

# THE ORIGIN OF TREE WORSHIP



Issue 3: Dragonmeet 2002

Being an Occasional WFRP Gazetteer by Tim Eccles

Cost of 1 GC

## INTRODUCTION

Welcome to Issue 3 of **The Origin of Tree Worship**, a fanzine by me (Tim Eccles) aimed at supporting WFRP. The first two issues are now no longer available and were simply sheets given away free to subscribers to Warpstone magazine. This is an attempt at a more traditional fanzine booklet format. Here follows another assortment of my personal thoughts on aspects of WFRP. My general editorial, published in issue 1, on the purpose of TOoTW continues; basically this is a forum for me to ramble on about WFRP without the 'polish' of my alternative outputs. The format for the first two as an A3 folded sheet was deliberately meant to represent the type of pamphlet produced during the days of the Reformation and similar popular movements during the "real-world equivalent" period of European history to that of the Old World. It was also cheap and easy to produce. Some felt that they would rather have a more substantial and permanent format, and would be willing to pay for it. This is such. I have reprinted and reworked some of the articles from the first two issues, expanded some material from my independent WFRP campaign **A Private War** and included other things that have occurred to me. I hope to produce Tree Worship to some form of schedule, but this is dependent upon many things. Let me know if you think it is worth continuing.

This edition is primarily being sold as a means of raising money for covering the cost of a table at Dragonmeet 2002 for a consortium of UK fanzine writers. I hope that you think it is money well spent, but you are also supporting this project. Thank you. Whilst some of the material is simply repeated in a more robust format, there are three new pieces of possible interest here. First there is a description of Carroburg, which attempts to balance the need for brevity with a thorough coverage for GMs to develop within their own games. Second, there is a piece upon the Kislevan marcher lands, interesting in itself and a plug for the Strike to Stun site, which is producing its next issue on Kislev. Thirdly, I have been developing the Kislevan army for my own interests and I present here the current draft. I am hoping to produce my Wheatland Colonies campaign - **A Pass Too Farside** - at some stage and the military will be fully detailed therein. Until then, this can also be a plug for my independent **All Quiet in Kislev**, part two of the Private Wars Campaign, now available. AQiK also delas with the Kislevan military. Check out about my campaign and everything else at my club website [www.shadow-warriors.co.uk](http://www.shadow-warriors.co.uk). Better still come along and join the game.

All work is my own, except where an alternative contribution is noted - this is most notable in the article upon Carroburg that was co-written with Ryan Wileman. There is no claim to absolute originality. I read a lot of varied sources and these all affect my thinking. These ideas have been developed from my games, my reading and interactions with other gamers. Feel free to use any of this material, but I would appreciate acknowledgement of its source, and be interested to hear about your use of it.

# The Free City of Carroburg

By

Tim Eccles and Ryan Wileman

## Pre-History

Prior to the coming of man, nothing is known of the land upon which Carroburg now stands. No ancient race is thought to have settled there, and no elf or dwarf records hint at any special significance. The first to come to the area were the druids, who used the hill now known as the Schlaefanstieg as a meeting place. Certain obscure druidic lore refers to 'the place where the waters are cleft', and it is thought that the place held significance for many centuries before the druids abandoned it.

In the following centuries the area became populated by the human tribe called the Kruebi, early settlers of the lands that were to become The Empire. The tribe was smaller and less warlike than many of their contemporaries such as the Teutogmens to the north and the Unberogens to the south. They prospered in the fringes of the forest, fishing in the river and practising agriculture along its banks. Woodcarving became an important part of the material culture of the tribe, and the unique style that characterises Kruebi carvings lives on even today in traditional folk art. Some evidence of contact with the gnomes of the Mirror Moors is apparent in certain carvings preserved in the city, although the nature and extent of the relationship is unknown.

The Kruebi did not settle on the site of Carroburg at first, rather it was used as a place of counsel for the chieftains of the tribe. At some point a large hall was constructed on the Schlaefanstieg, using stone from the abandoned druidic circle. Over the period after this a small settlement grew up around the hill, and by the time of the coming of Sigmar it was the location of a small hillfort.

## History of the City

The site of the city was a meeting place for chieftains of the Kruebi, which became a permanent settlement. When Artur founded Middenheim, a number of dissident Teutogmens moved south and lived around the area. They formed a local alliance with the Kruebi, exchanging manufactured goods for furs and (to some extent) protection. Eventually they were amalgamated into the Kruebi, but their influence remains, especially in the countryside. This is most clearly reflected in the division of citizens into two broad types. As the town grew, it was made up of two classes of citizen - the craft-orientated Kruebi and the hunting/war-orientated former Teutogmens. Carrolus was one of the former, and he led the Kruebi alongside Sigmar and the settlement was later named after him. The Kruebi eventually formed the core of the nascent craft guilds, and many rituals within the guilds reflect this link.

In recent centuries the city and Middenland have changed hands between various noble families. Combined with the cosmopolitan nature of the city (major trade stop, location on the river) this inconsistency has led to the influence of the nobility being perceived as less important by the people, and the presence of the powerful craft guilds has exacerbated this. There is an echo with the original division of labour between the Kruebi and the Teutogmen dissidents, of course.

The rise of merchants in Carroburg has been a product of a number of interrelated factors. The guilds themselves have become powerful over the years, in part due to the proximity of Marienburg which offers both an easy source of transportation to markets and an example to follow. In addition, over the last two thousand years Empire nobility has declined steadily, and within the city an inconsistent nobility has proven able to offer little but crisis leadership and defence of the city in the past. At the same time, and given their tribal origins, nobility in the city are the most likely within The Empire to adopt trading opportunities and the clear distinction between guildsman and noble is less so here.

The 'Greatswords' are a famous regiment from Carroburg. Common legend tells that at some point the city was besieged by goblinoids, and the famous gate to the palace was defended by Prince Karad von Carron and a unit of Greatswords. This is a celebrated event in Carroburg history, although an incorrect one, and a statue of von Carron and two Greatswords stands in the main platz. In fact, the real attackers were Middenlanders, who were defeated by the defending Reiklanders but this is regarded as politically inappropriate in modern times. Prince Karad von Carron himself is buried in a magnificent mausoleum in the Skaag Hills.

### **Geography**

Carroburg is located at the point on the River Reik where the River Bogen flows into its slow-moving waters. The land is relatively flat, with the city rising gently away from the northern bank of the river. However, at the point where the Bogen joins the Reik is a steep cliff, atop which stands the Elector's Palace. At this point the Reik is still navigable by ocean-going vessels, and the importance to the city of river traffic should not be underestimated - the roads to and from the city are poor by the standards of the Reikland as a result. For example, the riverside road that leads westwards to the village of Dunkelbild is a hazard for any transport more sophisticated than a horse.

Surrounding the city are the trees of the southern Drakwald Forest - its oak, ash and elm trees far sparser and lighter than in the north. The low-lying land to the east of the city walls is marshy and prone to flooding; the vast swamplands of the Furdienst lie only a few miles away. Local legends tell of sinister gangs of pirates and demons that dwell in the mist-swathed bogs; tales of the area are used by mothers to frighten unruly children. GMs expanding this particular location should feel free to introduce monsters such as the bog octopus, fen worm, bloodsedge, chameleoleech, lashworm, giant spider, marshlight, and swarm. Note that the marsh should be essentially deserted and thus not overpopulated with beasts. A more numerous enemy might be a small tribe of fimir.

A poorly maintained track leads away on the southern bank of the Reik towards the village of Schattenlas, while a better road accompanies the river to Weissbruck and beyond.

North of the city are the Mirror Moors, so-called because of the large number of shallow lakes that reflect the sky upon their still surfaces. If a traveller were to follow the track north from the city towards these barren highlands, he would pass through the small settlements of Punzen and Anseldorf, before eventually reaching the hill where the gnomic community of Glimdwarrow can be found.

The southern banks of the Bogen have a gradual gradient that rises gently towards the Skaag Hills and Weidmarkt through the forest.

## **The Schlaefanstieg**

Carroburg is dominated by the low hill known as the Schlaefanstieg, the location of the original settlement that grew to the city of today. In historic times this formed the old town - the remains of ancient city walls are still in evidence around the foot of the hill and until the quays were built in the second millennium the area around was flooded every winter. At the highest point of the city are two large squares - the Heiligplatz and the Carronplatz. The former is the location of the city's larger temples; the imposing Cathedral of Sigmar stands on the west side of the square opposite the sturdy structure of the Temple of Ulric. In between on the north side of the square stands the smaller Temple of Verena. In contrast, the Carronplatz is the hub of the city's secular administration - it is here that the magnificent Guildenhaus can be found adjacent to the City Hall and Courts.

The remaining buildings of the Schlaefanstieg district are those of the wealthy and important citizens. Many important guildsmen have townhouses on the eastern slope, alongside the homes of priests and senior public servants. It is here that some of the Empire's finest examples of the Carroburg architectural style can be found. Although the Schlaefanstieg is little more than an area of elevated land, it is the only part of the city to stand well above the water table, and consequently the buildings are far more likely to have cellars than those closer to the river.

## **City Wards**

The Dockyards is an important and bustling region, where docks are available for naval, private and commercial purposes. Admiralität, the Admiralty building, is located here, overlooking the naval dock.

