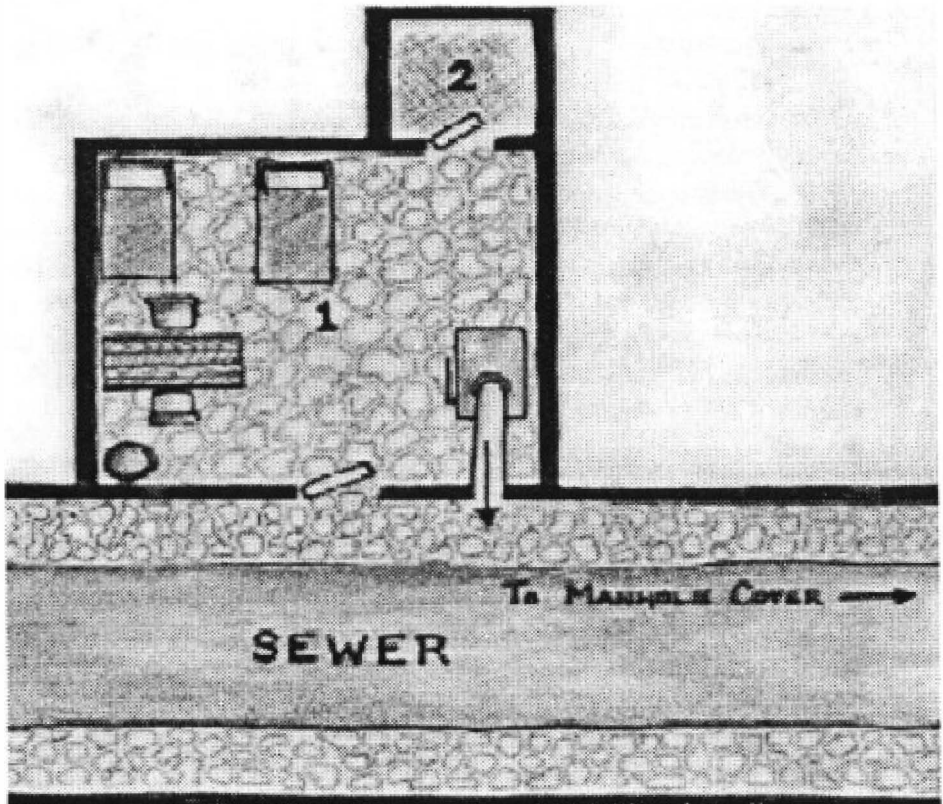
The Sewers

Rodenstein sewers are very easy to explore with only four passages (in a cross shape) that are man sized (those over 6 feet tall suffer a -10WS and -20 Dodge blow) if forced to fight in them. The sewers are also very smelly once you are inside, they are also filled with smoke from



the guards stove.

The area should not be too hard to find and from under ten feet away the door is very obvious. It is made of wood, reinforced with iron (T4 W8) and has a small hatch at eye level. To one side is the smoke pipe for the stove and if this is blocked will fill the room with smoke although Stod will believe the worst and extinguish the fire.



1. Smelly Ivan and Fargo live here and the place is a tip filled with half eaten food, in one corner sits half full barrel of ale in which a dead rat floats. The room also contains two bunks, a stove and a table for playing cards. Both men sleep (badly) in their armour and one always remains inside to open the door. Stod can often be found here playing cards and keeping them in line.

2. Cell. This cell contains only Stanlisa chained by one hand to a wall, half starved and hiding a fork under her leg waiting for the moment to be unchained. She will attack anyone, including those who say they are

(Continued on page 31)

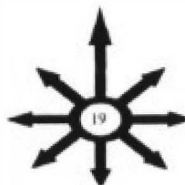


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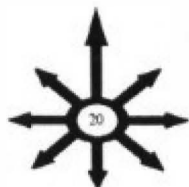
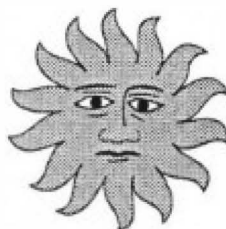
Full Index to the WFRP rule book (Hogsheads version). Designed to be used as a pull out if required. If you the GW rulebook it will give a general guide to the information's location. Any mistakes, additions etc. may be included in a future issue.



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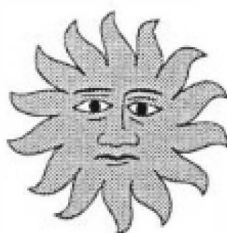


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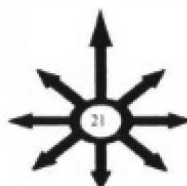


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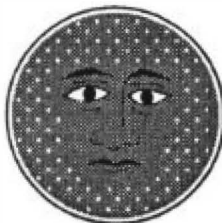


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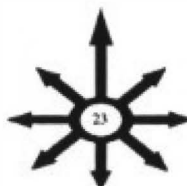
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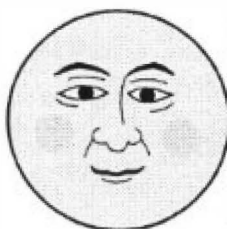


