

LEGION

issue two – distributed free with issue 14 of Warpstone

HELLO

Welcome to issue two of Legion, the newsletter that contains those articles we just haven't got the room to put into the pages of Warpstone itself. This time around we have an entertaining NPC, some cameos, an insight into John Keane's artwork and a reprint of an old article. We intend to reprint a few of the early articles here as we get many requests to do so. They are available on the Warpstone website we are aware that not everyone has access to the internet. Well, we hope you enjoy issue two and many thanks to those whose work made it possible especially Steve Gerke and Robin Low.

CUT CAMEOS

Here are some adventure hooks that we couldn't fit into the main article. The first three are by **Vidar Edland** and taken from his *Thralls to Darkness* article in issue 12. The fourth is from **Alfred Nuñez's** *Behind the Scenes* article in Warpstone 10.

The Rite: Over the last few weeks several kidnappings have occurred. The Watch is clueless, and offers a reward to anyone who can help solve the crimes. Citizens are barricading themselves in their homes, stores are closing down, farms are hiring mercenaries for protection, no one goes about without company, and all the while Morrslieb is growing fuller in the night sky...

A local cult of Slaanesh has caused the troubles. They are kidnapping citizens to sacrifice them to their horrible dark god on the next full Chaos moon. Can the adventurers stop the rite from happening? Will they succumb to the powers of Slaanesh and his cult? Or will they flee the city at the first sign of trouble?

Desertion: A successful military captain has deserted his unit. The adventurers are hired to locate him and bring him back to his superiors for interrogation.

The captain deserted because he felt he did not get the recognition and responsibility that he was due. Instead, he was lured (with promises of glory and fame) into the worship of Khorne, and is now the leader of a band of Khornites. He is about to start a campaign to conquer several villages and towns in the area (hoping to recruit the population to his army). When his army has grown strong enough, he will launch a campaign against the capital of the province (using his knowledge of its defences), and thereby conquer the entire province - naming himself king of the new state.

The adventurers eventually track down the captain just as he is about to launch an attack against a tiny village. Will the adventurers assist the village in a battle against the vastly superior force (probably requiring a rather heroic sacrifice on their parts)? Or will they leave the village to its fate so that they can hurry back to civilisation to report what they have seen?

Hunting the Lunatics: The adventurers are hired by a Shallyan priestess to track down a group of mentally insane patients who escaped from The Great Hospice near Frederheim (see *Apocrypha Now*, page 98) a few nights ago. The priestess mentions that a young initiate is also missing, presumably captured by the escaped patients. The initiate, however, was not captured, but actually staged the escape. A combination of wavering faith and too much contact with the hospice's patients had led her to abandon her religion and to stumble into the worship of Nurgle. She has started her own cult of Nurgle with the escaped (and quite insane) patients of the hospice.

When the adventurers catch up with the band they find a group of obviously insane followers of Nurgle. Some are catatonic, some violent and cannibalistic, many suffering delusions - thinking themselves animals or birds; a few have child like psyche, some are demented. All manner of mental disorders are displayed. Should they persecute these cultists, or see them as hopeless and helpless and take pity on them?

The End of a Contract: The adventurers are hired by a influential politician (such as a priest, an Imperial advisor, a renowned Magistrate, or a town Bürgermeister) to act as bodyguards on a journey from one city to another. What they don't know is that the politician is actually the head of a cult of Tzeentch (or the head of a local cult cell). On the way the party is ambushed by a group of Tzeentchian cultists who want to kill the politician, letting their rival cult inherit his positions and political power. Later, while resting at an inn, the adventurers must also protect the politician from a Tzeentchian assassin who hopes to gain respect and acknowledgement in their cult by murdering the rival leader. After several similar threats, the party finds themselves less than a day from their destination. It is at this point that Tzeentch chooses to collect the soul of this particular follower, and things really start getting interesting for the adventurers...

[Editor's Note: You could add a different slant to the cameos above by taking Chaos out. For example, in "Desertion," consider having the captain be revolting against the class system, instead of yet another Chaos baddie. The moral dilemma would prove interesting, especially to players who agreed with his position! In "Hunting the Lunatics", replace the Nurgle inmates with those who have simply been set free by a well-intentioned worker. And for "End of a Contract," the antagonists might well be rival crime factions instead of common cultists.]

