

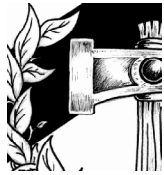
REPORTS FROM THE HEART OF CORRUPTION

I Am Not an Adventurer!

6

An argument for having groups of PCs from related careers. Something we always thought worked well in WFRP.

"Building a scenario for a group of careers requires some consideration to make stronger scenarios."



Dangerous Ingredients

43

Panic on the streets of Middenheim as Wizards are targeted for their suspicious ways. Seems reasonable enough.

"Wizards have a lot more freedom to do ill with their power and may or may not have the interests of the Empire at heart."



The Collapsing Empire

8

A history of the infamous Drakwald Emperors and a look at their Empire during a reign of 215 years.

"The first millennium Empire had also grown complacent since its wealth, power and culture reached its zenith in the sixth century."

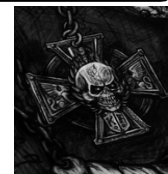


Complex Signalling Machines

59

The popular signal towers of *Death on the Reik* get the full treatment here.

"Subversives captured a signal tower in the nearby village of Gluckshalt and used it to send false news of the Emperor's death."

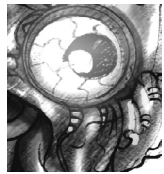


Womb of the Gods

13

An area of WFRP that really should have been sorted out before. Just where do the gods come from and where do souls go?

"The world of Warhammer is a place full of gods, magic and a wide variety of supernatural creatures."



Beneath the Surface

67

Something stirs beneath the everyday calm of life in the village of Elbing.

"If you chew an oakleaf from an oak near the old stone circle with your right molars while you are saying a prayer to Mórr you will be able to put the living dead to rest!"



Dead Man Walking

23

"The bats have left the bell tower, the victims have been bled". Thoughts on the Undead. Answers the question "Why don't they just burn the bodies, then?"

"I believe the logic of much game activity starts to look shaky."

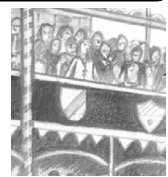


Joust for Fun

75

Welcome to the Great Nuln Tournament! Fun for all - whether they be low or high born.

"The tournament is open to any man, noble or common, who carries their plated armour and weapons upon their war-horse."



Ghost Stories

27

Who you gonna call? An in-depth look at ghosts in WFRP and how to get the best out of them. No mention of rent-a-ghost though...

"Hitting ghosts hard and repeatedly with enchanted objects will get rid of them."

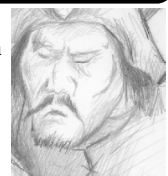


The Haunting of Westenseite Mine

85

Troubled spirits, angry half-Orcs (yes, half-Orcs!) and a bunch of other nasty folk mean trouble for the PCs. You'd be surprised if it didn't really.

"He would not like to see them massacred - what would be the point?"



Saint Olaf's Shrine

38

On the rocky shore of the Sea of Claws stands the shrine of the Verenan saint and his holy skull.

"Messner suspects that something lives deeper inside the woods."

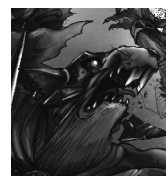


Zoats

99

Robin Low's follow-up to the Fimir. A look at background, culture and intentions of one of WFRP's most enigmatic and sidelined races.

"There existed a horrific race of creatures known as the Tyranids."



ABBREVIATIONS

A	Number of Attacks	FP	Fate Points	IP	Insanity Points	RotIQ	Realm of the Ice Queen	W	Wounds
Ag	Agility	gc	Gold Crown	M	Movement	S	Strength	WFB	Warhammer Fantasy Battle
AP	Armour Points	GM	Game Master	Mag	Magic	SB	Strength Bonus	WFRP	Warhammer Fantasy
BS	Ballistic Skill	Gu	Guilder (Marienburg Coinage)	NPC	Non-player character	SW	Specialist Weapon		Roleplay (Second Edition)
Cl	Cool	GW	Games Workshop	OWB	Old World Bestiary	T	Toughness	WFRP1	WFRP First Edition
CN	Casting Number	IC	Imperial Calendar	PC	Player Character	TB	Toughness Bonus	WP	Will Power
Fel	Fellowship	Int	Intelligence	R	Range	ToS	Tome of Salvation	WS	Weapon Skill

