

The Underground

The Underground is a source of rumor and dark suspicions. It is said that many fiendish dealings are done down here, far from the light of day. The whispers in the taverns say you can find merchants who deal in spirits and other terrible things from the dark corners of world, if you're brave enough to look. It is also said that loot from ages passed lies in abandoned thieves lairs, as well as the tombs of the rich and powerful. A vast and insidious cult made much of this area its home, and constructed strange idols to worship their evil gods. There is much treasure to be found in The Underground, but it is also easy to become lost in the labyrinthine maze of tunnels and caverns. A large part of The Underground lies directly under the horror of The Pit. The raw wyrdstone seems to have seeped down from it, poisoning any water and creating areas of immense heat. Over time this has created deep caverns underneath the surface, and it is whispered that some are carpeted in wyrdstone, carried here in the tainted water. Storage rooms and dungeons can be found by following the tunnels created by the sewerage flow, as it burns through the thick walls of the treasure hordes of old princes, now long forgotten.



terrain

Make up a system of rooms and tunnels. Rivers of boiling sewerage crisscross the paths of the warbands. Vast caverns, ruined tombs and old dungeons make up the areas created by the old residents, who may still dwell within.

the underground scenario table

| 2D6 | Result |
|------|--|
| 2 | Lower Warband Rating chooses |
| 3 | The Secrets of the Djinn * (Lst) |
| 4 | Defend the Oasis (Khm) |
| 5 | Monster Hunt (CotS) |
| 6 | Defend the Tomb (Khm) |
| 7 | Tomb Raid (Khm) |
| 8 | Wyrdstone Hunt (Md) |
| 9 | Ambush (CotS) |
| 10 | The Lost Prince (CotS) |
| 11 | Night of the Dead |
| 12 | Lower Warband Rating chooses |
| Md | Original Mordheim Scenario |
| CotS | Chaos on the Streets multiplayer scenario |
| Khm | Khemri Scenario |
| Lst | Lustria Scenario |
| * | Play as <i>The Secrets of Beujuntae</i> , except for the rewards make 8+ a Lamp of the Djinn |

water

It is easy to become lost in these winding passages so water is a crucial resource in The Underground. To run out of water is certain death. Water is recorded on each warband roster in exactly the same manner as stash. Each water unit that the warband carries adds one to the water 'stash' for the warband. Each unit that the warband uses up reduces the water stash by one. If the water stash drops to zero the warband is in serious trouble. Each member of the warband that can carry a weapon may carry a number of units equal to his Strength, and the total number of units is the maximum number for the water stash. All warbands start with a full water stash whenever they enter a district in The Underground from anywhere else in Mordheim.

Obviously it will arise that warriors would also like to carry wyrdstone that they have plundered and this inevitably lowers the amount of water that they can carry. This is represented by the burden limit, which is the total Strength value of all of the warband's members, excluding those that cannot carry weapons. The burden limit is most often the same value as the maximum water stash value. Water units and wyrdstone both use up one point of Strength.

After a battle, and after you have rolled for exploration and serious injuries, add up the wyrdstone and water unit totals.

This total may not exceed the burden limit, and may consist of any ratio of wyrdstone to water. Water units and wyrdstone that exceed the burden limit are lost. Note that the burden limit and water stash will be affected by members that die, suffer serious injuries or receive lowered Strength due to water shortage or extreme environmental conditions. You do not lose water units or wyrdstone even if some of your members die, to keep the book keeping to a minimum the units are pooled after each game when you check the burden limit.

Example: A warband consists of a hero with Strength 4, 8 warriors each with Strength 3 and a dog with Strength 4. The burden limit is 28 ($4 + 8 \times 3 + 0 = 28$). The warband could therefore carry 12 units of water and 14 wyrdstone shards or 4 of water and 24 wyrdstone shards (or any other combination). If they had a combined total of wyrdstone and water of 38 units then they must discard 10 units.



water expenditure

Water units are expended before the start of each game. Each model in the warband uses up 1 water unit, each large creature or animal (as stated in the creature's special rules) uses up an additional 1 unit. In addition certain environmental conditions will force the warband to use up more units. A warband may choose to refuse water to certain members in order to preserve water for more important warband members. All your Heroes, excluding accompanying mounts, must be given water before any other member of the warband is given water. You do not have to give out all of your water, you may preserve some for the next battle if you wish.