Twins

A young, attractive woman approaches the PCs with an unusual proposition: she wants to hire them to dispose of her identical twin sister. She really doesn't care how they do it. Selling the twin to a slaver is just as acceptable as removing her permanently. Initially, the PCs do not realise that they are dealing with the 'nice' twin. She has just had it with her sister's many attempts at killing her. To add to the intrigue, both women are engaged to gang rivals who are gathering allies for a gang war that will ensue once the dying Crime Lord draws his last breath. Neither rival is happy to see the presence of the adventurers in the affairs of their women.

Editors: *The usual suspects.* Legion Associate Editor: *Steve Gerke*

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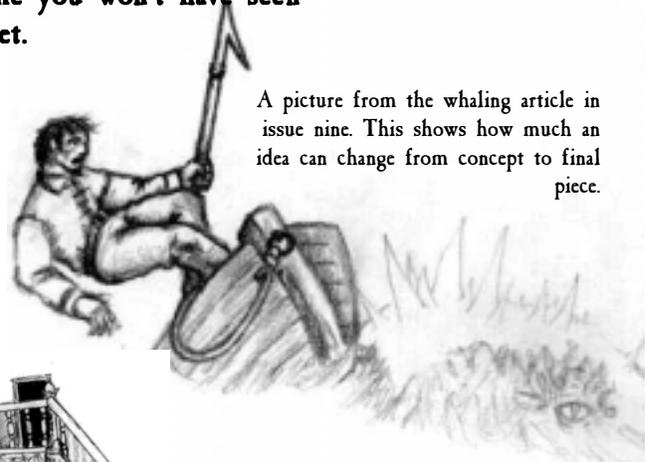
THE ARTIST'S NOTEBOOK

A Look at the art of John Keane

Artwork has always been very important to **Warpstone** and here we take a look at some sketches from John, some of which you may recognise and some you won't have seen yet.



Wilhem & Alfredo



A picture from the whaling article in issue nine. This shows how much an idea can change from concept to final piece.

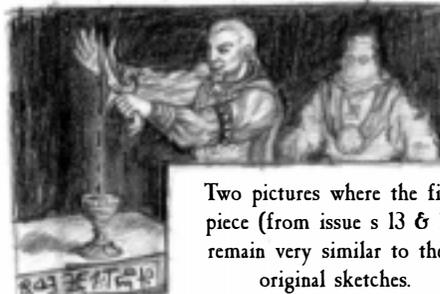
Two sketches from work's in progress. In both of these you can see John's increased use of architecture. Look at the Temple of Shallya in issue 10 closely to see just how much thought has gone into it.



Two dwarfs and a mutant, none of which have yet been used.



A look at a picture from the Slavery article, including a piece from the final picture.



Two pictures where the final piece (from issues 13 & 14) remain very similar to these original sketches.



The Adventures of Wilhelm and Alfredo the Talking Cat

By Robin Low

Wilhelm and Alfredo the Talking Cat (Entertainers) are two eccentric characters for GMs to entangle PCs. Being travelling entertainers, Wilhelm and Alfredo can be met just about anywhere, and as they are very good at their job it's possible for them to stay working in one place for as long as you need them to.

Wilhelm and Alfredo are basically a ventriloquist act. However, the major difference between them and other ventriloquists is that Alfredo the Talking Cat is a real cat and not a puppet. Now, don't go assuming that Alfredo is some foul feline mutant, secretly manipulating a hapless Wilhelm. No, Alfredo is a fairly normal cat. He's quite large (not fat, just big) and in the same way that some people are born with six fingers, Alfredo has six pads on each paw, meaning that he has exceptionally large paws (but oh so soft and furry), actually common enough to avoid charges of mutation. He's also rather brighter than your average mog, though it's hard to tell exactly how much brighter; only Wilhelm and Alfredo know for sure and they're not letting on just yet.

Their act is simple and traditional. Alfredo sits on Wilhelm's lap, or on a bard stool or table, and Wilhelm with his hand gently on the cat's back prompts the cat to open and close its mouth in sync with Wilhelm's words. It's a remarkable thing to watch, and both professional ventriloquists and animal trainers alike are likely to be impressed by the achievement.