The Palace District consists of the palace, set upon a cliff above the Bogen-Reik split, and high-class residencies. Here the famous fortified gate that was defended by Prince Karad von Carron and his Imperial Greatswords is located. It is most familiar to visitors as the representation that is to be found upon the city crest. The housing here is not actually the grandest in size, but in location. Indeed, much of the housing is quite small and irregular as the houses seek to cram in close to the palace. Whilst some government buildings related to the craft guilds are located inside the palace, most are found inside the various wards. The area also contains a small private museum, owned by the prince but supported by 'public subscription' by certain members of the elite. For the price of a shilling, visitors can look upon both artefacts and mundane archaeological items. The current prince has little interest in history, but some of his forbears were avid collectors. Some believe that genuine relics are more likely to be found here, than in the temples (as described below). There are certainly authenticated items from the time of Sigmar, and one sword with the name 'Marius dux' still visible upon it that has caused some controversy.

The Market Square is actually a number of small squares, surrounded by craft workshops. Each of these tends to specialise in a particular craft and is also the location for a guildhouse for that craft. The most central of these is the Weights and Measures Courtyard, where local guilds and the Cult of Verena attempt to solve trade disputes amicably.

There are six city wards recognised by the government apparatus and a 'phantom' seventh. These are called the zuerst, zweit, dritte, vier, fünfte, sechste and siebente. The city regards its wards as cosmopolitan and integrated, without zoning. This reflects its attitude towards craft and industry. In reality, of course, this is far from the truth. Like

everywhere else, the rich prefer to keep apart from the rest, despite the proclaimed equality of craftsmen. The Palace and Dockyards are also technically separate wards, leading to much confusion as to exactly how many wards there are for differing administrative purposes.

The main roads running through the city are not so much thoroughfares, as places to meet and do business. Most routes are filled with traders and inhabitants carrying out their lives. It is often said that Carroburgers are rude, in that they barge through people, but in effect this is the only way to get anywhere in the city.

### **The Living City**

The city is perhaps best presented as the soft underbelly of The Empire. Despite its position, the city is complacent about its environment and is perceived by its inhabitants as a safe and prosperous place to live. There is some validity to this, as the craft guilds maintain both senses of tradition and of economic prosperity for the future. Neither is quite as clear-cut as locals believe, but it is not necessary here to detail events that might disturb their idyll. In short, Carroburg is a typical petit bourgeois (or middle class) city of craftsmen and shopkeepers. Externally, its location is, of course, more precarious and the Marienburg situation influences all that happens within the city. Whilst the inhabitants dislike merchants, and thus the city, they also fear its economic prosperity and the dangers it poses. Whilst many in The Empire rumble about Carroburg as a base for the re-conquest of Marienburg, some in the city (quietly) consider a more permanent alliance.

### **Religion**

The location and history of the city has made it fairly cosmopolitan. No one god is dominant within Carroburg, although Middenland is still largely Ulrican. Carroburgers are slightly disinterested in religion and although prejudice is known it is not as common as elsewhere. There are large temples to Ulric, Sigmar and Verena, and also a number of small shrines to localised craft patrons (variously regarded as gods, spirits and saints. The nobility are traditionally pragmatic Ulricans - recognising the importance of tolerance in the city's prosperity, and unable to impose religion (even if they wanted to) due to the influence of the guilds. The city is also something of a pilgrimage site for a number of these faiths due to local relics. Local people are far more impressed by the trade and lodging brought by these visitors than the items themselves.

- **Sigmar**

As the first major stop along the River Reik for visitors into The Empire, the Cult of Sigmar realised that it needed an impressive display of its power, and so the Cathedral of Sigmar was designed and built. Of course, this necessitated both political and economic ingenuity at the time, and also resulted in similar reactions from other faiths. Ironically, one of the more tolerant (or disinterested) cities in The Empire has arguably the most impressive collection of temples within the nation. The city also recognises Saint Kurt, who was said to be the smith who served Sigmar and represents dutiful craft workers. Here, Saint Kurt is regarded as rather more than a servile smith, of course, but as a fully fledged and independent craftsman. The cathedral contains a number of relics relating to the saint, and also a horseshoe said to have been thrown by Sigmar's horse and which struck a local woman, slaying her. There was much consternation at this, until it was discovered that she carried a dagger and had sought to slay Sigmar. This was then praised as a most fortuitous event, and the shoe is said to bring about misfortune to all those of ignoble heart or seeking to bring down The Empire. The

church also contains a finger bone, which is said to have been cut from Carrolus' hand by an orc axe during the battle of Blackfire Pass, and later returned by one of his followers. Carrolus jokingly said that he had little use for it anymore, and gave it to the man. There is much disagreement over the item's validity. It is rumoured that a dishonest priest sold the true relic centuries ago, whilst others discount the story completely. There are three additional shrines in the city, one specifically to Saint Kurt. A Lector is established here.

- Ulric

The temple to Ulric is on first sight less imposing than the Sigmarite cathedral, but it is much better loved by the ordinary people of the city. This is because it is primarily wooden, built upon a stone first storey, and utilises local craft skills in carving the superstructure. The current upper frame is some 300 years old, but inside is retained earlier parts of the building and the church maintains a good relationship with local guilds that send their apprentices to services in order to appreciate the work. The temple also exhibits on holy days a very tired wolf pelt, which (it is claimed) was slain by Carrolus on a hunt with Sigmar. A bronze axehead is also located here, said to be Carrolus' axe used at Blackfire Pass. There is competition between the Ulricans and Sigmarites over the validity of their relics.

- Verena

This is a large building frequently used by the city to hold 'public' meetings. Like the temple to Ulric, wood is evident throughout the building. In addition, the temple exhibits works by many Elector Counts, made upon their accession to power. The church and the city have normally cordial relations, and the guilds involve the priests in some of the more public acts of governance when all registered citizens are involved in public meetings to discuss issues. Recently, there has been a rumoured disagreement between the two, as the priests have demanded more involvement or the guilds have refused to involve more democratic involvement in running the city - depending upon the perspective of who whispers the rumours! Not to be outdone, either, the temple holds what is believed to be Carrolus' helmet given to him by the dwarfs in thanks for his part in their alliance.

- Handrich

Worship of Handrich is quite popular within the city, but only because the god is presented in the aspect of a guildsman rather than a merchant or financier. A number of shrines are found throughout the city offering devotion to Handrich as the patron of a particular guild or craft.

- Local Deities

There are no true local deities within Carroburg, primarily due to the adoption of Handrich as an equivalent in his various craft guises. There is some animosity between these avatars and those created by the other gods within the city to reflect the nature of Carroburg, particularly those of Sigmar and Ulric. One local statue, though very worn, of what appears to be a man holding a sphere is adopted by many of the inhabitants as a semi-divine patron of the city. Local followers of Ranald have rather adopted this as their own, which has led to its excellent treatment and lack of vandalism. However, modern scholarly opinion has linked the sphere to a sun god based upon some old burial sites found outside the city. This in turn has been utilised by certain Altdorf scholars, who argue that Alluminas is (or was) the (a?) sun god. However, such intellectual

argument has little interest to the people of the city, who simply see the statue as a lucky mascot.

In addition, whilst not exactly local deities, a large number of statues and 'shrines' are found throughout the city. These are the work of powerful (or more precisely, rich) people within the city over the centuries, who wished to exhibit memorials to themselves. These take many forms from self-portraits to works concerning the history of the city or the gods. In theory, those who wish to provide such a work, in addition to purchasing the right to exhibit a permanent work must also pay into an annuity in order to fund the *künstlerichpolitizist*, a private militia employed to protect the works from theft or violence. It is not unknown for works to be destroyed by rivals or sold to visitors to the city. However, the payment of the militia is such that popular rumours suggest that they do most thieving, and in any event they are in a continual conflict with the local watch divisions over various protection issues. Today, most families arrange for additional private protection for the work of their families and allies.

## **Government**

The city government is dominated by the guilds, especially the craft guilds. This reflects the tribal history of the city, and tradition is an important part of the life of the city. At the same time, this tradition is seen as a tool of trade and not an end in itself. The most influential guilds include the Carpenters and Woodcarvers, due to the origins of the city. In fact every Middenland Elector Count is initiated into this guild as a non-craft member. Carroburg is also a centre of human architecture and another influential guild is the Stonemasons of which architects are members. There is a Carroburg architectural style, which can be found throughout the Empire. This specialism has also encouraged a dislike of dwarfs for their apparent condescension over Carroburg's standards and quality of workmanship.

At the same time, newer guilds are also powerful relative to the financial importance of their business to the city. Equally, the city's charter provided equal power to the various religious cults in the town and many of these still remain. However, the cults lack of solidarity has precluded any real obstacle to the power of the secular over the divine, and this was enforced by the Battle of Schattenlas at which an Ultrican 'army' seeking to return power to the cult was defeated by the city militia.

The city has two tiers of government, both of which are elected. The first is the town council, whose members are elected by the guilds and other recognised organisations. The second is the wards, whereby councillors are elected by voters determined on the basis (and mass) of property ownership.