Undead warriors do not require water, but any living member in their warband does. Undead warriors capable of using weapons are allowed to carry water and treasure.

lack of water

A warband without water will soon begin to suffer ill effects. Before every game each member of the warband who hasn't been given any water must pass a Toughness test. A successful test means that he was able to resist the effects of the lack of water. A failed test means he has succumbed to this lack of water. Roll on the Dehydration table to determine the effect. If the warrior is without water for several battles in a row he adds +1 to the roll for each time that he failed his Toughness test.

1D6 Effects of Dehydration

- 1 *Parched:* The warrior cannot speak as his mouth is too dry. He may no longer extend his Leadership to nearby models. This primarily affects any model with the Leader ability or any ability/skill with a similar effect. He also may not cast spells as he can't voice the incantations.
- 2 *Light-Headed:* The warrior is Stunned on a 2+ instead of a 3+ on the injury table.
- 3 *Weakened:* The warrior starts the game with Toughness and Strength reduced by -1.
- 4 *Exhaustion:* For each round after the first in a single hand-to-hand combat, the warrior's Strength is lowered by -1. Note that this only applies to subsequent turns of the same combat, as long as each combat is only one turn long the warrior has time to recover. If the warrior's Strength is reduced to zero he automatically goes Out of Action.
- 5 *Confused:* The warrior has to take a Leadership test whenever he wishes to move. A failed test means that he moves D6" in a randomly determined direction. If a warrior is forced to flee, he must pass a Leadership test in order to flee per the normal rules – if he fails the test he is removed as a casualty as he trips and falls.
- 6 *Passed out:* The warrior cannot participate in this battle and cannot carry any treasure or water after the battle. exhausted or collapses..

animals

Animals are warriors that cannot use equipment and don't gain experience (dogs, zombies, etc). Ridden animals are able to carry units just as any other model. If they are carrying no more than their Strength value then they use two water units. Ridden animals have the Beast of Burden special rule that allows them to carry twice their Strength value. However with their increased load they use up three water units instead of two. In the case of riding mounts the warrior has to fight on foot if his mount is exhausted or collapses. If the warrior is a henchman in a group that is all mounted, he cannot participate in battle until his mount is replaced. This is partly to keep things simple, and not split up a henchman group, it also illustrates how specialised the warrior is at fighting mounted. Animals that are not given water use the Animal Dehydration table below.

1D6 Effects of Animal Dehydration

- 1-2 *Steadfast*: The animal is able to carry on as normal, no penalties apply.
- 3-5 *Exhausted*: The animal is able to keep up with the warband but is unable to fight or carry any treasure or water.
- 6 *Collapse*: The animal was not able to withstand the heat and lack of water and collapses exhausted. The animal has to be abandoned in the tunnels and is considered to be dead.

acquiring water

A warband can refill their water supply in a number of ways. Water can be bought at a supply source, there are rare pools located in the tombs and there are occasional sources that aren't contaminated with sewerage or wyrdstone. Also, if a warband enters The Underground from anywhere else in Mordheim, they automatically have a full water stash. If the warband finds a source of water they may gather as many water units as they wish, as long as they don't exceed the burden limit. Water can be bought and sold in the Trading phase just as any other equipment, the price depends how rare water is to come by at the Supply Source. To represent this, if you locate a Supply Source that deals in water units then roll a d6, this is how many gold pieces a single unit costs.

tunnels

For the most part skirmishing in the confined tunnels of Mordheim's underground caverns, tombs and sewers follow the normal rules for fighting in city streets. There are however a few additional restrictions on movement.

