

Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

· THE KING OF FOOLS ·

by Michael Brockhouse

Location: The Old World

Battle-Level: 2-3

Objective Room: Fountain of Light



Today, the streets of Altdorf are busy indeed. The Warriors are subjected to an hour of interrogation before they are even allowed to set one foot within the mighty gates of the Capital city of the Empire. When asking what is going on, one of the guards men spits and points to a large golden "X" made from wood and copper, hanging from the top one of the main gates. "The Emperor has gone mad, curse his confused hide. No one can understand it at all. One minute he was giving orders to have all worshippers of the God of Thieves and Tricksters, **Ranald**, hunted down and exiled from Altdorf, the next minute he is rounding them up into a huge group and declaring today an annual holy day which is to be celebrated by all citizens of Altdorf. **Byron**, the self declared leader of this Cult of Thieves did not seem surprised at this sudden change of heart. In fact, he already had made plans for the day's festivities long before the Emperor declared the day a holy day. It makes no sense. Why would the Emperor, who is a strict follower of **Sigmar** suddenly want us to start celebrating another God's power by holding a festival in Ranald's name? I'm but a lowly guardsman, so if you want more detailed information, seek out more reliable sources." With this, the guardsman ushers the Warriors, who have somehow passed the security inspection, into the city.

Indeed, the sign of Ranald, a large "X", hangs on the front of many buildings. The only buildings not to be affected by such an artefact is the Palace of **Emperor Karl Franz** himself and the Cathedral of Sigmar. The Warriors assume the Grand Theogonist would have none of this absurd treachery. He is a very powerful man, and even the Emperor would think twice about making it an order to bear the "X" upon the great stone doors of the Cathedral.

The streets are packed full of people enjoying the festival. Even worshippers of Sigmar and **Ulric** are joining in the fun. Everywhere the Warriors look, they see stalls, bazaars, entertainers of all sorts, magic shows, dancing girls, musicians, clowns and other strange acts the Warriors don't even want to contemplate. The air is filled with colourful music, balloons, and streamers. But what is most interesting to the Warriors is the security that is being used. Not the usual guardsmen of Altdorf, but people dressed in dark robes, some with beards, others with moustaches. All of them have a small copper "X" hanging around their neck. It seems as if Byron has taken security measures into his own hands by using his own thieves guild members to replace the Emperor's guards.

After much walking around and inquiring, the Warriors learn that this festival is called "The Festival of Fools" Indeed, the majority of clowns wearing jester's clothing is vast. Shrugging at the weirdness of the whole situation, the Warriors only begin to get annoyed when they find all the shops, taverns and inns closed for the day. There will be no finding any accommodation this day. The Warriors don't even attempt to see if they can find work for themselves. People offering missions to adventurers are probably not going to be plentiful in Altdorf at this moment. They turn around and prepare to leave.

Suddenly, something catches their eye. Upon a large raised platform, there is a young beautiful girl, about 20 summers. She is wearing the attire of a gypsy girl. Purple dress, white blouse and black belt. Dark black hair stretches down to her knees. A silver circlet rests upon her head. Her skin is tanned to the point of being almost sun burnt, and she has a large red scarf draped across her bare shoulders. She is the most beautiful woman the Warriors have seen for some time. There is a huge crowd of onlookers standing around the platform, waiting for her to act. The girl uses one hand to hold a mask up to her face, obscuring her eyes from the crowd. Her smile of perfect white teeth makes to tease the men who have gathered to see her. She giggles, never removing the mask from her face. Not surprisingly, the Warriors move towards the platform to watch the show, whatever that might be.

"Today, Ranald is pleased with everyone! Today, Sigmar sits brooding upon his throne while Ranald tosses rotten vegetables at him!" This brings roars of laughter from the crowd, except the Warriors who seem to think this is a bit sacrilegious to the mighty God Sigmar. The girl's voice is almost angelic, and its effects are like magic. The Warriors are hooked, and are determined to see what happens next. "Ranald declares today his very own holy day. Free from the constraints of Sigmar and Ulric. Free from worry, free from trial, and free from the constrictions of the Emperor's laws. Today, Ranald declares that people may drink and eat freely, even the poor of the state. While Sigmar looks out for the rich and healthy, Ranald will take from those that need it least, and give it to those that are more deserving. Street urchins, the poor, homeless, leprous beggars. All of them that need Ranald's guidance shall have it. But Ranald needs a champion. Someone that will be his Avatar. Someone that will make their new God's wishes come true. Who will be this man? Who will be this "King of Fools"?"