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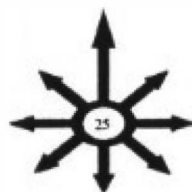
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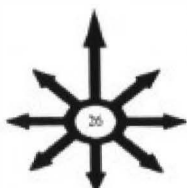
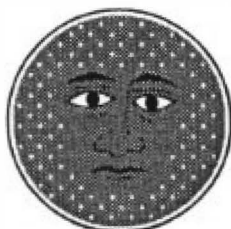
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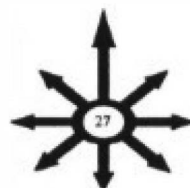
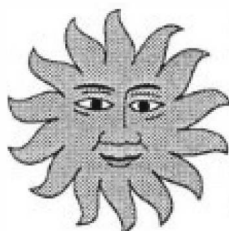
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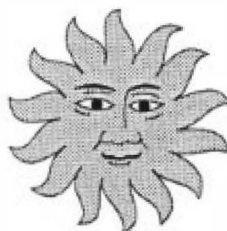
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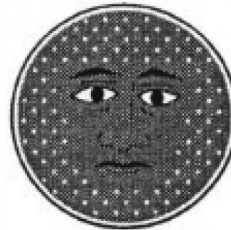
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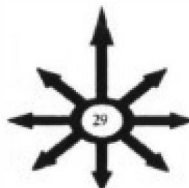
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(Continued from page 18)

going to help her.

The Witch hunters Tactics

The Witch hunters normal tactic is to arrive in town and after riding round the inside of the wall, they take up residence in the inn. A few hours later the third member of their team arrives and listens to the gossip (i.e. I bet there after so and so. etc.) and then pass this information to the Witch hunters.

Execution Day and Conclusion

The events of execution morning depend largely on the actions of the party but the most likely possibilities are below.

On the morning that Stanlisa is due to be burnt the witch hunters will arrive with the dawn (for effect). A crowd will already have gathered and the mayor will pass the time waiting for Stanlisa to be brought by Stod, Ivan and Fargo by giving a rant against the evil and corruption of mutants.

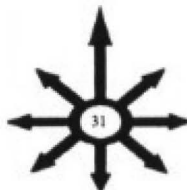
If she has been rescued and the mayor is unaware, the Witch hunters will look on amused as he becomes more embarrassed and wild, accusing everyone of hiding her and plotting against him, but the Witch hunters will begin to sense his fear, even as he orders the Watch to search Rodenstein.

If he does know he will have the watch searching the town for her and 'the chaos worshipers who rescued her'.

In either case Josef will plead with the party to escort his daughter to her aunt Matilda in <party's destination>. If this is accomplished before the Witch hunters arrive, they will not be actively followed although Santana and Strauss will make a mental note.

If she is not rescued she will be taken out and burnt, with a failed attempt by her father to rescue her and the Witch hunters will be satisfied that the Mayor is active in rooting out chaos in Rodenstein. If the party has been captured they too will be burnt, unless they can convince the Witch hunters they were pawns in Josef Fedris' "evil plot", or can convince Sergeant Dapps to set them free.

If the Mayor is revealed to the Witch hunters as a mutant, Stanlisa will be spared as the Witch hunters will be glad to burn such a prominent citizen.



Experience points

The following are guidelines, adjust as you require.

10-40 Role-playing etc.

10-40 Rescuing Stanlisa (Includes finding the basement)

40 Revealing the mayor as a mutant

THE CAST

Dodem Jenson - Mayor

Dodem is aged 45 and is fat, opulent and paranoid. He also has the mutation of having an eye in his chest and as he becomes more frightened of being discovered he attempts to control everything around him. As Stod is the only one who knows his secret, he has plans to dispose of him, but cannot because he still relies on him heavily as well as being very scared of him.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	28	31	3	3	6	43	1	28	46	42	30	24	41

Skills: Evaluate, Public Speaking, Haggle, Numismatics, Law, D. Blow

Items: Knife, Chain of Office (30GC's), Layers of Heavy clothes, 50GC's

Note: Mutant, Always has Gilbert and Larson with him.

Stod - Captain of the Watch



Stod is a man of evil, ruthless temperament not to mention a murderer and rapist. He spent years travelling the world as a soldier of fortune but after a near fatal wounding he decided to retire from warfare and took with him his four loyalist companions. In time he was hired by Dodem as a bodyguard but gradually took on more responsibility until he discovered the mayor's secret. From that point he started to demand more and more from him.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	61	50	5	4	10	54	3	43	51	43	39	56	46

Careers: Mercenary, Mercenary Sergeant,

Skills: As Careers, Luck

Items: Bastard Sword, Sleeved Chain Coat,

Notes: Walks with a limp



Smelly Ivan, Fargo, Gilbert and Larson

Stod's companions are completely loyal to him and each other, despite their frequently violent quarrels. Anyone outside their group is treated with complete disdain and animosity. Ivan got his nickname after falling in the sewer and not worrying to much about cleaning himself.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	40	4	4	8	45	2	44	24	29	24	33	27

Skills: Disarm, Dodge Blow, SMB, Ride, Consume Alcohol, Gambling
Items: Swords, (Shields if expecting a fight), Sleeved Chain Coat,