LARGE CREATURES

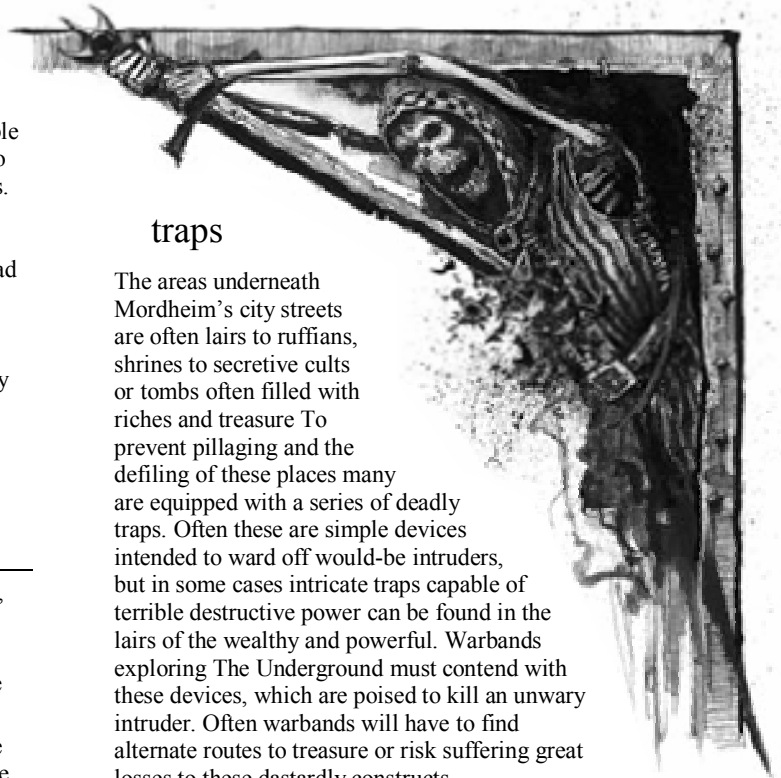
Large creatures (Ogres, Trolls, mounted models, etc.) can move and run normally in rooms and halls but cannot run in tunnels as they have to stoop. If they charge in a tunnel they are limited to normal movement.

FLYING

Flyers may fly only in rooms and caverns where there is sufficient height. In tunnels they must walk.

BLOCKING PASSAGES

Space to move around in tunnels is limited. For a model to pass by another there must be a gap equal to the width of the passing model's base. This is especially important to prevent models charging around the back of an enemy who is blocking a passage.



traps

The areas underneath Mordheim's city streets are often lairs to ruffians, shrines to secretive cults or tombs often filled with riches and treasure. To prevent pillaging and the defiling of these places many are equipped with a series of deadly traps. Often these are simple devices intended to ward off would-be intruders, but in some cases intricate traps capable of terrible destructive power can be found in the lairs of the wealthy and powerful. Warbands exploring The Underground must contend with these devices, which are poised to kill an unwary intruder. Often warbands will have to find alternate routes to treasure or risk suffering great losses to these dastardly constructs.

There are as many different traps as there are trap makers. Over time, some of these have become ineffective as their parts slowly decompose or seize up. Some of the traps were quickly built, while others were built into the structure of the tombs and shrines, and are incredibly dangerous.

where, when and how...

Each time a warband member enters a previously undiscovered room or entryway there is the possibility of a trap. Roll a die and on a 1 he has encountered one of these devices. He must now test against his Initiative. A successful test means that the warrior is able to avoid the trap through either skill or luck. An unsuccessful test means that the warrior has triggered the trap's detection mechanism (anything from a trip-wire to a pressure-sensitive block). Roll a D6 and consult the table to reveal the nature of the trap. A simple trap causes an automatic hit but a complex trap means that the warrior has stumbled onto something really nasty! Once the type of trap is known then it cannot be changed if it is subsequently reset.