The Warriors' idle banter to each other is instantly drowned out in a raucous cry. Hundreds of men yell that they want to be "The King of Fools", and only the intervention of Byron's men prevents the gypsy from being smothered by men. They force the men back down off the platform, having to beat many with the hilts of their swords.

"Now, calm thyself, men. It is not for me to choose the King of Fools. That is for Ranald himself. The one that has the least to offer, the one that has the least that Sigmar would want. That man, the one that has not even been blessed with a virtuous face and strong body, is the one that Ranald seeks. Is there not one among you who fits the description? The men each cry their names, showing themselves to the gypsy girl. Many even put masks on to try and fool her into making them believe they are ugly and hideous beyond words. But she is not fooled. She fills the air with laughter as man after man is rejected for the position of King of Fools.

Whatever magic has Emperor Karl Franz under its control obviously plays a part here as well. The men are like sheep, doing anything they can to gain the title of King of Fools. The Warriors, disgusted with the way things are turning out, turn away, when suddenly the girl gives a surprised cry and the men in the crowd stop yelling. All is silent. Then the sound of steel being drawn is heard. The Warriors turn back around to see a strange sight. The platform is now occupied by two people. If the newcomer can

indeed be called a person. The girl stands back, her hand to her mouth, mask dropped to the ground, forgotten. The humanoid creature stands approximately four feet tall. It would stand the same size as that of a human if it was not for the fact that is was bent almost double, a huge deformed mound growing from its back. The creature's face is a hideous, twisted version of a man's. There is no doubt that this creature is some sort of Chaos spawn. Byron's men are too terrified to do anything other than draw swords and stand ready, waiting to see what happens next. But the Warriors are not afraid. Drawing weapons from sheaths, they rush forward, pushing through the onlookers, desperately trying to reach the platform and the girl to protect her from harm.

The creature is about to speak, when the Warriors reach the platform and leap up to it, about to swing at the creature. It takes a step back in surprise, then with amazing agility for its mighty bulk, leaps towards the girl, grabs her in its fat arm, and leaps away, barely moving away from the Warrior's thirsting blades. It is at this moment, that all hell breaks loose. The girl screams, the onlookers began to rush everywhere, trying to get out of the way of the creature as it leaps into them and begins to clear a path with its other mighty arm. Byron's men run around frantically, looking for a target for their swords. As for the Warriors, what else is there to do but rush to the aid of the screaming gipsy girl.

The Warriors push through the crowd and force their way to freedom. There, they spy the creature running very swiftly to the steps of the mighty Cathedral of Sigmar. The Warriors believe they are about to corner the creature. There is no way he can force open the doors with one of his arms occupied with the girl. The clerics within will certainly not open the doors, especially upon this day, the Festival of Fools. The Warriors begin to slow down when they realise the creature is trapped. Suddenly, with a mighty bellow, the creature tosses the girl heavily into the air, evoking a scream of sheer terror and surprise. Gasping, the Warriors rush forward, but they are too late to stop it from happening. While the girl is still in the air, the creature leaps upwards, grabbing hold of the many hand and foot holds in the stonework of the Cathedral. He flings himself upwards even further, and holding on with one arm, reaches out and catches the gipsy on the way down. Flinging her over his shoulder, he then leaps upwards, finding many hand holds and window sills to grab hold of. Like an ape, he makes quick progress up the wall before the Warriors even have time to arm their missile weapons. Cursing their ill luck, they soon lose sight of the creature and the girl.

Now the chase begins. Without waiting for a reply, the Warriors smash open the locked doors of the Cathedral and begin to head to the stair case. To hell with the Grand Theogonist and his rules! The Warriors have a girl to rescue.