On the larger scale, Carroburg is the seat of the Elector for Middenland and capital of the province. The crest is a portcullis indicative of stalwart defence and is a good general indication of the nature of the town and people. Open to all, but at the same time capable of dogged obstinacy when provoked. The town is also unique in that, aside from The Moot, it is the only province to supply troops directly to the Emperor rather than serve as vassals to their Elector within a confederated Empire army. This makes them particularly useful to the Emperor and Carroburg a very favourable position for obtaining an emperor's favours. These troops form a regiment known as the Carroburg Greatswords. They were formed as a distinct unit within the city in 1865. This was in thanks to a troop of Greatswords that mounted a valiant defence of the city against Mjddenland. Their white Reikland uniforms were so stained with blood after the battle they looked like they wore red uniforms. Red and white were also taken as the city's colours, separate from the blue of Middenland.



## Trade

The city is a centre for trade. The River Reik is navigable at this point and access for those upon the River Bogen is controlled here. This makes the city the gate to The Empire, after the loss of Marienburg. It also ensures that the city is an important location for those wishing to trade out of The Empire with Marienburg and, to a lesser extent, Bretonnia. Accommodation and provision of services for travellers is an important source of employment, and taxation on their goods is a major source of income.

The city remains known for glass and pottery, a relic of the artisan Kruebi tribe, and is fairly affluent. Wood from the nearby forests furnishes raw materials for the skilled craftsmen and also a cheap source of fuel - though charcoal is preferred to timber itself. Gnomish trade through the city has resulted in its reputation as a famous centre of clock manufacture, particularly cuckoo clocks.

The Merchants Guild is largely irrelevant. Merchants remain members of their manufacture guilds since the value of craftsmanship is an important theme of the city. Marienburg is seen as the antithesis of this as it puts profit before craft, and so the Merchants Guild remains small and useless. In recent centuries the rise of merchant classes (and Marienburg especially) has led to the city becoming slightly less prosperous. This is not yet visible, but will worsen over the next few years and strengthen the Guild Council's dislike of their neighbours downstream.

## Politics

Whilst in general trade dominates the city, politics is a necessary evil. Although the city is technically the seat of Middenland, there is little love between town and country. Many Carroburgers are very wary of what they see as the extremism and bigotry that they find in the region, whilst those in the outlying villages and farmsteads see Carroburg as rather irresolute and weak. However, Carroburg is clearly aware of its proximity to Marienburg and Bretonnia and the dangers that this poses. Whilst there is little military threat from the Wastelands, opinion is varied as to the sense in any Empire attempt to recapture the region. Whilst they dislike Marienburg, they are aware of the disruption to trade that this would cause, and their own position in what would become the front line of such a war. Equally, Bretonnia is distrusted since the city would be a worthy prize for an adventuresome Duc or Comte.

Some within the city desire to become a city state in its own right, and not represent Middenland, which is seen as essentially poor and irrelevant. Indeed, it is sometimes mistaken for one, since it deals with the emperor directly in its own right on a number of issues that the city has negotiated into its charter in payment of its direct support for the Empire army.

The city is also interesting in that it has diplomatic ties with a gnome community. However, since these ties are essentially involved with trade and the gnomes have never shown any interest outside of this, the alliance is more one of unusual potential than anything more serious. At the same time, Carroburgers have a tendency to dislike dwarfs, who they see as arrogant and bigoted in their assurances of their natural superiority as craftworkers. Carroburg is unusual in that most of those in the city will clearly exhibit xenophobia towards that race. On occasion, the Ulricans have utilised this politically by playing upon traditional Sigmarite favour towards dwarfs as an example of that faith's ambivalence to the needs of the city.

## THE REPEATS

The following sections are taken from the first two issues. I was trying to cover a variety of issues in terms of the flavour of the Old World for my own interest, my own games and when I was involved in the WFRP List. Some of these have been worked up more fully elsewhere, but might be difficult to obtain or too long in those forms. These, at least, are short and to the point!

### Weapons In The Old World

A fully developed version of this article can be found in **Carnel 14** and a reference to this idea is made in my Correspondent article in **Warpstone 15**.

In the Old World, there is little doubt that its rulers want a peaceful and stable society, or at the very least a malleable one. This means that they are likely to look upon well-armed individuals wandering around their lands and cities with a distinctly unfavourable eye. On the other hand, the reality of the Old World is far from peaceful, and even ordinary people will likely carry some protection. So, how do the authorities deal with the issue? Middenheim, according to *Warhammer City* makes visitors "check-in" their weapons and heavy armour on entering the city. This might seem to be normal. According to the WFRP rulebook, most Imperial villages have fortifications (page 333), and most farmsteads are fortified to some extent. Those approaching such a place well armed are likely to be dealt with suspiciously, and prevented or restricted in their entry, unless known in the area.

The question then revolves around definitions of armed. It is likely that most Old Worlders will have access to some form of hand weapon, and this follows mediaeval history where daggers and short swords or axes were not uncommon. It is where individuals wear metal armour, carry serious weapons of war (particularly firearms, crossbows and two-handed weapons) or are on barded war horses that problems will arise, and the authorities will likely act. There are two basic exceptions to this rule, although even here over-arming will cause questioning and suspicion. Firstly, the Empire as a bureaucratising society will sell permits to appropriate persons operating in appropriate areas. Devious GMs can always sell their PCs fake permits. Devious players can always buy fake permits, which will likely convince most illiterate bods. Secondly, certain individuals will automatically be permitted use by their station or post. Wearing the livery of nobles or local guild merchants, or being accompanied by their representatives or those of an official cult, puts one above commoners, whilst soldiers, militiamen, watchmen, guardsmen, roadwardens, witch hunters, templars, coachmen and similar public servants are allowed it as part of their jobs. Those in similar positions, but operating as freelancers are not automatically excluded.

It is also worth stressing the intense xenophobia of the Old World. People from different regions, and this might mean from as little as a few miles away, will be particularly distrusted. After all, they are probably spies from Bretonnia, Ostland, the Cult of Sigmar or the nephew of the ruling Lord. These people with weapons are even more clearly spies. This level of mistrust also extends to non-humans. Whilst dwarfs and halflings might be respected and ignored, respectively, elves are rare and wondrous creatures whose very presence is frightening.

So, on entering a city, PCs should have a permit, keep items well packed, or hand them over to an official. And, as a GM, have said officials (occasionally) commit a fraud or suffer a robbery. It is worth noting that adventurers should be encouraged to carry a general purpose knife with them for general purpose cutting, eating their food and (of

course) protection. This is quite normal, and allowed everywhere. In general PCs entering a city had best keep their weapons packed away, even where permitted, as they will prove to be the first suspects in cases of murder, theft, sedition, and any other plot device a GM can think up. GMs need simply put themselves in the position of some poor guard or roadwarden, who suddenly encounters a group of PCs. What would you think if you rounded the corner, and standing in the street were half a dozen fully armed shady characters?

## Communication

This is a theme I develop in my *Private War* campaign supplement, primarily due to the amount of travelling that takes place there.

One important part of campaigns, frequently overlooked, but an important source of adventure prospects and game colour, is travel and other means of communication. WFRP has looked in some detail at river travel, but I find road travel much more interesting.

Empire roads are of extremely variable quality, although within the political boundaries of The Empire, the surface is reasonably maintained compared with the likes of Kislev. The road surface when first laid is generally one of cobblestones, laid on a rubble base. Holes are frequently simply made up with rubble and detritus, and have a tendency to become un-repaired quite quickly. Roads are an "official" four yards wide with road edgings. This might be true on major routes, but should be less elsewhere and since road edgings are less maintained, they will frequently become overgrown or have fallen away. Note that road edgings are to prevent traffic leaving the roads to circumnavigate toll-gates.

When travellers are using the road is important. For example, travelling in spring shortly after the ravages of winter, there will have been little opportunity for maintenance to be carried out. The ravages of winter should be visible on the surface. For a coach and the cart, the journey will have a tendency to become rather bumpy; for riders and foot traffic the potholes are dangerous.

In my view, coaching inns will be located every 25-30 miles, which should be seen as a "safe" days travel for coaches, just about achievable in a day's walking and leisurely - but again safe for horses. Toll houses should be located adjacent to the coaching inns, partially for mutual protection and partially to try and discourage evasion. They conform to the typical booth in WFRP [p 330]. A low wall runs from the outer wall of the inn courtyard to the gate and from the gate to the outer wall of the yard. Toll keepers will check with the landlords to confirm all those who stay have paid their toll. In order to avoid the toll, a traveller must not only leave the road and go around the outside of the inn (on one side) or the toll house (on the other side) but must also refrain from staying at the inn; this is highly dangerous. The toll, in principle, is the traditional charge of a *Crown-a-leg*. However, most travellers have some form of exemption based upon guild membership or fealty. Tolls have been successfully avoided by most of the Emperor's subjects, except for wandering adventurers of course!

Those travelling by road in the Empire are used to leisurely travel; the roads and facilities allow little else. The coaching inns are just that, and arranged simply as safe resting points for coach travel. Thus they are located some 30 miles apart. It is quite easy to cover the distance in good conditions in a matter of hours for horsemen, but not for coaches operating on treacherous roads in indifferent weather. Nor would any sane traveller dream of pushing on, either in the hope of making the next inn or with the thought of camping in the open overnight.