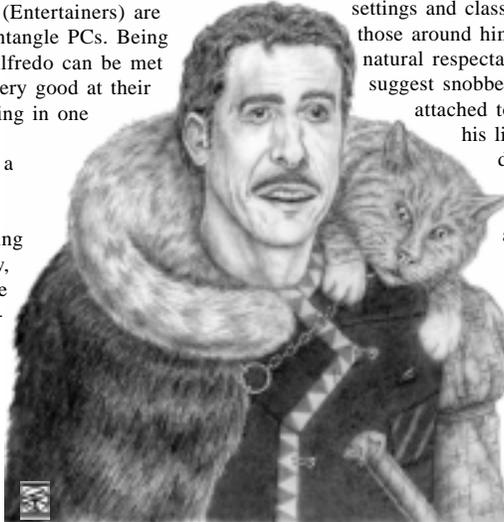
If the actual physical act of ventriloquism wasn't enough, what's actually said is mightily impressive as well. The pair sings duets, tells jokes, has arguments with one another, talks with the audience, and has philosophical conversations about life and mice. Alfredo is also fond of his boastful gossip-laden tales of the times he's spent as mouse-catcher-in-residence at various noble houses throughout The Empire, though Wilhelm always says, "You're making it up!" (one of their catch phrases, along with "You great fluffy berk!" and "At least I wash!"). They have a peculiar knack for judging their audience, and know when political satire is the order of the day or when rude jokes are called for. They are as comfortable performing for the nobility of Altdorf as they are amongst simple Reikland villagers, and are always careful not to offend their audience more than is acceptable.

Wilhelm and Alfredo have travelled the length and breadth of The Empire. The only reason they haven't ventured further abroad is the fact Wilhelm cannot speak any other languages, although when explaining this to people he actually blames Alfredo's lack of language skills (and gets a laugh when he does). The pair could easily settle down in a major city and become part of the established local entertainment scene, but they prefer to keep travelling, as happy to work in rustic rural barns as they are in velvet-curtained theatres; helps them keep their edge claims Wilhelm. Others who've worked alongside the comic duo claim that the pair like to keep moving as stopping in one place for a month or more always seems to lead to a bizarre rumour that the cat is planning on ditching Wilhelm and going solo. Some people, it seems, have a poor grasp on reality.

Wilhelm and Alfredo have been in business for about seven or eight years now. During that time they've made a positive impression on their employers and fellow entertainers alike (only a few disgruntled ventriloquists complain because Alfredo is a real cat, Wilhelm is not a proper ventriloquist). People always talk about Alfredo as though he is a person, rather than just a prop in a clever act; perhaps this has something to do with Wilhelm's tendency keep Alfredo talking even after the show's over.

Wilhelm

A tall, lean man in his early thirties, Wilhelm is a friendly, talkative chap who most people take to instantly - those who don't are usually people with an allergy of, or other aversion to cats. Wilhelm has a particular knack for adapting to different social



settings and classes, and so easily ingratiates himself with those around him. He dresses smartly enough to imply a natural respectability, but not so expensively as to suggest snobbery and aloofness. He's exceptionally attached to Alfredo, not just because the cat forms his livelihood, but because Alfredo has a distinct personality and there's a bond between them. However, Wilhelm has his feet planted firmly on the ground, and suffers no delusions about his partner's nature - it's a cat, albeit an exceptionally bright and likeable one. During the act, Wilhelm wears an expression of almost constant bemusement.

Wilhelm's parents were jugglers themselves, working with a travelling fair, who settled down in Altdorf for a couple of years when Wilhelm was born. After about six of seven years working in the city, they set off again, with Wilhelm, touring the major cities of The Empire, stopping at towns and villages along the way. Consequently, Wilhelm is quite knowledgeable regarding the geography of The Empire, and has travelled many of the lesser-known tracks and minor roads that fairs and circuses travel to avoid other traffic and getting fined for blocking the Emperor's Highways.