SPECIAL RULES

Breaking into the Cathedral is one of the worst crimes a person can make in Altdorf, punishable by death. On the rare cases when it does happen, the Theogonist knows that his magical defences will soon put an end to the criminal or criminals. In this case, it will be no different. The clerics and lackeys of Sigmar will be wise to retire to their bed chambers and wait for the criminals to be destroyed. This they do, giving the Warriors free reign of the massive Cathedral.

The Cathedral has 10 levels, all of them protected by magical glyphs that are activated when there is a forced entry into the Cathedral. The glyphs are used to summon monsters, activate traps, etc, whatever is required at the current moment in time. Because of these traps, the Cathedral is treated as a normal dungeon with the following rule modifications.

The Cathedral

There are ten levels of the Cathedral. Each level is made up of a separate dungeon deck, all made at the beginning of the adventure, not when the level is reached. The first level of the Cathedral is made up of 6 dungeon cards. All the next levels up to level 6 are made up of 4 dungeon cards. Levels 7 to 9 are 3 dungeon cards, and finally, the last level is one room. Which is, not surprisingly, the Objective Room. Do not place an Objective Room in each of the separate dungeon decks.

When the Warriors reach the last room of the current level, there will be a stair case leading up to the next level at the end of the room. This takes up one square. The Warriors must deal with any Monsters in the room first before going up the stair case. To move up the stairs, the Warriors simply have to reach the square with the stairs on and remove their miniature from the board. Once all Warriors have gone up the stair case, remove all the board sections and take the first card from the next level up dungeon deck and place all the Warriors on the new board section. When the Objective Room is reached, all Warriors must be placed as close as possible to one of the shorter edges. Use the Fountain of Light for the Objective Room.

Warriors can not back track once they have left the first level. This is because the Grand Theogonist has set up a magical energy field stopping any criminals from fleeing the way they came. In addition, Warriors can not use the Escape Table to flee the Cathedral. However, there is another way to escape, but it is foolhardy and often deadly. Whenever the Warriors enter a room, their will be sunlight streaming in through one of many windows. If they really want to, the Warriors can leap out one of these windows and hope to land safely. When attempting to escape this way, roll 1D6 for the Warrior fleeing. On a roll of 6, the Warrior leaps out the window and lands on a passing wagon laden with hay. He takes 1D3 unmodified Wounds from a sharp needle hidden in the hay stack, but is safe. Any other roll and the Warrior takes 1D6 Wounds for each level that he is on. So, if the Warrior leaps out of the Objective Room window, he takes 10D6 Wounds. If the Warrior is reduced to 0 Wounds, he is splattered onto the pavement and can not be healed or resurrected in any way.

Combat

During combat whenever a Warrior is reduced to 0 Wounds, roll 1D6. If the result is a greater than 2 nothing happens and the Warrior can be healed in the normal ways. If the result is a 1 or a 2, then just as the Warrior hits the ground, unconscious, there is a mighty, mournful cry, and the creature the Warriors are trying to find leaps in through a side window, grabs the Warrior, and with cries of “Sanctuary!, Sanctuary!”, leaps out of the window and climbs up the side of the Cathedral again. Until they reach the Objective Room, the Warrior is out of the game. Don’t worry, he is not dead. In fact, he is being well looked after.

The Objective Room

Once the Warriors reach the Objective Room (which is actually the Cathedral’s tallest Bell Tower, the Fountain of Light representing the location of the mighty iron bell), they will be greeted with quite a site. There will be no Objective Room monsters to fight yet. When the Warriors emerge onto the final level of the Cathedral, they will see many things. First of all, they will see the creature they are hunting sitting at the table, seemingly having a pleasant conversation with the gypsy girl, who is sitting on the other side of the table. Both are laughing when the Warriors, confused, uneasy hands resting on weapons enter the Bell Tower. The creature looks up, frowns and then begins to stand.

“Now, now, look here, good sirs. I don’t mean any harm to anyone. I was simply going to try for the position of King of Fools. I want so much to serve Ranald that I didn’t think of what my appearance would do to people in the city. You see, I live up here, alone, and don’t get to go out much. I only grabbed **Yvette** here as insurance because otherwise I knew I would be killed by you adventurers. Please, forgive the merry chase I led you on. But as you can see, the girl is fine. She is enjoying my conversation immensely. I make funny jokes!”