If the PCs insist on this course of action, the GM should show them the error of their ways.... Characters attempting to travel more than 30 miles in a day will suffer fatigue, and the GM ought to make appropriate tests for them, and their mounts. Be harsh, as anyone stupid enough to push their mounts this hard deserves thrown shoes, limping, and even broken legs. Even sensible travel is by no means this straightforward, and travellers will frequently shelter a day in the face of awful weather, or rest for a day periodically in order to tend animals and equipment. Certain innkeepers have also been known to manufacture problems to keep travellers in the inn for a further day. These include digging up roads, faking a bandit attack and injuring an animal.

As GM, it is important that you make the PCs aware of the tortuous nature of travel. Aside from the state of the roads, and the short distance they can cover safely in each day's travel, do not forget that the weather is an important part of travel. For example, in early spring the weather will tend to be cold and wet with an odd sunny day thrown in. Make wizards wish they had learnt the useful mundane spell Protection from Rain - and make the other players hate them if they did. In addition, do not forget other travellers to add colour to the journey.

In order to stress the nature of road travel, a GM might reasonably decide to penalise players who insist on travelling too far or too quickly. NPC drivers are knowledgeable in their area and will refuse to act in any manner that will endanger their vehicles under normal circumstances. The GM might also like to consider having the road blocked by a broken cart at some stage during the journey.

Road Wardens maintain the peace along The Empire's roads, protect toll houses, enforce Imperial laws in remote roadside villages and enforce excise duties and import prohibitions as required. In theory, road wardens are Imperial functionaries patrolling Imperial roads, guarding Imperial excisemen and protecting Imperial citizens. In reality, this is not quite true, and there are three types of road warden:

**Imperial Road Wardens**, who act as described. They are technically part of the Imperial armed forces, and own a standard uniform. However, when on duty they are unlikely to wear it, and will simply wear the livery of the current emperor.

**Provincial Road Wardens** act similarly to Imperialists but are the subjects of particular nobles within their lands. They are simply mounted militias who enforce local laws and taxation. As long as travellers stay upon Imperial roads they are safe from such tolls, but even stepping off a road to relieve oneself is probably an act of trespass and subject to a tariff for entry onto land owned by another lord. Such road wardens also patrol the private roads running through individual counties, provinces and other territories. These wardens will wear the livery and colours appropriate to the region and ruler. Whilst road wardens do have uniforms, they will only tend to wear them for parades and other special occasions. On normal patrol, they will probably only wear an armband and patch, perhaps a liveried surcoat.

**Private Road Wardens** are employed by companies - usually the coaching houses - to protect that company's interests. Those employed by the coaching houses for example protect coaches and inns, and patrol routes in order to deter banditry and so encourage land travel as safe. These wardens will likely wear a patch on their tunic, and perhaps an armband, with the company name and logo.

Needless to say, there is rivalry between the different groups. One final group that might fall into all or any of these groups is the occasional patrol of Imperialist, templar or

local knights. They might decide to patrol a road to stretch their legs and flex their swords much as they do the forests in the hope of finding some action.

It is also worth noting that toll collection is a monopoly, and like all Imperialist monopolies might be sold to an entrepreneur for a cash sum where an Emperor is in urgent need to raise revenue.

Warden jurisdiction operates only within Imperialist - or provincial - territory. In practice, Wardens will operate outside their jurisdiction if they feel it appropriate. However, it is quite normal to chase bandits into another territory as a means of avoiding a fight; indeed, both sides tend to adopt an informal rule of such behaviour. As Imperialist staff, however, in times of war they function as an Imperial militia and may command other local militia and levy groups. In fact, road wardens are extremely useful paramilitaries.

Wardens are nominally organised in patrols of five; four wardens and a sergeant. In reality numbers vary depending upon economics and injury (reducing the number) or known brigand activity (increasing the number). Patrols are on duty for four weeks and then enjoy a one-week rest period. Road wardens on main routes are organised around an individual coaching house and patrol a half-day around it ensuring that they rest each night within an inn. This is unsustainable on most of the routes. This means that they sometimes have to sleep rough. Coaching inns are required by law to provide private rooms for road wardens. Whilst they appreciate the security, many innkeepers resent the expense and will hire out the rooms. Of course, sometimes guests will find themselves unceremoniously removed.

Coaching inns might be private or owned by coaching companies. Four Seasons are fairly universal, whilst others are more regional, as described in *The Enemy Within*. There is thus likely to be competition between companies, and possibly between inns, especially upon the major routes. Plans for the inns [p328-9] and the way temples [p332] can be found in WFRP. Each is also served by an accompanying farmstead that grows additional food and offers extra labour. Many routes offer little profit, and the inns operate on a largely subsistence basis. Visitors will be greeted as both sources of income and of news, entertainment and more.

The inns earn extra revenue from an Imperial stipend that makes them liable for basic road maintenance within their jurisdiction, but the pay is so small that little work is done. The fact that road engineers are a further source of custom hardly engenders efficiency either!

Whilst travelling and staying at inns, it is important that the GM encourages the PCs to set up a routine to enable any plots to develop. Severely penalise those PCs who believe that they are able to stay up on guard all night after a hard day's travel. Travelling on these roads is very wearying, and PCs need a good night's rest.

Whilst The Empire is primarily an illiterate society, there is still a large amount of commercial and private post. Much of it is carried by the coaches and riverboats that traverse The Empire, and is a source of steady income. Those wishing to send a letter need simply visit their nearest coach or boat office, pay the fee and the letter will be delivered. Letters are sorted by location, and all letters for a particular location are wrapped in a wax envelope and sealed with various marks, including the carrier, the destination and the origin. These are usually pictorial so that illiterate workers can arrange delivery. The pictures reflect standard representations, such as a coat of arms. Mail is usually contained within a strongbox mounted on the coach or placed in the hold. Each night, they will be unloaded by the driver and guard and placed in the road

warden private accommodation at inns. Road transportation of letters is generally quicker than that by river, but the latter tends to be cheaper.

Internal security of the post is fair. Letters are sealed by the sender, and collected by the receiver from the office. Identification is required, usually on the basis that the collector is known. Letters to rural locations without an office will be sent to the nearest inn, whose owner (or manager) acts as their agent. The sealed wax envelope is used to record marks, signatures or seals of those who receive the letter. In practice, the mail is not quite this efficient, but it is reasonably secure. External security problems such as bandits holding up the coach are a different matter, although mail is usually left as it is seen as having little value to most illiterate outlaws.

Official post can be carried by these same sources, but other methods are available. Road wardens carry post as part of their duty, usually to local garrisons. However, on a personal level, they are willing to carry post to supplement their income. In theory, the Imperial Quartermaster Corps can be used to deliver post, but they are notoriously slow. Whilst this may be (officially) acceptable for ordinary post, more urgent correspondence is sent by courier. Couriers are either private firms or members of the particular organisation who specifically carry messages - verbally or by (coded) letter. The military, temples and guilds use their own couriers.

## History In The Old World

This was the basis of an idea that I worked up with Ryan Wileman who had had similar ideas into an article on the tribes around the time of Sigmar published in *Warpstone* magazine.

Alfred Nunez's excellent history of the Old World is most interesting to a GM, and anyone interested in the creation of the Old World. But, I wonder how interested the typical Old Worlder would be in his history, or whether that would be left to the archaeologists and the university professors. It seems to me that there is a basic use for history in any culture, and that is *legitimisation*. By this, I mean that nations will use history in order to build a myth to explain the present nation.

In the Empire this idea gives us two interesting areas of history: the tribal origins of the Empire before its unification by Sigmar into a single entity; and the nature and life of Sigmar himself as the epitome of the Empire.

I think it is highly unlikely that any Imperial citizen could lay claim to belonging to an original tribe, or have any real racial or cultural ties to it. Certainly members of the elite noble classes will trace their lineage back to the original tribal leaders, but inter-marriage both within and without the Empire, will have muddled any serious claim to racial purity. Indeed, I see no political will to seek a reversion to tribalism or a pre-Empire position. The struggle within the Empire concerns ownership of this new state, and not its dissolution. This may indeed take the form of using historical events and converting them to form part of the Empire's cultural heritage. Therefore, the mostly noble university students may engage in a variety of tribal rituals aimed at reinforcing the traditions of the Empire and its ruling houses. Anything that reinforces the divine right and natural superiority of the elites will be bastardised into the new order of the Empire.

On the other hand, there will be a number of interested parties researching the history of Sigmar. The Cult of Sigmar seeks to deepen its hold within the Empire, and will seek to substantiate both Sigmar and the work of his church throughout the history of the Empire. Others might be interested in uncovering the dirt on Sigmar, even trying to disprove his existence or show that he was not responsible for the events attributed to

him. All religions are interested in their past, and with the possibility of uncovering new rituals.

