

REPORTS FROM THE HEART OF CORRUPTION

Reviews

2

Reviews of **Knights of the Grail, Barony of the Damned and Lure of the Liche Lord.**
 "The founding of Bretonnia as a nation is presented as little more than a series of heroic battles."



Stromfels

29

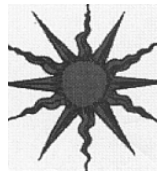
The dark side of Manann and terror to sailors, we detail the **Lord of the Raging Sea.**
 "In the lore of Manann, Stromfels was a deity of the Norse who migrated across the Sea of Claws to the northern frontier of the Empire."



A Changing Bretonnia

6

A look back at the development of one of the most controversial parts of the Warhammer background.
 "The country portrayed differed in many ways from the glimpses offered in the original rulebook."



Unfinished Symphony

34

A scenario set on the eve of **Geheimnistag** with a tale of souls to be laid to rest and a pact to be fulfilled.
 "You look like a fellow in need of a fine hunting rifle and a set of Ludwig the Fat commemorative spoons."



Errant Lands

9

Why Bretonnia is a great place to set campaigns and some ideas to help you do so.
 "Images of verdant valleys of golden, rippling corn beneath an azure sky and blazing sun, do not easily evoke claustrophobic fear and paranoia."



Magical Charms

49

A close look at some magical charms.
 "Wearers would always run the danger of an overzealous cultist reporting them, but most Old Worlders tend to be tolerant of all beliefs."



A Knight's Tale

13

Our Questing Knight uncovers some uncomfortable truths in this short story that acts as an introduction to *Unveiling the Lady* on page 18.
 "Slowly pushing the door fully open, Phillippe grasped his sword and stepped inside."



From the Darkness: Chaos Dwarfs

51

Background on the **Chaos Dwarfs of the Darklands and the mutants, the Tainted.**
 "The Imperial Dwarfs of Karaz Ankor are unlikely to speak of these abominations to anyone outside their clans and holds given their shame and hatred."



Unveiling the Lady

18

The truth behind the **Lady of the Lake and the hidden corruption at the heart of the nobility.**
 "Prepare yourself. What I shall recount on these pages are but fragments of the truth."



The Inns of Middenheim

76

Casper is our friendly guide to four inns in the City of the White Wolf.
 "When outsiders enter the tavern, all conversation ceases and eyes follow every movement of the visitors (or perhaps victims)"



The Derelich of Château Fnaargh

21

The beautiful and welcoming **Château Fnaargh. Nothing to fear here. No, really.**
 "Tomorrow, I set out to that benighted realm to slay its beast at last."



Barak Char

78

The **Seafire Hold** they call it, a Dwarf hold built on the trade of salt and coal.
 "Stone and steel are the first friends of the Dwarfs, but you cannot eat stone for bread, nor smelt steel with wood alone."



ABBREVIATIONS	A	Number of Attacks	FP	Fate Points	IP	Insanity Points	SB	Strength Bonus	WFB	Warhammer Fantasy Battle
	Ag	Agility	gc	Gold Crown	M	Movement	SL	Secret Language	WFRP	Warhammer Fantasy
	AP	Armour Points	GM	Game Master	Mag	Magic	SS	Secret Signs		Roleplay (Second Edition)
	BI	Black Industries	Gu	Guilder (Marienburg Coinage)	NPC	Non-player character	SW	Specialist Weapon	WFRP1	WFRP First Edition
	BS	Ballistic Skill	GW	Games Workshop	PC	Player Character	T	Toughness	WP	Will Power
	Cl	Cool	IC	Imperial Calendar	R	Range	TB	Toughness Bonus	WS	Weapon Skill
	Fel	Fellowship	Int	Intelligence	S	Strength	W	Wounds	xp	Experience Points