At this time, if any of the Warriors were taken out of the window by the creature, who calls himself **Quasimadad**, then the Warriors will be found resting peacefully on a layer of straw matting. They will be on full Wounds, having been cared for by the creature.

Suddenly, the trap door leading to the Bell Tower breaks open, and a rather smallish man, wearing the robes of an Acolyte of Sigmar enters the rooms. He carries a large tray of food and drink. “Quasimadad, you wretched beast, here is your food and – “ The tray drops to the ground when he sees the Warriors and the girl in the Bell Tower, staring at him with interest. “What, what is this?!?!?!?” The man begins to back down the stairs, making a sign to, not Sigmar, but to Ranald, the God of Thieves. This man is obviously an imposter! The Warriors draw weapons and rush the man, catching him by surprise, but not before he ignites one of the magical glyphs, summoning a great many monsters to defend him.

Roll on the Objective Room Monster table to see what arrives. Modify all Monster numbers as if there were two extra characters in the party, as the hunchback and gypsy will be fighting also. All of the creatures have the *Guard* ability; they are guarding the cleric. Yvette and Quasimadad will also aid the Warriors in the battle. Place the two of them as close as possible to the back of the room. However, Quasimadad will never attack the man he calls his master. If ever the cleric should be adjacent to Quasimadad, he will gain +2 to hit the hunchback. Monsters will not attack the gypsy or the hunchback unless there is no Warrior to fight. For the purposes of making Physiology rolls treat Yvette as Battle-Level 1 and Quasimadad as Battle-Level 2. Statistics are as follows:

Quasimadad		Yvette		Cleric of Ranald	
Wounds:	5	Wounds:	2	Wounds:	6
Move:	5	Move:	4	Move:	4
Weapon Skill:	3	Weapon Skill:	2	Weapon Skill:	3
Ballistic Skill:	4+	Ballistic Skill:	3+	Ballistic Skill:	5+
Strength:	5	Strength:	3	Strength:	3
Toughness:	5	Toughness:	3	Toughness:	3
Armour:	-	Armour:	-	Armour:	-
Initiative:	4	Initiative:	6	Initiative:	6
Attacks:	1	Attacks:	1	Attacks:	1
Willpower:	2	Willpower:	4	Willpower:	6
Damage Dice:	1	Damage:	1	Damage:	1
				Gold:	320

Quasimadad Special Rules

Ignore Blows 6+; Ignore Pain 2

Yvette Special Rules

Assassinate 6+; Dodge 5+

Cleric of Ranald Special Rules

Cleric of Ranald Magic 1; Dodge 6+



Cleric of Ranald Magic

At the beginning of every Monster Phase, roll 1D6 to see which spell the cleric casts

- 1 The cleric fails to cast a spell this turn.
- 2 *Rejuvenation of Ranald* – This spell heals all the Monsters on the board section 1D6 Wounds each. They can not be healed above their starting quota. This spell also heals the cleric.
- 3 *The Dark Thief* – The cleric of Ranald raises his hands in the air and a coppery band of energy wraps itself around a Random Warrior's current weapon. The weapon dissolves into nothing. The weapon will reappear in the Warrior's possession when all the Monsters in the room have been destroyed.
- 4 *Cloak of Eternal Night* – The cleric suddenly shimmers and blends into the darkness. For the next turn, Warriors are at -2 to Hit him.
- 5 *Nimble Strike* – This spell grants 1D6 Random Monsters an extra Attack for this turn.
- 6 *Poison Dagger* – This spell shoots a purple blast of poison energy at a random Warrior. He must roll Initiative or under on 1D6 or suffer 1D6 unmodified Wounds. This damage is considered to be poison.