Like his parents Wilhelm became a practised juggler and tumbler, but decided that he preferred juggling words to knives and flaming clubs. He started with a carved wooden dummy, but soon decided that every ventriloquist already had wooden dummies or cloth dolls (he'd also seen someone with a talking box) so started looking for something new. He found Alfredo as a kitten in a Reikland village, for whom he paid a few coppers. It took several years, but with help from a circus animal trainer, dedication and hard work, Wilhelm and Alfredo (Entertainers) were born. Deciding that his sort of act didn't fit circuses or fairs, Wilhelm bade farewell to his parents and friends and set out to seek fame and fortune.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	36	39	3	3	6	40	1	42	35	37	37	35	50

Careers: Ventriloquist, ex-Juggler, ex-Acrobat

Height: 5'11" **Weight:** 125lbs **Eyes:** Dark brown **Hair:** Dark brown (long, neatly tied back)

Age: 32

Features: nothing out of the ordinary, although Alfredo often drapes himself around Wilhelm's shoulders when not performing, making him stoop under the weight.

Skills: Acrobatics, Animal Care, Animal Training, Blather, Charm, Etiquette, Haggle, Juggle, Ventriloquism

Trappings: 6 daggers (juggling as well as defence), respectable clothing, 40 Gold Crowns (with more banked), large cat

Alfredo

Alfredo is a cat, allegedly a cross between a domestic tabby and a Reikland Wild Cat (at least that's what the farmer who sold Alfredo to Wilhelm insisted - given the size difference between the two types, it seems highly unlikely). He's brown, with hints of stripes, and larger than your typical mouser. Because of the extra pad and claw on each foot, Alfredo's paws are noticeably large and can deliver quite a swipe when he's annoyed.

Alfredo's just a cat, but that's not to say he's slothful and silly. His curiosity is tempered with a wild cat's caution, his playfulness and contrariness restricted to the periods between shows and not during them (maybe he knows how the next meal's being paid for, or he's just well trained, it's hard to tell). Alfredo is very affectionate towards Wilhelm and his friendly enough towards those who are kind to him. His favourite foods are sausages and eggs, and he's not averse to pinching them off

your plate when you're not looking!

His wild cat heritage has also provided Alfredo with an innate danger sense: he can spot cat-haters on sight and is usually aware of being watched or followed, something that has allowed both he and Wilhelm avoid trouble on more than one occasion.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fat
8	41	0	2	3	4	40	3(5)	-	20	30	43	43	40

Special Rules: See Wild Cat entry in Section 6 of the WFRP Rulebook

Height: 9" at the shoulder, nearly 2' nose to tail **Weight:** about right **Eyes:** Emerald Green **Fur:** Brown with hints of darker strips and tail rings **Age:** about 6

Features: a big cat with wild cat looks and huge paws

Skills: Acute Hearing, Begging, Charm, Concealment Rural/Urban, Dodge Blow, Excellent Vision, Flee!, Palm Object (limited to food items), Silent Move Rural/Urban, Sixth Sense

Fate Points: Alfredo gets 9 Fate points!

Adventure Hooks

Kidnapped! One night whilst out for a stroll Alfredo's danger sense fails him and he falls foul of some villainous kidnapper. It might result in a simple ransom demand, but Alfredo might be kidnapped for other reasons. A professional animal trainer or a ventriloquist jealous of Wilhelm's success might be responsible. Possibly he gets kidnapped by a gang of street kids who take a shine to him, or similarly by the servants of a noble woman who wants an exotic pet. And then there are the idiots who think that Alfredo really can talk and plan to sell him to highest bidder. As an alternative, an insane bunch of witch hunters decide that Alfredo is a mutant beast, but they can't prove it. However, they decide to kidnap Wilhelm in the belief that the cat will be forced to show its true colours and come to Wilhelm's rescue. Whatever happens, the PCs can be hired either by a distraught Wilhelm or a one of Wilhelm's patrons to seek out the culprits and reunite the

duo before the next performance.

Wrongly Accused! After hearing cries in the night the servants of a noble woman break down the locked door of her bedroom to find her on the floor in a catatonic state. Various small ornaments have been knocked over, drawers opened and the servants claim that some small items of jewellery have been stolen. The only clues to her assailant are a small open window (too small even for a child to pass through) and a series of fine claw marks on the noble woman's cheeks. It's announced publicly that a search is on for a small beast with five slender claws on each hand. Fingers soon start to point at Alfredo (an extra pad on each paw means an extra claw, too) and Wilhelm (a criminal mastermind the gossips say). Although a search of their lodgings fails to find the missing jewellery, but the pair are arrested anyway and date for their trial is set. It's up to the PCs to prove the entertainers' innocence.