Sergeant Dapps and the Watch

Sergeant Dapps has spent thirty years on the watch and is liked and respected by the whole town even the minimal criminal element as he always tries to be fair. The town has always valued the watch and they are well equipped. Dapps was disappointed not to be promoted to Captain, and genuinely believes that Stod is the wrong man for the job.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	48	39	4	4	8	47	2	40	38	42	36	36	44

Sergeant Dapps

Skills: Dodge Blow, SMB, Strike to Stun

Items: Mail Shirt, Sword, Pot Helm

The Watch

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	35	3	3	7	35	1	35	30	30	30	30	30

Skills, Strike to Stun, SMB

Items: Mail Shirt, Sword, Knife

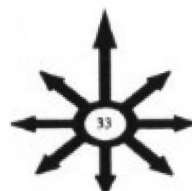
Josef Fedris - Town crier

Fedris is a contemporary of Dapps and like him is highly respected by the townspeople. Stanlisa is his joy and since his wife's death his focus in life. He is more than willing to lay his life on the line for her.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	WP	Cl	Fel
4	40	25	3	3	7	41	1	32	25	35	30	30	35

Skills: Law, Public Speaking, Cook

Items: Bell, Uniform, Brooch (2GC's) with picture of his late wife



Stanlisa

Stanlisa is a strong willed young girl (12) although she has suffered some abuse in her life due to having a hump on her back. Her hump is the reason that the Mayor has picked on her although it is not a mutation. However if you wish to make it a mutation feel free, a embryonic pair of wings maybe.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	WP	Cl	Fel
3	16	20	2	2	4	30	1	23	20	27	26	24	30

Santana and Strauss - Witch hunters



These two witch hunters (followers of Solkan) have been travelling together for over ten years and their partnership is starting to fragment. While Santana is still fanatical in his beliefs, Strauss's faith is slightly starting to waiver. Recently his dreams have been of the Dark City (see article on page 35).

Santana - Found comfort in Solkan after spending his teenage years as a pit-fighter.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	WP	Cl	Fel
4	64	54	5	5	14	62	3	43	35	39	69	42	31

Careers: Pit-Fighter, Judicial Champion, Witch-hunter

Skills: Disarm, Dodge Blow, S.W.- Most, SMB, Strike to Injure, Public Speaking, Silent Move Rural:Urban, Sixth sense, Theology, Luck

Items: 1 pt chain, Breastplate, Knights Helm, sword, shield, 1-H Flail

Notes: Very large scar across skull

Strauss - As the youngest son of a poor noble he was sent to the nearest temple and here he became indoctrinated to the ways of Solkan. Although usually a quiet reserved individual he felt constrained by temple life and left to pursue the career of Witch-hunter.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	WP	Cl	Fel
4	53	48	4	5	11	52	1	34	37	39	34	54	36

Careers: Initiate, Cleric Lvl 1, Witch hunter

Skills: Read/Write, Scroll Lore, S.L. Classical, Theology, A.L.-Magick, C. S.-Clerical 1, Meditate, Public Speaking, Law, S.W. Lasso, SMB, D. B.

Magic Points:10 Spells: Strength of Combat, Cure Light Injury

Items: Shield, Sword, Chain (1AP), Breastplate, Greaves



Order of the Dark City

This article briefly and loosely describes an order of knights, individuals of which can be used in any campaign. I have kept the details sparse providing information known only to the Orders members.

Kaspen Denris stood up to address his fellow knights, his face warmed by the huge fire which burnt at the centre of the ring of his thirty three brethren.

"I welcome you all to the tenth gathering of the Order of the Dark City and especially those that join us for the first time. I hope that some of us have found some clues that will lead us to the end of our quest."

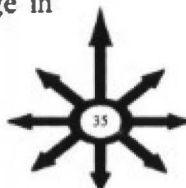
This article describes an Order of knights who travel the old world in a quest for a goal which none of them know for certain is truly obtainable. To all intents and purposes they are grail knights searching for something physical but which is also a spiritual quest for personal attainment.

The Order of the Dark City is a collection of, at present, thirty nine knights who have dedicated their lives to searching for a lost set of ruins known only as the Dark City. The Order was founded twenty years ago by Kaspen Denris, two years after a reunion with his old friend Cotel Capper when they discovered they had both received the same dream.

"The first of our new brethren is Sliia von Wittenstein and she will tell of her dream, for a further clue may be contained there in."

In the dream the dreamer stands on a ledge at the side of a vast cavern which stretches into the distant darkness. Along the cavern floor lie the ruins of a thousand buildings covered in a layer of black soot, statues lie broken in plazas and what may once have been gardens. In the streets lie the mummified bodies of men, women and children and something else humanoid but unfamiliar all caught in the throes of an early death. Each is curled into a foetal position as if trying to protect themselves in some pre-natal memory from the horror that overtook them.

Staring out into this destruction the dreamer senses a change in



the dead silence, a distant rumble carried on a wind which grows slowly stronger stirring the dark soot into the air, cracks appear in the roof of the cavern and momentarily the watcher believes they can see the city as it truly stood, but only long enough to grasp the magnificence and the power that once resided there.