Victory

Do not take an Objective Room Treasure Card for the victory. Once all the Monsters are dead, Quasimadad and Yvette will thank the Warriors and descend down the staircase, hand in hand, obviously very much in love. How sweet! The Warriors turn to leave as well, when suddenly they notice something glinting on the Cleric's body. It is a seal of Ranald, holding closed a letter addressed to Byron, leader of the Thieves Guild. After opening it up, the Warriors learn that Byron and his main second in command, **Iolod**, a cleric of Ranald, have been trying for years to prepare a spell which will take control of people's minds and make them turn from the ways of Sigmar to worship Ranald. Iolod tested this spell on the Emperor Karl Franz himself, and was pleasantly surprised by the results. Within days, Franz had declared a special holy day for the worship and celebration of Ranald. Soon, all of Altdorf would be worshipping the God of Thieves, and Byron would be ruler of the city. With the death of Iolod, the spell is broken, and soon all of the population of Altdorf will return to normal. If it hadn't been for the Warriors chasing Quasimadad to this Bell Tower, then the Warriors would never have found Iolod pretending to be a Cleric of Sigmar. As to why he was keeping the hunchback locked away from society is anyone's guess. Perhaps he was just cruel. The adventure is over. The Warriors, even though they get no reward for their feats, which will no doubt go unnoticed by the Emperor, have the satisfaction of a job well done.

The Festival

The Warriors do not need to journey back to a Settlement at all, obviously. However, all of the shops are closed for the festival, which is still continuing into the long hours of the night. If the Warriors wish, instead of buying stuff at the shops, they can make a 3D6 roll on the following table to see what they can do at the festival. After this roll, make a roll on the Settlement Event table as usual. There are enough free samples of food going around for the Warriors not to have to pay Living Expenses at all. Note that the festival is a way for the Warriors to gain provisions and equipment for the next adventure, since they will not have a chance to go to any shops at all. It is probably wise to at least make a few rolls on the table. Beware of staying too long though. Catastrophic events still occur after 2 weeks in town. Warriors that need to go to other Settlements, such as the Snotling Village or Wardancer troupe may do so in the normal way if they wish to, but are not allowed to make any rolls on this table if they choose to leave. Note that Warriors who can't stay in a human Settlement for some reason (due to being evil or something like that) can quite easily hide out in the festival grounds. There are many freak shows at this festival, and a few shifty looking characters walking around the grounds is not going to be any more cause for alarm.

- 3 The Warrior is accosted by a mime act. A very bad mime act. He spends the rest of the night trying to get lost amongst the crowd, but no matter where he turns, the mime act is there, patiently waiting with his hat out to receive a donation to the cause. The Warrior gives him 1D6 x 100 gold pieces just to be rid of him.
- 4 The Warrior is intrigued by a large glass cabinet filled with crystal clear water. Inside the cabinet is a strange creature the like of which the Warrior has never seen before. A sign on the cabinet reads, "Mermaid" Suddenly, there is a splashing of water, and a half fish, half naked woman rises from the water to greet the Warrior. The Warrior is so shocked he steps backwards and falls over a rock. He overbalances, topples forward and grasps the nearest thing to support himself. Unfortunately, the nearest thing happened to be the Mermaid's chest..... With a surprised shriek, the Mermaid slaps the Warrior, and dives beneath the water again. The Warrior takes 1 unmodified Wound and then makes a break for the crowd before the guards decide to chase him for his perverted behaviour.
- 5 There is a large crowd gathering up ahead, surrounding a small podium with a large Norse man standing behind it. The man holds in his hand a bottle of some sort of green liquid. He appears to be some sort of medicine man. He introduces himself to the crowd as Bobby Fourkiller, Norse Medicine Man Extraordinaire. Also Norse Bounty Hunter, Undertaker and Dentist when there is call for his services. He then gives out a huge speech about what his magical elixir can do for the citizens of Altdorf. Roll 1D6 and add Willpower. If the result is 7 or more, the Warrior soon tires of this charade and

takes his leave. If the result is less than 7, the Warrior is tempted to buy the bottle. He hands over 1D6 x 50 gold pieces and takes a huge gulp. Roll 1D6

- 1 The elixir does nothing except make him feel foolish for buying such a stupid item.
- 2-5 The elixir tastes quite good. For the next adventure only, the Warrior starts the game with 1D6 extra Permanent Wounds.
- 6 Wow! That's some fast acting elixir. The Warrior gains 1 point of either Initiative or Strength for the next adventure. In addition, he gains 1 Permanent Wound.