trap types

| D6 | Result |
|-----|--|
| 1-2 | <i>Simple Trap</i> : These are traps that were quickly jury-rigged and easy to make. They will only ever affect the warrior that trips them, and cause a S3 hit. The warrior must make a roll to wound, with armour saves allowed as normal. |
| 3-5 | <i>Dud</i> : These are traps that have become useless over time. |
| 6 | <i>Complex</i> : These are ingeniously designed traps that are remarkably destructive. Some will activate each time they are triggered, and others will work only once. Roll 2D6 and consult the Complex trap chart below. |



complex traps



2D6 Result

- 2 Boulder: A giant boulder has fallen from the ceiling, and threatens the model beneath. The warrior must take another Initiative test. A successful test means that the warrior has avoided the boulder. An unsuccessful test means that the warrior was too slow, and takes D3 S5 hits (no armour saves). The boulder will roll D6" in a random direction (use a Scatter dice). Any other warriors in its way will also have to test Initiative; failure will result in one S5 hit. This trap will only work once.
- 3-4 Pit: As a warrior walks along, the floor suddenly opens up and he drops D6 inches into a pit. Any other warriors 1" or closer to the pit must also test Initiative, failure meaning they fall into the pit too. Use the Mordheim rules for falling. Warriors who find themselves still alive in the pit will also have to climb out. This trap will work only once, but there will be a pit (2" long and across the tunnel or 2x2" if in a room, or depth determined by the original roll) in the tunnel.
- 5 Arrows: The warrior triggers a hail of D6 arrows (S3). Roll a D6 for each arrow: 1-3 Hit, 4-6 Miss. Any arrows that miss the warrior may hit nearby warriors, (within 2"). If there is a warrior within this range, then it must roll on the Hit/Miss chart above for every arrow that misses the original target. If there are multiple targets, then divide the misses among them (starting with the closest and continuing outwards). Any further misses will have hit the opposite wall. This trap will work multiple times, so any warriors that walk over the Trap counter again must also test their Initiative.
- 6 Curse: The Priest who supervised the building of the tomb or shrine has placed a powerful curse on all who desecrate it. All warriors within 1" of the trap when it is triggered must re-roll any successful to hit rolls or armour saves. Affected warriors must take a Leadership test in each of their subsequent Recovery phases. If they pass they have shaken off the effects of the curse.
- 7 Swinging Blades: As the warrior passes by, large razor-sharp blades swing out from the wall. The warrior must make another Initiative test, or receive 2 x S5 hits (armour saves as usual). Should the warrior have stopped in the entryway during his Movement he will have to test his Initiative at the beginning of his next turn or suffer a further 2 x S5 hits. This trap will strike any warrior that passes over it with a failed Initiative test.
- 8 Poison Gas: The warrior is engulfed in a blast of poison gas. The gas will cause D3 S4 hits as the warrior gasps for air. Any other warriors within 2" will also be affected (one S4 hit). Warriors immune to poison take no damage.
- 9 Sandbox. Slabs of stone fall from the roof, behind and in front of the warband, trapping any warriors within 2" of the warrior who triggered the trap, and totally blocking the passage. The space between the slabs begins to fill with sand! The only way to escape is to find a loose stone beneath which there is a switch that resets the trap, clearing the area. Trapped warriors must make a successful Initiative test to find the switch. This has a cumulative penalty of -1 each turn after the first, as the sand slowly traps the warrior in its grasp. If the warrior's effective Initiative reaches 0, the warrior is trapped and can do nothing; he is considered Out of Action. After the battle, a Hero from the warband may try to find the lost warriors instead of trading for rare goods. Each Hero takes an Initiative test in the same way as looking for Dramatis Personae. If they are found they are all released and must roll for injuries as normal. If there are warriors trapped in more than one Sandbox then search for each group separately. Only Heroes who did not go Out of Action may search for trapped warriors.
- 10 Fire Trap: A pillar of fire blasts out from the wall, engulfing the warrior and any others nearby. The warrior immediately receives a S5 hit, and on a roll of 4+ will count as being on fire. Warriors within 2" must roll a D6, on a score of 4+ they are also on fire. The warrior's next movement is d6 in a random direction. At the end of the warrior's next movement phase he can take an Initiative test and if passed he has successfully put out the fire or he will take damage from a S4 hit.
- 11 Deadfall. A large block of stone slowly descends from the ceiling, totally blocking the passage. The warrior who triggered the trap and any other warrior within 2" may go forward to a new tile or return to any adjacent tile already placed. The warriors can easily step from under the slowly moving block and it will cause no damage. This has the potential to be a real pain for a warrior – trapped deep underground or having to find another (long) way around.
- 12 Collapsing walls: The walls close in on the warrior, threatening to crush him! The warrior must make an Initiative test. If successful, the warrior is quick enough to dodge the trap, (and if the warrior had stopped on the Trap counter, move it 1" to either side). If the warrior fails his Initiative test, the walls crush him between them. The warrior will receive a S8 hit. Once the walls collapse, they immediately open up again, ready for the next unwary intruder to activate them.