Rocks begin to fall further aggravating the dust, now dancing in the daylight shining through the cracks in the ceiling. For a second the collapse stops, silence reigns and in the rubble the dreamer is sure he can see shadows moving, coming closer. The dreamer is suddenly forced to cover their ears as a single crack rips open the roof echoing throughout the cavern. The rest of the ceiling falls to the ground in one huge piece and as it falls, a city is seen on top of the rock. A moment later this is recognisable as Altdorf (others have seen Middenheim, Nuln and Talabheim) before it shatters on impact, glass and stone fragments cut painfully into the dreamer's skin and blood begins to flow down their face.

As the dust clears no sign remains of the city but at the centre of its impact can be seen the bloodied figures of a dwarf and a wolf. The shadows seen before now start to show themselves, evil, hooded figures poisoned blades held out before them. They clamber silently over the stones in three lines forming a triangle around the two figures, who know the fight can only have one ending. The dreamer awakes and one thing remains certain, the evil creatures have come home and everything is at an end.

The last of the game was eaten and the bones blackened in the fire. Passing his hip flask to Cotal, Kaspren bought the meeting back to order. "Let us now speak of new signs and progress."

Denris and Capper both came to the conclusion that they had been chosen to find the Dark City and protect it against the 'hooded evil.' They set out together and searched through the libraries and universities for any references to their dream but could find none even amongst the obscurest volumes and most eccentric scholars.

In a Inn outside Altdorf they dejectedly came to the conclusion they had wasted the last two years in a fruitless search and agreed to go their own ways come tomorrow. As their horses blew clouds in the morning chill they shook hands and promised to meet again when the words 'I to have seen the dark city and the corpse of the Empire upon it.' gave them the hope they have not since lost.



The speaker was Jiza Stries a notorious and feared slaver on the Tilean coast working out of Sartosa. Stories and songs of her had long circulated around the Old World used by travellers as currency for a nights bed and bowl of soup. She had received the dream of the Dark City five times over three years and had handed her three ships over to her second (who she expected to have to fight on her return) and headed to her homeland of the Empire.

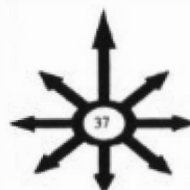
They spent the day talking and it was here the Order was born although Jiza refused to join (she has only attended the second gathering). They also agreed on the rules of the order;

- There is no hierarchy, all members are equal although Kaspen Denris is seen by most as the spiritual leader.
- Anyone who has had the dream and is committed to the search for the Dark City can join.
- A meeting is to be held every two years (17th Vorgeheim) to discuss developments although it is not compulsory to attend. It is held in a forest clearing outside Altdorf.

Dopar Joseph stood and began to speak, 'I have sad news to speak. Our brother Gergor Tours was killed two moons ago in the forest outside Bofenhagen. The Road warden I spoke to said they had no idea who the killers were but he suspected beastmen or mutants as nothing had been stolen and there were signs of torture.'

The order's members are all warriors that have had years of experience in fighting chaos, and they include ex-witch hunters and templars in their ranks (Jiza Stries seems to be the odd one out). All have a primary loyalty to the Order and a sense of fanaticism that tends to make others uncomfortable. Each member is on their third career at least and most are over forty years of age. They have a wide range of contacts and a few enemies around the Empire.

Members of the Order travel around talking to remote scholars, listening to local tales and generally trying to discover any clue to the city. They are not adverse to travelling with others if they are going in the same direction and will happily join a party on a quest if there is a chance of finding a source of undiscovered information.



Kaspen Denris stood to close the meeting, saddened that once more no real lead had been found. The sun had begun to rise over the trees and the fire was low when the stranger stepped from the tree line and strode forward ignoring the mass drawing of swords. He stopped a foot from the nearest blade and pulled back his hood, to reveal a handsome half-elven face.

"My name is Sard and I have come to speak. I knew your brother Kaspen Denris and I know he spoke of me before his death."*

The others turned to Kaspen and then most sheathed their weapons.

"Speak then Sard."

"Two fragments of information is all I have for you and I leave it up to you what you make of them. These are garnered from my last journey into Skavenblight." Looking into their faces he could tell that even among these travelled men and women there was a mixture of disbelief and fear at the accursed name. "The Thirteen lords of Decay have a secret body of knowledge that is hidden from all, even their Grey Seers, but among them is talk of a place they call Sp'ss'darg. There is no direct translation for this but it means Sp'scar's Home, Sp'scar's Median and Sp'scar's Stone. Sp'cars is a forbidden word outside the priesthood and they speak of it with a reverence close to that of the Horned Rat. It is possible your city and Sp'ss'darg are one and the same"

The Order was stunned, this was important news but there was more to come.

"There is one other thing. Your Order's name has been mentioned among the Grey Seers who have sent members of Clan Eshin to search for you. My information is that they have already killed one of your number and I can tell you from experience, he won't be the last."



RECOMMENDED

THE GORMENGHAST TRILOGY by MERYN PEAKE (Titus Groan, Gormenghast and Titus Alone) Meryn Peake's Gothic Fantasy story is based around the castle Gormenghast and its inhabitants. The whole story is really contained in the first two books, which are excellent (Titus Alone is really a separate entity and was uncompleted at the time of Meryn Peake's death).

For Warhammer player and GM's they are worth reading for the general atmosphere which is very similar to that of the Old World and there is plenty of ideas here especially for characters. I would say that Castle Wittingstein from Death on the Reik was heavily inspired on Gormenghast.