6 When looking at a carpet salesman's wares, the Warrior happens to look up and glimpse a nerve racking site. Falzon Curtblade is here! His old friend, come to torment him yet again. The Warrior runs off into the crowd, accidentally forgetting to put down the carpet he was carrying. It isn't until he is miles away and out of sight from Falzon that he realises that Byron's men are after him for stealing. The Warrior must spend the next two days in jail, until he finally manages to convince everyone that it was a mistake. To make matters worse, Falzon walks by and sees the Warrior being accosted by the guardsmen. He smiles, says "Hello, old friend. In trouble again? I knew that adventuring business was bad luck, old chum! You should have stuck to selling pickles like I did. Much more profitable." With that, Falzon wanders away into the crowd. Sigh.....

7 The Warrior hears a cry of delight, and sees Yvette running toward him. She proceeds to thank him for his and his friend's help. She is starting to get rather annoying when she decides it is time to leave the Warrior alone so he can enjoy the festival. But not before she hands him a small collection of strawberry tarts her mother made for her to give to the saviours of Altdorf. The Warrior gains 1D6 provisions. If Yvette was killed during the battle in the Bell Tower, treat this as if nothing happened.

8 A grizzled old pirate has set up shop here. He sells the following merchandise.

Item	Price	Notes
1D6 Sea Rations	75 Gold each	See Harbour Location Sailor's Wares
Eye Patch	50 Gold	See Harbour Location Sailor's Wares
Pirate Hook	50 Gold	See Harbour Location Sailor's Wares
Mithral Pirate Hook	250 Gold	See Below
Hemp Rope	50 Gold	See Harbour Location Sailor's Wares
2D6 Provisions	40 Gold each	Heals 2 Wounds each (buy in bulk)
1D6 Provisions	50 Gold each	Heals 2 Wounds each
1D6 Bandages	50 Gold each	Heals 3 Wounds each
Collection of Maps	100 Gold	See Below
Magical Conch Shell	500 Gold	See Below
Tropical Bird in a cage	100 Gold	See Below
Lantern	100 Gold	See Below
Pistol Crossbow	1000 Gold	See Fletcher's
Quarrels	30 Gold	See Fletcher's
Knife	40 Gold	See Weaponsmiths
Long Sword	400 Gold	See Weaponsmiths
Knuckle Duster	100 Gold	See Weaponsmiths
Boots	20 Gold	See General Store
Musket	2000 Gold	See Gunsmiths
Shot	100 Gold	See Gunsmiths
Gunpowder	100 Gold	See Gunsmiths

Mithral Pirate Hook

The Warrior can use this Hook to attempt to hook a Monster and swap places with it. He can do this at any time during his turn, as long as he has movement left. Roll 1D6 and add Strength +1. If the result is 7 or more, the Monster and Warrior swap places. Otherwise, nothing happens.

Collection of Maps

When the Warrior buys this item, roll 1D6 three times to see which maps he has purchased.

- 1 The map is a fake and details nothing at all
- 2 The map details the Sea of Claws and easy ways to manoeuvre around it. When making journeys to or from Norsca, subtract 1D3 Weeks from travel time.
- 3 The map shows the detailed designs of hidden pathways throughout Lustria. When travelling in Lustria, subtract 1D3 Weeks from journey time.
- 4 The maps are ancient Dwarven maps showing dungeons beneath the Empire and Bretonnia. When playing an adventure in the Old World, roll 1D6 at the start. If the result is a 6, the maps show an easy way to get to the Objective Room. Remove 1D3 cards from the top of the dungeon deck.

- 5 What strange maps indeed. Apparently, there is a place called the Savage Empire. Whatever that is, the Warriors have detailed maps of the islands, somewhere off the coast of Lustria. If ever the Warriors should happen along these islands, (event 46 in the lost Kingdom's Ocean Event Table), they may use the maps to their advantage. They may roll 2D6 instead of 1D6 for the first and second table, and choose which number they wish to use. In addition, if they so desire, they can add +1 to the dice roll after choosing which number they wish. This should get them safely through to the vast treasure that lies within.
- 6 The map is an ancient parchment showing many different features of a place called Rakania, located somewhere on a small island in the Black Gulf. The map tells of ways to reach the island quicker than normal ocean travel would allow. Subtract 1D3 Weeks when travelling to or from Rakania.