The barkeep cleaned the grimy glass and looked across his empty bar. The dwarves were mostly sleeping off their incredible hangovers, it seemed that they hadn't left the tavern for almost a week. Apart from the odd customer, content to sit by himself, the only others were the three shady characters who always sat in the furthest corner away from the crowds. He looked closely at them, but the dim light they sat in concealed much of their features.

The Arabyans and the Witch Hunters were missing this past week however. They have been causing trouble in the city, those foreign merchants. The dwarves and the Sigmar Hollerers have both almost come to blows with them inside the Trolls Gut. The Barkeep did overhear them all planning to explore The Underground, however and the halfling wouldn't be surprised if both groups have become lost in those dark caverns. A conversation with his brother, Snorri, confirmed his suspicions. He lends his services as a chef to anyone willing to pay and he came across the Heralds in some old tunnel. His current employers offered a bit of trade with the Witch Hunters and then saw them off. The barkeep also thinks that Snorri wouldn't have told the Heralds of Redemption that they were headed the wrong way, to a maze of bones and carcasses.

trading

Unlike the more populated areas of Mordheim, where plenty of settlements are near and readily accessible to warbands, The Underground is isolated, inhospitable and it is easy to go days without seeing another friendly trader. This makes the exploration of The Underground much more complicated as warbands find themselves far from their source of supply.



Often enough missing treasure hunters will be found lying in a pool of stagnant sewerage, killed not by the dangers underground or by another warband, but by the harsh conditions of The Underground. Yet there are sources of supply and water, scarce as they may be. These may come in the form of traveling merchants looking to take advantage of ill-equipped treasure hunters or even a pool of clean water where warbands gather for rest. Roll on the table below after the Exploration phase to see what type of Supply Source you find.

supply source

| D6 | Result |
|----|---|
| 1 | No Idea: You have lost all sense of direction, placing you in a particularly empty area of The Underground. You don't find a Supply Source and you must also deduct 1 from your leaders initiative for the purposes of the <i>Lost in the Dark</i> table. |
| 2 | No Luck: You don't find anyone that's willing or able to trade. |
| 3 | Warband: You encounter a well equipped, friendly warband that will trade wyrdstone, water units and gold |
| 4 | Settlement: An approachable community of survivors, cultists or outlaws will offer you rest and trade. They will buy and sell Men, Water, Wyrdstone, Gold and Common Items |
| 5 | Merchant Caravan: You manage to spy a heavily guarded merchant, so banditry is not an option. However you may buy and sell wyrdstone and water plus use the entirety of the trading chart and hire men when dealing with him |
| 6 | Underground Explorer: You stumble upon a veteran adventurer, seeking the treasures under Mordheim. He has many items you may be seeking, but also some helpful information. Apply the results of a Merchant Caravan, but add +1 to your leaders initiative when rolling on the <i>Lost in the Dark</i> table. |

becoming lost

After updating your warband rating you will need to see if your warband has become lost in the dark. Make a test against your leaders initiative, but add +1 to his initiative statistic for each Academic skill your heroes have. A 6 always fails. For the purposes of rolling on this table, dwarven leaders have an Initiative of 5 before any modifications and if you have a Master Mordheim Map count your leader's Initiative as 6. If the test is passed then everything is fine, you have made it out of The Underground and may choose where your warband fights next. If you fail then roll a d6 on the Lost in Dark table below and apply the results.