The noble woman is still in a catatonic state and being cared for by clerics of Shallya, but her servants may be questioned. Their story about hearing cries in the night and breaking down their mistress's bedroom door is true, and the claws marks and open window are nothing to do with them. However, they didn't tell the authorities that in the room they found evidence of dark magic: a circle, black candles and a piece of parchment. They swiftly hid these things away and each took a piece of jewellery to make it look like a break-in. Clever PCs might find physical evidence (cooled drops of black wax on the carpet, for example) or can make an Intelligence roll to spot the servants are lying or holding back, and pressure them to tell the truth.

In reality, the noble woman was dabbling in black arts she didn't understand and summoned a small demonic creature, which clawed her face, ran round the room knocking things over before escaping through the small window. It's now loose in the city. An exonerated Alfredo and Wilhelm, especially the cat, will be invaluable in tracking the demon's movements over the city rooftops.



MOVIE NEWS

By John Keane

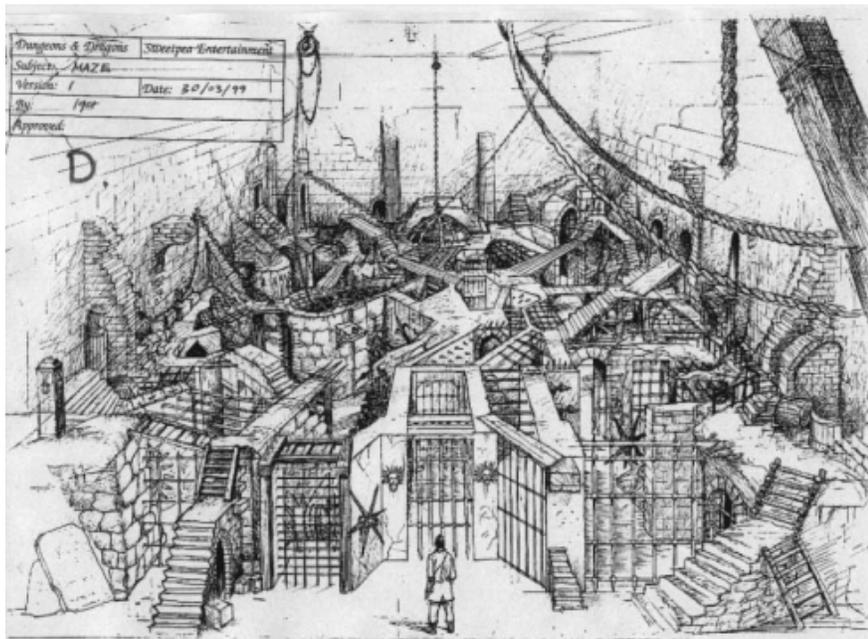


Dungeons & Dragons

It has been some time since I have played D&D and I must say, the plot for the up and coming movie does not encourage me to remedy that! What I see in the plot are the same old, tired, D&D stereotypes and ludicrous plot devices. But don't take my word for it, judge it yourself. From what I've read, the story is basically as follows. Evil Mage tries to create powerful, dragon controlling, magic item in order to become Emperor, but fails. The Mage tries to usurp the throne anyway and starts civil war. A half-elf ranger and human mage head off, with some cannon fodder, to find a magic item - as do the bad guys! The adventurers and the bad guys meet and fight only to be saved by two loveable rogues - thieves! The new party of adventurers eventually form a cohesive unit and also gain a dwarf to boot (no, not to kick!). They find out that the only way to get the magic item is to get another item, which just happens to be at the end of a deadly maze of traps and monsters - under the Thieves Guild. They get the magic item and no doubt help the Empress regain her throne.

However, there are some potential pluses in the movie's favour. There will be a huge battle in the skies with a purported 200 computer generated dragons fighting it out for control of the kingdom. If the effects for this are even half-decent, this could be the one real saving factor for the whole film and a reason for it not to flop! Secondly, they are reported to actually cross a boundary I personally thought they would not, and kill one of the main characters! But don't get too impressed, some of the costumes are dire - especially that of the half-elf ranger!

The cast includes Jeremy Irons, Thora Birch, Marlon Wayans, Tom Baker and Richard O'Brien. The unconfirmed release date appears to be December 2000 for the USA, with the UK release to be confirmed.



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No, not the new version of the Mousetrap boardgame but the maze under the thieves guild