Therefore, there will be serious markets for any artefact that can be traced to part of the glorious heritage of Sigmar, all as part of this mythological twaddle that adds to the colour of the nation. Such items may be found buried in old villages, even the town of Mordheim, or in burial mounds and similar that would definitely not be sanctioned by the Church of Morr (or undead occupants?). Less scrupulous sources of history may involve archaeologists who seek treasures to sell (on the black market, or as legitimised employees of church or university) or uncover lost civilisations to empower the Empire against its enemies. Even rumours of lost Slann ships in the Troll Wastes, might persuade Emperor and electors to fund expeditions in the hope of obtaining unknown wonders.

Scenario ideas can be developed upon various themes:

- Basic tomb robbing, without any attempt to claim intellectual legitimacy.
- Religious group exploring either a site of their own, or of another cult. Perhaps, the religion might be long dead - or believed so.
- Amateur archaeologists seeking to establish personal collections.
- University supported archaeologists investing for some academic purpose, or simply to enlarge university museum.

Each of these groups will be looking for:

- Plunder
- Artefacts
- Proofs for some theory on history or archaeology or myth building.

They will find:

- what they are looking for
- the opposite
- sealed chambers of undead or of chaos or something worse
- opposition from locals who deem the site holy or cursed
- New rituals and methods of worshipping their deity (that may not be what they purport to be).

## **Homosexuality**

This subject cropped up during a game of WFRP, though I am not entirely sure of the reason. One of the two games of WFRP that I am currently able to play is able to discuss real world and Old World topics seamlessly into play, and this was one such occurrence. It seems to me that within WFRP play, there is an assumption that homosexuality is a feature of the worship of Slaanesh. I think that such beliefs are based purely upon homophobic prejudices, and I see nothing in the Old World make-up that states, or even implies, that homosexual behaviour is in anyway repressed more or less than any other activity or belief.

Firstly, there is no monotheism to forbid it. Certainly many official religions may reject it, but it seems unlikely that there will be a universal moral rejection by all official religions. Those that are most vehement are likely to be the less popular (like Law) as well. It may, indeed, be banned in certain regions governed by rulers who follow said cults, but that would not extend beyond local borders. So, even if there is a degree of

religious intolerance - and there is nothing to suggest there be - there is no unified religious apparatus to create a universal prohibition. The modern precepts of homophobia, such as religious fundamentalism, state totalitarianism and sexual social and wealth distinctions are not present in the Old World - or at least are not present as universals.

Secondly, child birth in the Old World not only suffers from the difficulties of medieval health care, but there is clearly an argument that it is perverse in some manner, as represented by the number of birth mutations. It is here that the notions of the uncleanness or chaoticness of sex begin. Birth can be linked to chaos, since some births according to WFRP are chaotically mutated within the womb and so delivered, which leaves an argument that (as an opposite to homophobia in the real world) in some way homosexuality is less perverse as it creates no mutants. As an aside, sexual disease (of all kinds) furthers the power of Nurgle, and is a second prime cause for concern for the moralists - but this affects all sexual activity fairly equally, and is more likely to be aimed at prostitution than homosexuality.

Third, it is fairly clear that elf civilisation accepts homosexuality, and to many this may then be another link to sophistication. Of course, to elf-haters, it may be taken as a sign of elf inferiority.

Fourth, and lastly, any automatic association between homosexuality and Slaanesh worship seems to me to be based upon homophobia. Slaanesh can corrupt any form of sex. It might prove to be interesting to consider in what ways Slaanesh corrupts sex, as I do not see that simply enjoying sex or engaging in mutually agreeable odd sex techniques, should be seen as corrupt. We are all adults here. To my mind, Slaanesh is more about excesses.

With regard to dwarfs, I see them as fairly disinterested in sex, being more concerned with clan honour and loyalty, and the creation of their life's focus and masterpiece.

Apart from dispelling the negative views of homosexuality, there is some merit in using it positively. The concept of same sex bonding is one that has been used (despite modern military prejudice) to good effect in certain ancient Greek armies - the Theban sacred bands being the most obvious - and was taken up by the Thieves World books. Such pairing was believed to create more motivated and skilful troops. Why not in the Old World?

## **Elves And Game Balance**

I wrote one of my earliest articles for Warpstone on the nature of non-humans in the Old World on the basis that most non-humans actually were not non-humans at all. The Dwarf Book may have solved these issues for dwarfs, but no elf sourcebook is likely and I remain convinced that this whole area needs revision; in exactly what ways are non-humans different than humans?

I rather like playing elves. Unfortunately, I have very few chances to play one since they seem to be universally disliked. This is mirrored on the WFRP List, where the frequent recurrence of the topic seems to regard them as too powerful for campaigns, particularly with their high initiatives. It might be that so-called munchkin players favour elves, but I do not believe they are any more powerful than dwarfs, which seem very popular. I think playability can be balanced by referral to the Old World milieu. To the average Old Worlder, an elf is a rare and wonderful creature, being both beautiful and graceful. The problem for a PC is that this means they will stand out in the average adventure locale. People will follow them, watch them, poke them and generally get in the way. The elf will draw attention wherever they go - no sneaking around for them!



Equally, as foreigners (subject to the position of the Laurelorn Forest in your campaign) they will be mistrusted and face a high degree of social prejudice, especially from those who regard elven society as corrupt and inferior to humankind. Finally, if you think those elves are too powerful, so will NPCs - and they will act accordingly with their magic, ambushes and ranged weapons. Still, think elves are too powerful...?

## **From The New Altdorf Dictionary Of The Emperor's Reikspiel**

**Moon-man:** a madman, particularly one affected by the waxing of Morrslieb. Plural sometimes used as *Moonie*. Many of the insane become even more irrational as the chaos moon rises in power, though the term can be applied to chaotics who also seem to become more powerful, or at least more open, with the increased influence of the red moon. The verb *to moon* is sometimes applied to those who, usually through intoxication, temporarily engage in madness.

## **Templars Of Verena**

This is a cult that I would really like to expand upon, and one that I have promised Warpstone magazine for almost as long as the scenario to appear in their issue 20. Sadly, whilst I like the following distinctions I have scrapped the three different approaches that I have taken to this. Verena is probably one of those areas that would greatly benefit from a discussion; any takers?

In a world beset by Chaos, incompetence, bigotry, class discrimination and corruption, the concept of justice is a much-maligned ideal. However, there is one group that battle to maintain the ideal, and that cause fear in the perpetrators of injustice at all levels of society. The group in question, are the Templars of Verena.

The Templars of Verena are the ultimate defenders of justice, since they are the manifestation of Verena within the Empire and the Old World. Whilst all upholders of law and justice recognise Verena, the Templars ensure that the correct strictures are followed. The Templars of Verena police the justice system, from the lowest watchman to the highest magistrate.

**AUDITORS:** The general and mundane work of ensuring justice within the justice system is done by audit. Auditors scour public accounts, investigate judgements and generally follow the bureaucratic trail of evidence to ensure no wrongdoing.

**GUARDIANS:** Guardians are the most visible guardians of justice. It is their duty to physically guard the structures and servants of justice. They can thus be found patrolling courthouses, as bodyguards to investigating auditors and as where situations demand special security precautions.

**AGENTS OF JUSTICE:** Whilst justice must be seen to be done, it must also be done by stealth in certain cases. The special agents must be both skilled bureaucratic investigators and capable fighters for they often operate under cover and must be self-reliant.

## **The Origin Of Species**

This is me in full structuralist mode. I have since come to the conclusion that none of this really matters. WFRP is too ad hoc a game to worry about such things. Still, my premise is right. We do need (a) creation myth(s) and a basis for understanding the world around us. This at least attempts that.

In my *Correspondent* article in **Warpstone 10**, I bemoaned the lack of a serious creation myth within WFRP. This undermined the realism of the gods and the cultural glue that holds the belief systems of the various societies together. In a similar vein, the nature of monsters lacks any explanation for their origins. This article attempts to have a first look at the nature of the creatures found within WFRP.

In the Warhammer World, it seems to me that there are a number of different origins for the creatures found within it. Rather like in the real world, it seems to me that if one creates a classification system, then one can begin to catalogue and describe the creatures within the Old World. I would propose the following initial origin of species:

**Indigenous:** Creatures that are natural to the planet. These are either permanent as the children of Mother Earth or they have evolved naturally. Dragons are alone in this I believe, although zoats might also be here.

**Immigrant:** Those who visited the world in a planned manner, such as the Old Ones and Slann themselves and the Amazons

**Alien:** Similar to immigrants, but were uninvited. I would place the Pygmies and Orcs in this category.

**Genetically Altered:** These are the experiments of the Slann, and include most inhabitants.

**Chaotic:** These are created by the twisting forces of chaos. I suspect that there are technically those from the Warp (who might be in fact in the Alien classification) and those from other classifications who are transformed by the nature of chaos.

**Magical:** I would differentiate between magic and chaos, despite the relationship between the two, and include undead, elementals and other summoned or manufactured constructs in this category.

Of course, this only acts as a starting point, and cannot solve particular arguments about the origins of a particular species. In the case of zoats, for example, there is an argument supporting their nature as an Immigrant classification that places them as near-immortal laboratory assistants of the Slann. Similarly, such classifications run into problems: take the orcs who crash landed on the planet (as Orks), but were then genetically manipulated by the Slann (into Orcs).