PROSTHETICS

This article gives some details of prosthetics in the Warhammer world. It is an unofficial sequel to the rules for surgery which are contained in the article 'Is there a Doctor in the House' by Andy Warwick which appears in *Aproycha Now*. I have based the details on our own history during the renaissance period with changes where appropriate.

pros-thet-ic (pròs-thè'tík) adjective

1. Serving as or relating to a prosthesis.
2. Of or relating to prosthetics.

— pros-thet'i-cal-ly adverb

pros-thet-ics (pròs-thè'tíks) noun (used with a sing. verb)

The branch of medicine or surgery that deals with the production and application of artificial body parts.

— pros'the-tist (pròs'thè-tíst) noun

pros-the-sis (pròs-thè'sís) noun

plural prostheses (-séz)

1. An artificial device used to replace a missing body part, such as a limb, a tooth, an eye, or a heart valve.
2. Replacement of a missing body part with such a device.

[Greek, addition, from *prostithenai*, to add : *pros-*, *pros-* + *tithenai*, to put.]

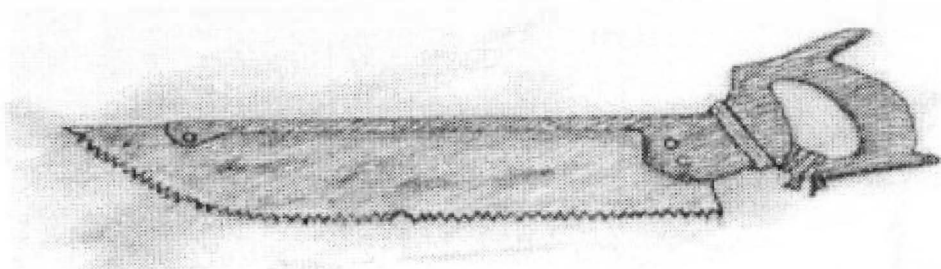
The American Heritage Dictionary of the English Language.

Prosthetics in our world

The first mention of false limbs are to be found in ancient Hindu texts and Irish Legends which speak of Kings and Queens with false hands. While the Hindu texts give details of nose replacements, the Irish texts are vaguer and possibly only embellishments as part of the story.

Not looking at the most basic level of prosthetics (i.e. Peg legs, Hooks etc.) the next stage of development comes in the middle ages with advances for knights and other soldiers (those most likely to lose limbs, especially later once gunpowder came into use). Rich knights would have their replacement limbs built into their suits of armour while foot soldiers would have far more basic items.

The renaissance period moved the development of prosthetics



forward and from this period came some of the greatest pieces of prosthesis however many of these were unique, unsurpassed for two hundred years.

Present day prosthetics cover almost every possible aspect of limb loss and these parts can copy almost as wide a range of movements while looking like its intended part.

Limb Loss - A summary of effects

When a body part effects are left up to the GM to impose, Table A gives a summary of these effects. All these are open to change especially on characteristics such as Fellowship where it really depends on who you are dealing with but those with lost limbs are generally stereotyped as either ex-soldiers/adventurers or beggars (sometimes one and the same).

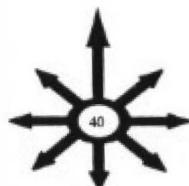
The WS and BS figures act as a guide to those attempting to use and manufacture prosthetics limbs. Obviously a character with no hand cannot use a sword but if they use a hook then they would only suffer the -20 penalty the hook brings. Common sense is the main guide here.

The figures in Table A below replace the adjustments on page 87 of Apocrypha Now applying to those without a prosthetic.

TABLE A

		M	WS	BS	W	I	Dex	Fel	Encum Penalty
Legs	Above knee	-2*				-20			-100
	Below Knee	-2*				-20			-100
	At Knee	-2*				-20			-100
	At Pelvis	-2*			-1	-30			-150
	Foot	-2*				-15			-100
Arms	Finger(s)		-1ea&	-1ea&					
	Hand		-20£!	-40£!					
	Below Elbow		-30£	-60£			-20#		
	Complete Arm		-70£	-100£			-30#		
Face	Eye			-20				-15	
	Nose							-20	
	Teeth							-2d6	
	Ears					-20#%		-1d6+1	

*Movement rates for running are calculated at -3. Characters with false legs will also tire quicker during movement.



Balance tests

%Effect only if hearing is lost.

& Thumb counts as -6WS. When four fingers have been lost, count as lost hand.

£ Also add penalty for using wrong hand if applicable.

! Can still use shields, (not bucklers)

Purchase and Manufacture

I have categorised the prosthetics into five levels depending on their complexity and therefore their availability and cost (Table B). Technically each required replacement can be from any level, for example if a character loses his foot the options are from Level 1 (Crutch) to Level 4 (Articulated leg) via Peg Leg's and others.

Prosthetics manufacturers cannot generally be classified as such. They are usually a mixture of surgeons, carpenters or blacksmiths sometimes only ever making one limb. The most successful of these have knowledge of all three skills.