lost in the dark table

| D6 | Result | | | | | | | | | | | | | | | | | | | | |
|----------|---|---------|---------------------|----|--------------|---|------------------------|---|----|---|----|----------|---|---|---|---|---|---|---|---|----|
| 1 | <i>Boiling Cavern:</i> Your next battle is in a randomly determined area in The Underground, but you must play the game as if your warband is suffering from the Hot as Hades environmental condition. | | | | | | | | | | | | | | | | | | | | |
| 2 | <i>Monsters Lair:</i> You've stumbled into some warped creature's lair. Your next battle is in a randomly determined Territory of The Underground, but in D3 turns the creature comes on from the center of your table edge and attacks the closest model. | | | | | | | | | | | | | | | | | | | | |
| | <table border="1"> <thead> <tr> <th>Profile</th> <th>M</th> <th>WS</th> <th>BS</th> <th>S</th> <th>T</th> <th>W</th> <th>I</th> <th>A</th> <th>Ld</th> </tr> </thead> <tbody> <tr> <td>Creature</td> <td>5</td> <td>3</td> <td>0</td> <td>4</td> <td>4</td> <td>3</td> <td>1</td> <td>2</td> <td>10</td> </tr> </tbody> </table> | Profile | M | WS | BS | S | T | W | I | A | Ld | Creature | 5 | 3 | 0 | 4 | 4 | 3 | 1 | 2 | 10 |
| Profile | M | WS | BS | S | T | W | I | A | Ld | | | | | | | | | | | | |
| Creature | 5 | 3 | 0 | 4 | 4 | 3 | 1 | 2 | 10 | | | | | | | | | | | | |
| 3 | <i>Lost underground:</i> Your next battle with your warband is in a randomly determined Territory in The Underground. | | | | | | | | | | | | | | | | | | | | |
| 4 | <i>Not this way.</i> Your leader continually leads the warband around in circles. Your next game must in the same Territory you fought the last game in. | | | | | | | | | | | | | | | | | | | | |
| 5 | <i>Just around the Corner...:</i> You just can't seem to find your way out of The Underground. Your next battle is in The Underground, however you may choose where. | | | | | | | | | | | | | | | | | | | | |
| 6 | <i>I see a light...:</i> You've managed to find you're way into the sewers and back to the surface. Roll a d3 to see where your next battle is: <table border="1"> <tbody> <tr> <td>1</td> <td>The Lustrian Museum</td> </tr> <tr> <td>2</td> <td>Ghost's Town</td> </tr> <tr> <td>3</td> <td>The Merchants Quarters</td> </tr> </tbody> </table> | 1 | The Lustrian Museum | 2 | Ghost's Town | 3 | The Merchants Quarters | | | | | | | | | | | | | | |
| 1 | The Lustrian Museum | | | | | | | | | | | | | | | | | | | | |
| 2 | Ghost's Town | | | | | | | | | | | | | | | | | | | | |
| 3 | The Merchants Quarters | | | | | | | | | | | | | | | | | | | | |

pre-battle sequence

- The player with the lowest warband rating rolls on The Underground Scenario Table to determine which scenario is played. In the scenarios where there is an attacker and a defender, the same player may choose which he is.
- Set up the terrain and warbands according to the rules for the scenario you are playing.
- Determine weather from The Underground Environment Chart
- Roll for Random Events at the beginning of each players first turn only. Also, roll for traps every time a model encounters a new room or entry, on a 1 he springs a trap!

post-battle sequence

- Injuries
- Experience
- Exploration (Use The Underground Exploration Chart)
- Locate Supply Source
- Check available veterans
- Trading (Use the Mordheim Trading Chart, but add the equipment found in The Underground Appendix)
- Reallocate equipment
- Update warband rating
- Roll on Lost in the Dark table