## The Kislevan Wastes

The following two pieces are views on the nature of the Chaos Wastes. My own was published in **The Origin of Tree Worship 1**. I was then contacted by Paul Slevin who had submitted his own version to the WFRP List prior to the publication of issue one, and regarded the two as similar. To prevent any suggestion of anything improper I am quite happy, with his permission, to print the two together with the note that his was the first to be placed within the public domain.

### Visions Of The Chaos Wastes by Paul Slevin

Day 1. 10th Sigmarzeit, 1426.

We have reached the edge of the wastes. Troll Country lies before us. The green-black clouds obscure the sun from the twisted lifeless rocks before us. I just hope we find it.

Day 10

The land is harsh and ravaged. The beasts few and fierce. It is as if the gods themselves have ravaged the great stone surface of the world. Yet, amidst the peaks and valleys and beasts, numerous structures are abound. It is getting cold.

Day 20

We have avoided yet another pack of maddened brutes tearing each other apart. Things are getting strange. We lost half our provisions last night when they sprouted legs and walked. Hans keeps having nightmares. What does he see with the eyes of a wizard?

Day 30?

Nothing makes sense anymore. Nor up nor down. Time seems to have stopped. The remaining rations do not dwindle no matter how much we eat. Hans snapped. He killed Sven with a wave of pyrotechnics. Everything is wrong here.

Day 50??

On the run. Something is chasing us. Whatever the thing is, it got Randolph earlier. Had to kill Helana, today? She sprouted claws and tried to kill me while we hugged close for warmth. My own wife! Sigmar protect us.

Day ???

We dare not go on. Before us everything flows into liquid. Klaus tested it with his arm, and pulled out something instead of his own limb. Had to kill him. If it IS here, it cannot be worth more. We turn back.

Day ????

I doubt we'll make it out. The fiends have surrounded us. The minions of one of the powers seem intent on capturing us. Krista was captured yesterday. She went with them willingly after one touch.

Day ?????

Only Karl and myself left. I can't believe we lost all the others. Must make it back.

Day ??????

I've made it. Something is wrong. Can't place my finger on it. I'll make the final push to Kislev tomorrow.

From a manuscript found in the possession of a Daemon killed while attempting to gain entry to Kislev, 18th Sigmarzeit, 1524.

### **Tales From The Kislevan Front by Tim Eccles**

*They left in the night. I know this expedition to the borders of the Wastes was ill-fated. Why would any sane noble wish to settle this far north, or have anything that needed defending by us out here. I may be a mercenary, but I have brains and I should have used them. Orders, or no, I am heading south. Not that I have much chance, now that they have gone. I wouldn't care, but the only chaos bands we saw, we slew easily. And then this. And I saw it with my own eyes. The food crates, and the pots, simply grew legs, and walked off.*

The "Kislevan Front" in the title is derived from an old WFB game that I ran in the early days of my Old World campaigning. At that time, I had a permanent front line between Kislev and the Wastes, a series of trenchworks in the flavour of World War 1 and the overall siege mentality of the Russian front during the Second World War. The "Kislevan" Front was meant to sound like the "Russian" Front and certain characters during games were sent to the Kislevan Front as punishment for misdemeanours. All the races were present there, as the forces of Good had untied to stem the flow of chaos. Dwarfs had pseudo-concrete placements, elves had wood plashing, and humans had muddy trench-work. One of the elf plans was to lob plant seeds at the chaos forces. These seeds would grow and "absorb" up the chaos, so that the chaos forces would charge out to jump up and down upon the flowers [and get shot in the process].

The actual piece revolved around one foray from one of the flanks, as some noble tried to conquer a slice of land and hold it via a tower. It all got rather silly, as Terry Pratchett had just published his novel that contained a walking chest on the cover. I never read the book, but I recalled the cover when I needed to use it as a cheat to hide the fact that I had set the scenario poorly. The walking baggage meant that the human player had to take the offensive or lose his supplies.

## **How To Run A Post-Eif Empire**

Given Hogshead's inability to publish the final part of the TEW campaign, this is not of much relevance to most players under 30! However, longstanding games do need to deal with this issue. My campaign 'reset' to 2512 and took the players to Kislev to keep them well out of events, but then I still needed to resolve the Heinrich issue on their return and post-2513 in rumours.

In my view it is important to understand the new order of things in the Empire under Heinrich. This, of course, is my view for my campaign, and yours may differ. Essentially, Heinrich is a good ruler, aware of the massive inequality and poverty in the Empire, and is seeking to offer his subjects a better standard of living. Not only does he genuinely want to help his subjects, but proposed concessions on employment, wages and working conditions are likely to forestall civil unrest and remove some causes for turning to Chaos. He believes that hope will do as much to attack chaos as the sword: Heinrich X's first imperial pledge was to be "tough on chaos; tough on the causes of chaos".

Heinrich is also stuck with a highly militarised Empire, and a lot of very recent bad blood. Whilst some of the soldiers that fought at Wolfenburg and elsewhere will be from the Imperial Army and the personal bodyguards (household retainues) of the nobility, many will have been urban militias and other feudal levies. Most might return home, but some may decide that they prefer the easy life of a soldier and turn to the mercenary life - which will likely become brigandage fairly quickly. Worse still, are both the true mercenary companies, and those groups of troops raised by the less patriotic for their own personal ends. This means that there will be a large number of organised troops loitering around the Empire, and a sizeable number of irregulars who are now armed and dangerous. It is worth noting that the single campaign season in which Eif takes place makes it unlikely that many external mercenaries will have had time to terminate their existing contracts, and travel through the passes and up the Reik. Therefore, most mercenaries will be domestic. Of course, some may have been planning for this for some time, and have been ready. Peace might not suit them....

It seems likely that Heinrich will use many of these groups in purges of the various forests within the Empire. Because of the civil war, and the breakdown in law and order, many outlaws and chaotics have become much more brazen, and need dealing with. A cleansing of the forests will also make trade easier and cheaper, helping the Empire get back on its feet and start to pay off the accumulated debt from the war.

## **On The Road With Flemin Crabtree**

Like the walking chest, this comes from one of my early campaigns. One of the players had a halfling character called Flemin Crabtree, who was anything but the stereotypical fat, lazy guy. Great fun at the time and this stemmed from some of his 'lore' at the time. He picked up a small following of halflings during the game and became something of a cult figure.

Cooking: don't. Just because we are halflings, don't let them assume you will be the cook. At the same time, if you ever want to have edible food, then you might end up having to do the job. Make it quite clear that washing up is not the cook's job, and that someone else can carry the pans. On the other hand, carry your own supplies for when you leave the saps to deal with the band of 200 greenskins, and keep your own pan nice and clean for your own use. And carry those foul Kislevan herbs around to flavour their part of the stew. Be careful to keep that innocent look to mask your giggles, though.

Smiling: don't. Everyone assumes that since halflings are jovial folk, they must be stupid, lazy, easy marks or up to something. Humans are so damned serious unless they are drunk. Dwarfs are serious, even when they are drunk. Pretend to join in with the glum bastards; it is safer.

## A PRIVATE WAR EDIT

One thing that I have been asked about is more background material for my "Private War" supplement. Since this is an on-going project, there is very little wasted material at this stage. However, for anyone wishing to witness something that was cut from the original, I present the following. This was to be located as one alternative route under the Middle Mountains to travel from Ferlangen to Wolfenburg. To be honest, I think it is quite clear why I dropped the idea! However, I do like the idea - in moderation - of 'lost' technology.

### The Railway

Travel between Ferlangen and Wolfenburg is made considerably simpler by the ease with which passage under the Middle Mountains is possible due to the tunnel known as 'The Railway'. Despite intense academic speculation, it is not known who built the tunnel, nor for what purpose. Dwarfs have admitted that they are not responsible, leading some to suggest - outside of dwarfen hearing - that it was the elves. It was not, of course. The standard of work is precision perfect, but without ornamentation.

The Railway itself is a tunnel that runs under the mountains, and consists of a single thick raised stone rail and two adjacent lower ones. There is nothing to run on the rails, but the tunnel provides a short cut to circuiting the base of the mountains. The gnome family of Finklestein manages the tunnel - rumour suggest at the direct behest of the Cult of Sigmar - and they have located coaching houses either side of the tunnel. The tunnel is some 20 feet wide and thirty feet high. It is about 25 miles long, and a good day's travel. Fortunately, despite the dark the perfect flatness of the tunnel floor ensures safe travel. Things are not perfect, however, within the tunnel. Horses dislike the tunnel, and need persuasion to enter. They appear to fear the dark, but some wonder if they sense something more. PCs without the Animal Care skill will need to hire an assistant to help them with the horses; both inns offer this service. The tunnel is always perfectly clean, and no-one (alive) is quite sure why. Horse droppings left by travellers' mounts never remain for long. A guard also accompanies travellers, ostensibly to prevent them getting lost but since the tunnel is direct, this is untrue. It is an oft whispered rumour that some who go in do not emerge at the other side, and that the occasional maintenance crews sent in occasionally disappear. The owners defer from answering such questions; after all travellers can elect to circuit the base of the mountain. However, other travellers might be heard referring to stories of a ghostly cleaner that scours the tunnel of all detritus - including travellers. Few have seen it and lived, but it is variously described as a gaseous cloud, a great slug or a horde of insects. It is colloquially referred to as 'the scrubber'.