TABLE B

Level	1	2	3	4	5
Availability	Very Common	Average	Rare	Unique	Unique (Magic)
Cost (approx.)	0-2 GC's	1/2-5GC's	10GC's+	500GC's+	n/a
Example	Crutch	Hook	Solid Limb	Flexible Leg	

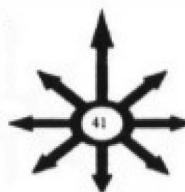
A level 3 prosthetics can take an hour to make while a level 4 piece could take up to a year to finish. Level four pieces are generally a mixture of materials (Leather, wood and Iron) and have a limited life span (although this may as long as ten years)

In some of the largest cities with well funded universities there can be found those that have dedicated their research to the development of false limbs. These individuals will take some finding as they are usually only recognised as Physicians and Scholars (See page 46 for NPC).

Combat

Those using false limbs will need to observe a couple of points when they enter combat. Each limb should be given a Toughness and Wounds rating and the Hit location figures should be amended. For example someone with a peg leg is going to have a Hit Location of 91-95 Leg, 96-00 Peg leg.

For example, if a limb is lost in Combat then again common sense is your best guide. If a false leg is knocked off during combat then a



dexterity roll at -20 should be made, if failed the character falls to the ground and if failed by more than 30 than the character is stunned for 1D4 rounds. Optionally have the character make a balance test each time they are wounded in combat.

If a glass eye is destroyed a +1 sudden death roll should be made due to the fact it is dangerous to have shards of glass in your head.

REPLACEMENT LIMBS - Examples

ARMS

Hook - (Level 2, @4GC's)

Made famous by Captain Hook in J.M. Barrie's Peter Pan, the Hook is designed to replace a missing hand (or a hand with no fingers). Usually made with a steel hook held by a leather holder filled with a softer material (i.e. fur) and attached by leather straps to the forearm. Some have been known to have the hook drilled directly into the stump. Hooks can be used as an attacking weapon but they are more often used to parry. (Encum 10 I +10, TH 0, D -2, P +20)

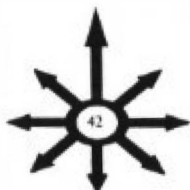
Solid Arms and Hands (Level 3 10GC's+)

Solid arms and hands are generally pre-built from wood although sometimes from metal and then custom fitted. By simply wearing long sleeves and gloves the wearer can make their disability almost invisible. The arm can be used for simple tasks which do not require much effort although those with only hand or below arm replacements can open door handles(if not too stiff) etc. (Wood:T2 W3 Metal:T5 W7)

Horseman's Arm (Level 4 120GC's+)

The Horseman's arm is a weapon designed to enable riders to control their horse or use a shield, only being designed for use in battles as it is unwieldy. The arm can be used by those with any level of missing arm, although those with no shoulder should suffer a disadvantage. The arm is made of metal and completely enclose any remaining arm and both shoulders where it is also fastened by leather straps around the body. The arm hangs down past the knee and at the end is attached a mace head or blade. (T6 W10 Encum 280 I -30, TH +20, D +2, P 0)

A variable of the Horseman's arm is attaching a shield which gives the wearer 1AP on each location except the arm and leg opposite to the



side the shield is worn (i.e. if worn on the right arm then the left arm and left leg do not gain IAP)

Sword Arm (Level 3 100Gc's)

Similar to the Horseman's arm this is sword attached to sheath secured to the arm. The blade is actually built into a metal casing which is secured by leather straps. Wearing the sword arm is obviously going to be an unreasonable prospect in population centres and "Drop your weapons your surrounded by fifty crossbow men." situations should be avoided. A forearm version will obviously have a lot more flexibility than a upper arm attachment. Lower Arm:(T3 W3 Encum 150 I 0, TH +10, D 0, P +10) Upper Arm: (T3 W3 Encum 200 I -10, TH 0, D 0, P -20)

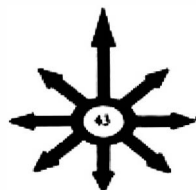
Again a shield can be attached instead but only as a below arm replacement. (T4 W3 Encum 190)

Iron Hand (Level 4 1000Gc's)

Gotz von Berclichengen (1480-1562) was a notorious German freebooter who lost his lower arm during a siege. He was unhappy with the first replacement which could only have been described as a claw (Level 3 20GC's Encum 30 T2 W2 I-20, TH +10, D -1, P -20 Will generally prove distasteful to a population in fear of chaos). Gotz replaced this with a elegant articulated model made of Iron with fixed thumbs, flexible fingers, ratchet locking and adjustable wrist. All these features had to be operated by the other hand but he used it to continue his career and his fame as Gotz 'The Iron Hand' stories spread across Europe.

Baz'aqars Vengeance- (Level 5 Price n/a)

An ancient arm made of a unknown bronze like material inscribed with a lost Arabic language and Magick symbols of Death and battle, its origins lost in time. The arm radiates Magic and to those attuned to such , evil and chaos. The arm is spoken of in many legends and generally in tales of The Wandering Cleric, which speaks of an immortal cloaked man. However this is a composite of all the owners of the arm each of which possessed the arm for a limited period of time before being driven insane. The arms properties are (T6 W50 Immune to fire Regenerates at 1W/rd I +10, TH+20, D+1, P +10). Once worn the wearer cannot remove it and becomes driven by a desire to search for something unknown and becomes subject to frenzy. Each time the wearer kills they must make a Cool test or gain an Insanity point. The last stories of The Wandering Cleric sighted him in the Border Princes leaving a trail of dead



behind.