Magical Conch Shell

This magical item is very similar to a Trance Stone, except that it heals 1D3 Wounds per turn whenever the Warrior does nothing for a whole turn.

Tropical Bird in a Cage

A toucan is crammed very uncomfortably into the cage. Whenever the Warriors are ambushed, roll 1D6. On a roll of 5 or 6, the Monsters lose their Ambush ability. Because of the size of this cage, the Warrior carrying the Lantern may not carry the bird cage. Nor may a Warrior that uses two weapons (like the Wardancer and Pirate). Also, a Warrior using a shield can not hold the bird cage. Because the bird is stuck in a cage, it is impossible for it to fly away at the end of each adventure like normal birds and parrots do.

Lantern

If the party wishes, they may purchase another lantern for the party. The other person carrying the Lantern can now travel and explore just like the party Leader. However, he may not use a two handed sword and carry the Lantern. Nor may he use a shield, or use two weapons at one time.

- 9 The Warrior walks up to a strange looking stall. There are many wooden goblin heads swinging backwards and forwards on the stall, and they all have huge gaping mouths. A collection of large marbles is handed to the Warrior, and he is instructed that he has to toss the marbles into one of the goblin's mouths to win different prizes. Shrugging, the Warrior attempts this strange game. Roll 1D6 1D6 times to see what prizes he wins.

- | | |
|---|---|
| 1 | Nothing – The marble hits the side of the goblin's mouth and falls to the ground. |
| 2 | 1 Provision |
| 3 | 1 Bandage |
| 4 | 1D6 Provisions |
| 5 | 1D6 x 20 Gold |
| 6 | 1D6 x 50 Gold |

In addition, if the Warrior gets at least three 6's, then he has one the grand prize of 2D6 x 100 Gold pieces.

- 10 Just as he is about to leave a side stall selling novelty fake vomit and Bloodthirster masks, there is a commotion behind the Warrior. He turns around to see one of Byron's men attacking an old lady. The Warrior draws his weapon, walks up to the man and taps him on his shoulder. When the bearded man turns around, the Warrior gives him a cheesy grin and rams the hilt of his weapon directly into the man's nose. The old lady laughs and begins to smack the man over the head with a handbag. The Warrior nods to the lady, spins around nobly, and makes a frantic dash out of the Settlement as he is pursued by hundreds of Byron's thieves. The Warrior must leave the city.
- 11 The Warrior participates in a Tug of War competition. Him and another 3 people on one side and 1 really huge, fat barbarian on the other side, pulling the rope with one hand. This is going to be easy. Roll 1D6 and add Strength. If the result is greater than or equal to 8, the Warrior and his team manage to pull the fat barbarian into a pile of mud in the centre of the paddock where the competition was being held. Otherwise, no matter what the Warrior attempts to do, nothing dislodges the barbarian from his place. Eventually, without even looking, the barbarian yanks the rope hard. The Warrior and the others fly into the air unceremoniously and land in a huge pile at the edge of the paddock. In the distance, they can see the barbarian waving at them and walking off the pitch. If the Warrior wins, he may take 1D6 x 20 Gold. If he loses, then he loses nothing but his pride, and most probably his clean clothing.
- 12 Suddenly, the Warrior sees a tall man with no facial hair and dressed in black leather armour racing towards him, sword in hand. He is flanked by four very strong looking men, also dressed in black armour. They carry long swords in their ham like fists. At first guess, the Warrior thinks they are racing past him, but then, when they raise their swords to strike him down, he realises something that has been nagging him since he foiled the plot. Shouldn't Byron be a bit annoyed at this? The Warrior calls for his companions who are but a few metres away, and battle is joined. Byron and his men attack with a vengeance. Fight a battle against Byron and four of his henchmen. Their statistics are as follows. Take treasure for the battle as usual. In addition, when Byron is killed, the Warriors may each take an Objective Room Treasure Card for their troubles. No doubt with the leader of the Thieves Guild killed, the cult of Ranald will not be able to survive for long in the back streets of Altdorf. Congratulations! If ever any of the Warriors rolls this event again, then instead of Byron

and his men, it will just be 5 of Byron's henchmen attacking. Take treasure as normal, but do not take another Objective Room Treasure each. Their statistics are as follows:

Byron		Thief of Ranald	
Wounds:	10	Wounds:	6
Move:	4	Move:	4
Weapon Skill:	5	Weapon Skill:	4
Ballistic Skill:	4+	Ballistic Skill:	4+
Strength:	3	Strength:	4
Toughness:	3(4)	Toughness:	4(5)
Armour:	1	Armour:	1
Initiative:	5	Initiative:	4
Attacks:	2	Attacks:	1
Willpower:	5	Willpower:	3
Damage Dice:	1	Damage:	1
Gold:	250	Gold:	120

Byron Special Rules

Ambush 4+; Poison; Dodge 5+; Parry 5+; Hate Warriors

Thief of Ranald Special Rules

Assassinate 6+; Armed with Long Swords; Dodge 6+; Hate Warriors

When using a Long Sword, the Thieves cause +1 Wounds, but are at -1 To Hit

- 13** The Warrior spends a fruitful few hours checking out the bargains at a local food stall. He may buy up to 5D6 Provisions each costing 25 Gold apiece. He does not have to buy all of the Provisions if he does not want to.
- 14** While walking past a small tent, the Warrior is tempted to investigate. Inside, he sees a small gipsy woman, ancient beyond belief, sitting behind a card table, a deck of tarot cards sitting in front of her. The Warrior can if he wishes have his fortune told. Pay 1D6 x 5 Gold pieces and roll 1D6.
- 1** The old crone reveals a future of great death and tragedy. He must begin the next adventure with one less Luck point. It will be regained as normal at the start of the following adventure.
- 2-5** Nothing the old lady says interests the Warrior at all. What a waste of time.
- 6** The crone tells of great riches and mighty cities that the Warrior will encounter in his future. He may gain 1 non-Permanent Luck which can be used just like a normal Luck.
- 15** The Warrior is intrigued by the strangest act he has ever seen. A young woman, about 35 summers, stands naked in the middle of a podium. She is glistening in the sun from some sort of oil coating her body. Suddenly, the crowd gasps as she clicks her fingers and a huge Lustrian serpent comes slithering out of a nearby cage and prepares to eat the woman. She does not resist, and the Warriors are too mesmerised to stop what is about to happen. The Giant Snake opens its huge jaws and slowly engulfs the woman, making sure not to harm her with its deadly fangs. The woman is soon swallowed whole inside the belly of the snake. After a few minutes, the snake, satisfied, opens its mouth. The woman crawls out of its belly, unharmed, with only a thin layer of mucus covering her form. The crowd recovers and gives her a standing ovation. Even the Warrior, who has seen some strange things in his career, claps heartily. What a strange act indeed. The Warrior is so engrossed in the act that he fails to see a small pick pocket stealing 1D6 x 50 Gold pieces and a Provision from the Warrior.
- 16** There is a stall selling the weirdest food types around. The Warrior buys a stick coated in what appears to be pink sheep's wool, but upon putting it in his mouth, it dissolves into a pleasant tasting pile of sugar. Very nice. Also, the Warrior buys an apple on a stick coated in some form of candied toffee. Who invents these things? The Warrior may heal 1D6 Wounds.
- 17** One of the taverns has finally decided to open for a few hours, just to keep regular customers from complaining to the Emperor. The Warrior may make 1D3 rolls on the Alehouse table, or 1D3 rolls on the Waterfront Tavern table. He can not make rolls on both of the tables.
- 18** When the Warrior is checking out a local stall, he is suddenly pulled into a side alley by a huge ham like fist. The Warrior is about to draw his weapon when he sees it is Quasimadad. Greeting him, the Warrior watches as the hunchback pulls out a Treasure Card and gives it to him, wishing him well for the future. How the Warrior could have mistaken this kind soul for a creature of Chaos is now beginning to seem a bit silly. Once the Warrior has the treasure, Quasimadad says goodbye and leaps off down the alley, hoping to reach the Bell Tower before day break, probably. If Quasimadad was killed during the battle in the Bell Tower, treat this event as if nothing happened.