There are a number of rumours concerning deeper finds within the mountains, of whole cities of machines, tribal cave paintings, and even some inhuman inhabitants. The gnomes refute all such claims. However, they do maintain a security force to keep spies away from their tunnel "for security reasons". Most of this private force is dwarfs. Most interestingly, they are all either members of the *Cult of Sigmar the Dwarf God* sect or trollsayers. The former reinforces a number of stories concerning the involvement of the cult and the Emperor, whilst with regard to the latter there can only be (intense) speculation as to how the Finklestein family manage to persuade a number of slayers to work here. The fact that they presumably expect to meet their doom further adds to the tall tales concerning the tunnel.

Should the PCs elect to use this tunnel, they will be provided with a guard. Since they are servants of The Empire they will be provided with a single slayer. This individual will not communicate with the party except to instruct them as necessary. His purpose is

to prevent the travellers from exploring the tunnel. The journey is far from pleasant. There are no lights, except those the party bring. Attempts at lighting the tunnel have always led to the disappearance of lanterns and everything - including guards sent to prevent this. Fortunately, the floor is perfectly flat, and the PCs will make fair time. They will also note that the tunnel has a number of others leading into it, but the slayer will prevent inspection. As is to be expected, about 5 miles from the end of the tunnel, the party uncover one of the secrets of the tunnel as they hear - successful Initiative test to gain some warning - a slurping sound behind them. The exact nature of the creature can be left to an individual GM. Its purpose is not for them to defeat it, but to run. Their slayer companion will demand that they flee, since the thing is unbeatable and charge off to his doom. Give him a loquacious if short speech to impress the PCs concerning their danger. *"My name is Torek, and I shamed my clan and my family. Tell those moneygrubbers that I die a heroic death fighting the unkillable horror, and that I have paid my debt. Make sure, manlings, that they keep to their bargain. Now escape whilst I die, and do glorious deeds to make my sacrifice even more worthy than it deserves to be."*

The slayer should provide the PCs time to escape as the thing slowly follows them, and they should emerge fleeing into the safety of the daylight. Whilst it can out-run them, it travels in a circular motion as it clean the floor, walls and roof. Of course, some PCs might decide that valour is the greater than discretion. In WFRP such fools should die, but the intervention of a Fate Point should save the day. Individual GMs can, of course, allow their PCs to win the day, but the idea is that players should recognise when they are outmatched.

*It is also, of course, that the PCs will be accompanied by a high level of NPC testosterone. Both the majority of the templars and the witch-hunters are unlikely to easily flee a 'spawn of chaos'. Depending upon how the GM wishes to play this there are three solutions: allow most of the NPCs to die 'gloriously'; use Gromril to explain exactly what the PCs are facing; or, allow the party to succeed.*

## The Scrubber

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4/8	60	0	10	5/10	150	09	1	0	89	08	92	90	0

The scrubber is essentially a viscous fluid of considerable mass that scours the stone surfaces of all material. This includes any people who it happens to overtake. Its precise size is difficult to ascertain due to its malleability, but is roughly 15'x15'x30'. It has little real intelligence, though it will attempt to catch any creatures that it encounters for primitive self-protection purposes. If its existence is not reported, it cannot be known to exist. It moves at a rate of M 8, but since it does so in a regular circular motion, it only has an effective M 4. To all normal attacks it has a T 10 rating, but it is more susceptible to fire and similar attacks.

Since I have a fondness for the various oozes and moulds from D&D, the idea behind this monster is that it is essentially a mixture of the Gelatinous Cube and Gray Ooze.

## The Kislev Borders: an overview

The following was produced for the **Strike to Stun** Kislev Project; GMs needing to run a Kislev campaign are strongly advised to visit. Indeed, it is the best site for WFRP on the Internet.

The following is a synopsis of the border regions of Kislev to the north, south and east. I have not included the west, since Ryan Wileman's excellent article on the Sea of Claws in **Warpstone 19** does this. The sources for this work are primarily my own work, based upon details found in so-called 'official' and 'unofficial' material - most usefully a series by Tuomas Pirinen in Citadel Journal. The Empire-Kislev border is taken from my own self-published **A Private War** and **All Quiet in Kislev** for which details can be found at [www.shadow-warriors.co.uk](http://www.shadow-warriors.co.uk). The north border of the Lynsk will appear in a forthcoming Warpstone article, wherein I will expound upon the settlements in more detail. Finally, the Wheatland Colonies derive from my own campaign, **A Pass Too Far**, which I intend to publish in some form at a later date.

### South: The Empire

The Kislev border regions are well described in various places. Ostland and Ostermark are the two main border Empire provinces. On the Kislev side of the border, there are two disparate regions. The first, east of the River Urskoy is a prosperous region of the Dobryion and conforms to the general characteristics of the Kislevan heartland. Some border raiding is traditional, but there is not the same tendency as west of the Urskoy. This region is known colloquially as Garderike and consists of a number of powerful border families engaged in local conflicts. It also reflects a common practice, where the nobility owns lands on both sides of the border, which has a tendency to encourage pragmatism in any national squabbles.

Capital of the Garderike region is Kukonois, seat of the provincial governor. Whilst he is the nominal 'ruler' of this area his power is severely curtailed by a number of Empire nobles owing land to the west and a powerful boyar to the east, Yury Vasladovitch, lord of Ösilia and Ösel. These are twin villages set upon a small estuary (some might say swamp!) to the River Urskoy and makes him geo-politically a very important landholder. Garderike is a squabbling region, where 'Empire' fights 'Kislev', boyar battles governor, and border reivers raid each other and everyone else. It is also the setting for **All Quiet in Kislev**, and is fully detailed therein.

### The North Kislev Border: the River Lynsk

The River Lynsk is the traditional primary line of defence for Kislev from invasion from the north. It protects the heartland of The Dobryion and has always served the nation well. Garrisoning small trading posts along the river is also economically efficient, since it allows the government to use low quality garrison soldiers and a small number of elite cavalry and river patrols to guard the length of the river. These posts and garrisons are officially termed in the Classical tongue *oppida* and are theoretically placed equidistant, or at key points, along the southern riverbank. In reality, the survey done at the time of their creation was flawed and a number have also been deserted for economic reasons. The reality of the defences is very different than those on the strategic maps in Kislev, but no one underestimates their importance to the defence of Imperial Kislev. Bolgasgrad forms one such bastion in this line of defence. This version of the town obviously contradicts that given within **Something Rotten in Kislev**. The Lynsk also separates the traditional Motherland from the Trans-Lynsk colonies, now being



evacuated in the face of increased raiding from the north in order to defend the far easier Lynsk. For these socio-economic reasons, the River Lynsk is firmly held by all Kislevans to be an immensely important political and religious feature. Oaths are frequently sworn upon the river as a means of underlining gravity and a number of local deities and minor spirits are associated with the river.

Major natural features of the Lynsk, for defensive purposes, are that it never freezes, is wide and generally fast flowing. This makes crossing difficult except at bridges. Of course, on the few occasions that the Lynsk has frozen, catastrophe has followed – most notably in 2302 and the Battle of the Frozen Lynsk, which heralded the commencement of the Great Patriotic Chaos War. Many theologians believe that only supernatural power can actually freeze the river, and many Kislevans regard it as a defeat of the deity that resides within the river. Certainly, as can be seen on the map in **Warpstone 19**, the winter ice mark along the Sea of Claws must come many miles south to affect the river. The primary man-made defence of the River Lynsk is a series of fortifications along the southern bank, supported by patrols. However, constructed defences also defend both the river itself and the southern bank.

The north bank is sparsely settled to a distance of about 150 miles from Erengard. Nearer the city, and the protection of Castle Alexandrov, a number of settlements exist. These are small villages, surrounded by maintained wooden palisades and ditches. Agriculture is surprisingly prosperous, but forestry and honey are main exports. Open cast mining for metals remains the primary export for a number of business interests, who have been granted Protectorate jurisdiction of parts of the north. The regions to the north are controlled either by these Protectorates or through Voivodates. These are set up as tsarist vassals ruled directly by a voivode (governor). The Trans-Lynsk colonies are thus either titled along the lines of North Lynsk Mining Company Protectorate or as the (for example) Voivodate of Siberia.

Villages along the Lynsk operate subsistence economies and have little surplus or trade. Their purpose is simply to be self-sufficient border posts. Their only source of direct income is taxation on travellers. Villages are frequently in two parts, the main village being 'safely' settled on the southern bank of the river, whilst a fortified strongpoint is located on the northern bank.

Place	Miles from previous	Miles from Erengard
Nieszawa	18	18
Czorn	18	36
Tuchola	18	54
Schonsze	18	70
Eczbor	18	88
Leszken	18	104
Ostrody	36	140
Rogowic	18	158
Konieczpole	18	174
Tczew	36	210
Jydske	20	230
Pomezania	70	280
Bolgasgrad	70	350
Stettin	70	420
Starogrod	70	490
Praag	70	560

## East and the Wheatland Colonies

There are seven separate colonies that together form the United Commonwealth of Wheatlands Colonies. In reality, they are far from united! The seven are the Commonwealth of Mazovia, the Protectorate of Nieuw Jutonsryk, Hunedoara, Raska, Ruthenia, Vlachistan and Petznak. The local currency is called the Paltora. It is a silver coin of equivalent value to the silver shilling. Otherwise, Guilders and Gold Crowns are adopted by default due to the economic influence of Marienburg.