LEGS

Crutch (Level 1 10 Shillings or Free if you DIY)

While not strictly a prosthetic limb I have mentioned it here because those that lose a leg will probably end up using it at some point. It can be used as a weapon using the same stats as a Quarterstaff with an additional -10WS if character is attempting to balance at the same time. Those with a crutch will most almost always be seen as poor and possibly diseased, while some will take the view that they are obvious target's for abuse. Remember using a crutch will fully occupy a arm. Increases Movement rate by 1. (Purchased or Carpentry skill used T2 W3 otherwise T1 W2)

Peg Leg (Level 2 @2GC)

Vitali wrote "(Peg Legs are the) Prostheses of the peasants and poor" and therefore in both our world and Warhammer's they are most common. Made from wood they consist the of the peg and a base for the stump which is again attached by leather straps. Increase movement rate by 1 and reduces Initiative modifier by 10 also reduces Balance tests by -10 unless a crutch is also used. (T1 W2)

Solid Legs and Feet (Level 3 10GC+)

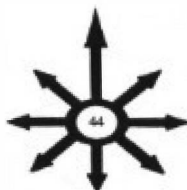
Solid wooden legs are custom carved and can be used to replace any level of missing leg. The advantage of a solid leg is that clothing and shoes can be worn as normal and with a foot or below knee replacement only a little stiffness can be discerned. A knee, above knee or full leg replacement will force the owner to walk with a noticeable limp although again this may be only be seen as a lame leg. Foot or Below knee replacement increase movement by 1 and Int by 10 while above knee adds one to movement although character cannot move at the running rate.(T2 W5)

Verduin - (Level 4 350Gc's/ 50Gc's maintenance per year)

I have named this after the first owner of the above knee prosthetic (1696). It has made of a Leather socket with hinged steel sides attached by a thigh corset. (Encum 280 Movement and Movement allowance -1, Int -10)

Hornburg's foot - (Level 700Gc's /70Gc's maintenance per year)

Again I have named this after the real world owner of such a limb



(Prince of Hornburg (1633-1708), whose leg was left dangling by a single tendon which he severed himself). The limb is a metre long weighs over 5Kg and consists of two wooden sheaths, held together by bone glue and two wooden dowels with a spring to hold the foot at the correct angle. These are anatomically placed and built so that at both joints move correctly. Running modifier at -1M.

FACE

Nose (Level 4 @60GC's)

As mentioned above ancient Hindu texts describe the process of replacing noses but until relatively recently this knowledge was lost. However in the Old World there are those that can perform such an operation. Cartilage is taken from the leg and covered with skin taken from the forehead. A surgery roll with a -20 modifier needs to be made to successfully complete the operation. Success leaves only a +15 modifier to Fel, Failure gives a further -5 Fel while failure by over 30 gives -20 Fellowship and 1D2 Insanity points.

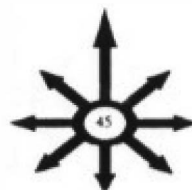
Glass Eye (Level 2 approx. 5GC's)

If a character loses an eye he must use a glass eye or wear an eye patch to protect it from infection. Glass eyes look effective from a distance although they move slightly it will never look natural. Glass eyes must be regularly cleaned.

Teeth (Levels 2-4 Costs variable)

False teeth are made from a variety of materials from wood to animal horn. Lower level false teeth are probably going to be purely functional, being both uncomfortable and unusual looking. Level 4 teeth will be fitted and adjusted until they are comfortable and if made of expensive horn whiter than the originals. All false teeth must be cleaned (Fel -10 if not) and replaced regularly.

Hopefully this article has given you some ideas for the using prosthetics in your game. Always remember that a false limb should never be better than the original limb and that players and situations will forever cause you to make decisions on their use. For example, those using the Follow trail skill always be able to tell if it has been made by someone with a false leg and secret compartments in limbs cost extra and weaken the limb.



Dr Prosther

The most famous of the Empire's prosthetics researchers is Dr Prosther of Nuln university. The name is known amongst large numbers of the Empire's medical community and is famous amongst Nuln's academic community. Very few people have actually met him but papers on his research are posted with impressive regularity.

Prosther is a brilliant man constantly researching new avenues to take prosthetics down. He is also a regular builder of false limbs but unless he is doing so to test a new invention he will be doing it begrudgingly and only for funds.

Prosther started out as an apprentice to a necromancer isolated in the Grey Mountains and as his training continued he started to suffer the consequences. His left hand withered to uselessness and he developed a sleeping sickness which meant he was awake for only five hours a day. He was also becoming disillusioned with necromancy and one day he escaped to Nuln where he impressed the medical establishment with his knowledge of anatomy.

Soon he was addicted to Ranalds Delight which allowed him to work twenty four hours a day, six days a week and at the same time he grew self-conscious of his hand, withdrawing to the sanctity of his studies. He also remains scared that witch-hunters would reveal him as a former Necromancer.

His orders and day to day activity are carried out by his assistant Hodo. Those that wish to use his services will have to go through Hodo, proving they can pay. Dr. Prosther will then decide if he needs the money and if he can spare the time. If he agrees to take the case he will then invite the individual to a consultation.

Prosther tends to make most people (and patients) nervous as he is constantly on edge, occasionally descending into paranoia and explaining none of his procedures treating patients as non-entities. Also he regularly can be seen taking doses of Ranalds Delight*.

His sparse living quarters adjoin his workshop which is a chaotic collection of tools, workbenches and materials. False limbs in various stages of completion hang from the ceiling so that visitors are required to weave their way between them. The smell of boiling glue pervades the whole area.

Hodo also lives here and spends his few free hours drinking in the nearby tavern 'The Spilt Pear' with his friends, of whom most are local apprentices.



M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	33	3	3	7	45	1	35	26	68	24	35	27

Careers: Wizards Apprentice, Wizard Lvl 1, Necromancer Lvl 1, Physician's Student, Physician

Age:69

Skills: Read/ Write, Super Numerate, Scroll Lore, S.L.- Classical, Cure Disease, Heal Wounds, Manufacture Drugs, Prepare Poison, A.L.- Magick:Necromancy, Cast Spells-Petty Magic:Necromantic Lvl 1:Battle Magic Lvl 1, Identify Undead, Identify Plants, Magic Sense, Rune Lore, Heal Wounds, Manufacture drugs, Prepare Poisons, Surgery

Spells: Curse, Produce Small Creature, Zone of Cold, Steal Mind, Immunity from Poison, Zone of Life Magic Points:18

Disabilities: Cadervous Appearance(Stage 2), Sleeping Sickness, Withered Left Hand

Insanity's: Drug Addiction, Introversion, Talking to Self

*Apocrypha Now page 83



REVIEWS(Continued from page 7)

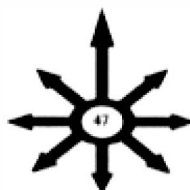
nothing instantly useful in this issue but all the articles are well written and cover a good range of subjects. Their news and reviews sections are very good but the the typeface on the letters page is truly horrible.

Arcane - Issue 4

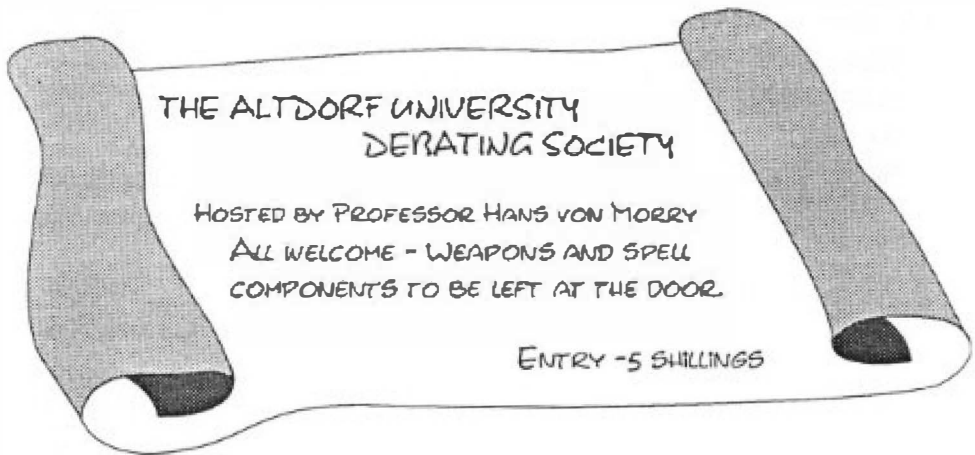
Arcane takes a broader look at the gaming world publishing no system specific articles and only one pusedo-scenario every month. Again filled with up to the date news, good articles (I especially liked Lee Brimmicombe-Wood's feature on acting in Roleplaying) and reviews.

Both Valriyke and Arcane are good and well worth reading and should be supported. Too many good magazine's have gone under in the past.

NEXT ISSUE: WARHAMMER ON THE INTERNET



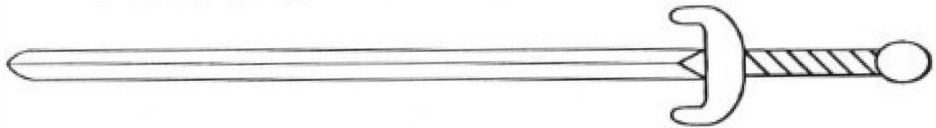
LETTERS/FORUM



This is an open forum for discussing opinions on various Warhammer related topics. All opinions and points of views are welcome. Each issue a number of points will be raised and hopefully will be responded to. Every RPG group has a different method of playing and no answer is wrong or right, so get writing with your views or questions to be poked and probed.

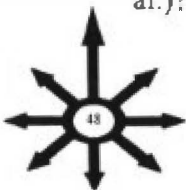
The first issues to be thrown to the jabberwock are;

- Should Fate points be kept secret from the players, controlled solely by the GM? How much would this affect a player's actions?
- Are Trollslayers good player careers or are they too psychotic if played properly?



THE NULN COURIER SERVICE

Do you have any opinions or comments that you would like to raise. Are Hogshead doing a good job? Is Warpstone for that matter? Does Warhammer have a future in the Roleplaying world or does it deserve to be sucked dry by the new breed of game (Vampire, Cyberpunk et al.)?



NEXT ISSUE!



“Santana’s Gaze”

- TEMPLARS
- BELIEF AND FAITH
- WFRP ON THE INTERNET
- SCENARIO
- & MORE