Hunedoara is the nominally most important colony, protecting entry to the Belyeterova Pass and hosting the capital of Preslav.

The Commonwealth of Mazovia was sold to a Marienburg trading cartel in 2400. The cartel was specifically created for the purpose and is called the Commonwealth Permanent Society.

The Protectorate of Nieuw Jutonsryk was leased to a Marienburg trading cartel led by House Fooger in 2404. In part, the success of the Commonwealth of Mazovia led to the purchase, but it also ensured that the price was higher than would otherwise have been obtained for an apparently failing colony. The lease was for 150 years.

Raska is the only other colony, after Hunedoara, to retain its loyalty to Tsar Radii Bokha and this is primarily due to a lack of interest in formalising its effectively independent status. The administrative capital of Raska is the town of Ohrid, which is located in probably the best agricultural land in the whole region. However, lack of co-operation between the Colonies and the failure in trade has resulted in each attempting to produce everything for themselves rather than specialise in whatever is geographically more appropriate.

Ruthenia is in open revolt against Tsar Radii Bokha and the other members of the Colonial Commonwealth.

Vlachistan is an independent colony in its own right and has never been part of the Colonial Commonwealth, but was always an independent principality linked directly to Kislev. This is because of its historic Dolgan influences and the near collapse of Farside in 2300, when the Principality of Vlachistan was created as a means of obtaining the alliance of certain Dolgan tribes.

Petznak has deserted the Union and Kislev, both of which had continually failed to assist the colony in its efforts to defend itself from hobgoblin, goblin and hillmen raids.

Surrounding the colonies are the lands of the Hobgoblin Hegemony and some mountain dwelling humans in the Worlds Edge Mountains. To the north are Dolgan tribes and those found within the **Hordes of Chaos**.

# The Army of Imperial Kislev

## Background

The following stems from work that I have done for my own campaigns in Kislev, mentioned above. To support my game I decided to paint up a Kislev force, which meant that I first had to design it. I decided that the traditional view of backward Kislev was not appropriate given the nature of the country. Primarily, they have had more than enough practice at fighting over the ages and equally face a vastly larger enemy force - which in my view implies technical advantage over these foes. As the basic figures I used an assortment of manufacturers of sixteenth and seventeenth century eastern Europeans - particular Muscovy, Pole, Cossack and Turkish-Christian border marchers. Traditional Kislevites were taken from GW ranges with some Mongol and other horse tribes.

## Introduction

Traditional images of Kislevan soldiers are of heavily armoured cavalry charging gloriously into their enemies and lightly armed skirmishing horsemen continuously harassing an enemy from distance with their accurate archery. Mercenary cavalry and the famed Winged Lancers retain this image. It is, however, a misleading image. Kislev is no longer a nation of horse peoples and nomads. It is a sedentary nation centred in the farmlands of the Dobryion, certain key cities and many smaller urban settlements. Its ruling class - originally Norscans - knows little of cavalry warfare; the bureaucracy is unable to afford it. Today, Kislev depends upon a predominantly infantry force, though retains certain elite horse units. In addition, many of the Ungol boyars in the Trans-Lynsk and Wheatland Colonies retain a more traditional force of mounted retainers.

The Kislev army is, in fact, a very modern one. It depends upon the use of technology to keep its many foes in check and utilises every advantage to deal with its serious disadvantage in numbers. Of course, given the existing state of Kislev financial shortage and mismanagement results in some difference between this theory and reality, but the principle is clear. The most obvious example of this is the widespread use of firearms. At the same time, Kislev forces can appear archaic and disorganised. Whilst modern armies do not need shields due to the existence of plate armour and do not need armour since it is useless against muskets, Kislev armies mostly fight enemies still reliant upon bows, slings and close combat. Therefore, a musketeer in plate armour and with a shield is by no means unusual! It should also be noted that the Kislev military still relies on its traditional feudal system of vassal obligation for much of its army in any given campaign and these troops are variable in their quality and armament. They equally include peasant levy, armoured knights and Ungol light cavalry.

The following offers some general comments upon Kislev military equipment:

### Muskets

The infantry musket is a standard weapon for the Kislevite foot soldier. Horsemen also frequently employ the musket, though they do not necessarily actually fire from horseback. The infantry musket is a large and heavy matchlock, but does not normally require a forked rest for support. Cavalry muskets are lighter jezails. Whilst they are capable of being fired mounted, they are more accurate if fired dismounted. A heavy flintlock rifle is available and occasionally carried by horsemen, who provide a heavier shot.

Some - typically infantry - carry a pistol (or two) as an additional short-range melee weapon. These are fired at hand-to-hand opponents before contact is made.

Gunpowder has been developed to a fine art by Kislevan engineers, who have surpassed dwarf technology through necessity. However, it was not until 2359 that Prince Boydinov of Erengard felt able to formally adopt gunpowder weapons into the Kislev army after centuries of research finally managed to produce a powder that functioned adequately in the cold and wet conditions in which Kislevan matchlockmen frequently fight. Kislevans have developed 'corned' gunpowder, rather than the very fine gunpowder used elsewhere. This is less likely to turn into an incombustible lump in wet conditions. However, Kislev still relies on cheaper imports from the dwarfs and The Empire for much of its supplies; forces equipped with the imported gunpowder might find themselves at a disadvantage.

### **Crossbows**

Crossbows are rare, but not unknown. They can prove more regular in certain conditions than muskets, and some generals favour mixing crossbowmen and musketeers within a unit. Crossbows can prove a useful weapon to ill-trained militia, but Kislevan crossbowmen tend to be experienced veterans.

### **Bows**

The bow tends only to be retained by traditional auxiliary units, usually Ungol in culture. However, some soldiers are armed with the bow on the basis that variety gives flexibility. The traditional importance of the horse bow means that most bowmen are mounted, but peasant or levy troops might come with bows.

### **Pikes**

Musketeers are not reliant upon separate infantry for protection whilst reloading, but the need for a force to close into combat is readily apparent. Kislev infantry tend to be armed with polearms. Pikes are not uncommon, but the tendency is to utilise shorter poleaxes and the like. These are excellent in close combat, balancing the need for weapon length with viciousness.

### **Lance**

Cavalry still retain the lance, sometimes in conjunction with a jezail musket. The ideal lance is regarded as a light lance for manoeuvrability, since Kislevan 'knights' rarely engage in direct charges against massed infantry or other cavalry. However, a heavy lance is utilised against 'monsters', particularly trolls. Indeed, no expedition to the troll Country would be complete without a particularly heavy lance, armed with an explosive head to blow a troll's head off and so slay it without risking damage from its exploding acid stomach.

### **Javelin**

Cavalry also utilise the javelin, usually in conjunction with other weapons. Few Kislevans believe that one can have too many weapons!

### **Side Arms**

Musketeers tend to favour a hand axe that is useful in mundane tasks as well as combat - chopping firewood and sharpening stakes inter alia. A sword is the standard side arm

and some still retain traditional sword and shield as their main fighting style. Officers carry a mace as sign of their office and might wield this in combat.

### **Armour**

As discussed above, 'modern' soldiers have no need for armour since it offers no protection from 'modern' weapons'. However, both the conservative nature of the typical Kislevan and the nature of their foes encourage adoption of armour. Troops might wear gambeson, chainmail, platemail or any development of the three. Similarly, despite its encumbrance, some retain horse armour to protect their mounts from traditional missiles.

### **Shields**

As discussed above, 'modern' soldiers have no need for a shield since it offers no protection from 'modern' weapons'. However, a small shield is utilised by most soldiers, foot and mounted, where arrows are likely to be fired upon them. Medium shields are quite popular, but would tend to be carried only by those on horses. A cheap alternative frequently adopted by campaign generals is to issue a large wicker shield to infantry. This is cheap and offers basic protection. However, they are bulky and tend to be unpopular by those expected to carry them large distances. For sieges and local campaigns, such wicker shields are ubiquitous. Indeed, larger pavises will usually be utilised, and these are often employed by the poorer infantry unable to afford any protection - after all, a large shield is very useful for cowering behind!

### **Helmets**

As discussed above, 'modern' soldiers have no need for a helmet since it offers no protection from 'modern' weapons. However, whilst most soldiers might normally not be supplied with one, most would ensure that an open bascinet was available to them. Equally, if facing bowmen or crossbowmen, a visor would be added or a sallet worn instead. Use of a fully enclosed helmet is certainly not unknown.

### **Horses**

Kislev forces make no attempt to standardise horses, primarily due to a lack of large horses for heavier cavalry. Parts of Kislev are renowned for the quality of their horses, but they tend to breed smaller, wiry horses; even here, many are sold to The Empire. Therefore, Kislev cavalry are mounted on an assortment of horses in terms of both size and quality. Equally, horse furniture is variable. Ungols remain primary horse warriors, but Gospodars tend to form the mass of heavier armed 'men at arms' expected to charge an enemy.