the underground
environmental conditions chart

3D6 Result

- 3 to 4** *Hot as Hades. We have only now managed to escape from a cave of sweltering heat, where a river of molten rock flowed. However we are in no shape for battle. All warriors suffer a penalty of -2 to WS and BS. In addition the warband uses up one additional water unit per member. If you have too few units left to supply the warband then each warrior that didn't get any suffer from mirages in addition to any other dehydration effect. A model that suffers from mirages must roll a D6 for each of his hand-to-hand combat attacks or shooting attacks, on the roll of 6 he attacks the mirage and the attack is wasted.*
- 5 to 7** *Smoke. Fumes from some pit hath crept upon us through the night and we awoke in almost complete blindness. It wasn't until the smoke cleared that I realised that I was no longer within the safe confines of our encampment, but that I had stumbled away from my companions...After setting up each player must roll a 1D6. The result is the number of models that your opponent can re-position anywhere on the board, but not within 8" of another model. Visibility is also reduced to 5D6 for the whole game.*
- 8 to 12** *Clear: I cannot believe the madness that hath been thrust upon me and my companions this last fortnight. I am glad for some days of relative normality, although even these days seem perpetually stained with a grey haze that deepens the mood of all men.*
- 13** *Strong Wind: Some howling gale is coming from the tunnels. It carries some strange sounds and has turned the air into a violent frenzy. I have already lost many valuable papers that have blown down some tunnel or crevice. Although I can still see some of them dance on the stones to the music of the gale I dare not venture inside to retrieve them. A mystical wind is blowing strongly through the tunnels, making a virtual mockery of any attempt to shoot missile weapons. All missile fire is at -1 to hit (Not Blackpowder weapons).*
- 14** *Hot: We have passed close by to a pit of magma. I no longer have faith in my own mind any more. The heat has made everybody sluggish. WS is reduced by 1; Warriors wearing heavy armour have their weapon skill reduced by 2.*
- 15** *Dead Air: If such a thing were possible, I would describe the air as dead. There is no movement of wind and every breath we take is an effort. I can hear no ambient sound, not even the incessant beating of a cricket's leg that has kept me awake many a night. No Magic, Spells or Prayers may be utilised during this game, nor any weapon or item magical or holy by nature will function. This includes Lucky Charms. Garlic will have the same effect on Vampires, as this is a physical trait, however Holy Water will not.*
- 16 to 17** *Hallucinatory Heat: Today my head swims, I think I have fever for I have seen my children running into the darkest tunnels that we have passed. Their eyes like glass they could not heed my call to stop. I know this cannot be true, but the image preys on my mind. You have passed by a boiling magma pit and the fumes are getting to you. Each model uses an extra water unit. Also, each model not engaged in combat must make a leadership test at the start of their turn. If it is failed they may do nothing else that turn whilst they remain distracted by the images that are playing out in front of them.*
- 18** *Bat Swarm: We have disturbed some creatures that obstruct our vision and movement. Surely this terror will pass. The warbands have surprised a vast horde of bats as they prepare for battle. They will fly through the battlefield for the first D3+2 turns, no missile attacks are possible, no model may run and can only charge his normal movement, no spells may be cast and no model may benefit from the leader's Ld.*

Eric, the massive Middenheimer guard of the Trolls Gut, wiped the sweat from his brow. The Dwarves and the Arabyans were at it again and threatening to bring the whole place down. He shook his head at the blood welling up across areas of his skin. Bottles (ie shards of slashing glass) had been flying across the room before he could calm the two warbands down, with his fists. They've both been evicted now, so they can go and smash up someone else's bar. If word got around that the Trolls Gut doesn't honour the unspoken codes of sanctuary, then business will be down, and Eric knows he's probably the most expendable employee here. However, not having any customers also doesn't bring in any gold pieces. It's the same as last week, and Eric knows he'll be eating rat kebabs for another few days if business doesn't pick up. The only ones left were the strange fellows who loiter in the shadows. One of them developed quite a bit of a tremor in his hands, and from what Eric could make out from the dim light, he seemed to be covered in insect bites. His other friend is having trouble with his bodily functions, but they can't kick them out or no one would be in here tonight.

The one with the scraggly hair actually approached Eric earlier, asking him he knew of some book, the exact name he's forgotten. It seems their master had got into a bit of trouble this week inside the city, and he's getting desperate to find it. Eric doesn't know much about antiques or books, so he wasn't much help. This thing didn't seem like something Ulric or Sigmar would approve of either and so he'd been thinking of reporting these characters to the Witch Hunters. That damn halfling owner behind the bar wouldn't allow that though, not good business sense, he'd say. Come to think of it, Eric wouldn't be able to report them to anyone anyway. The Heralds of Redemption are still nowhere to be seen. They got into a bit of a tussle with the White Quills, then Snorri the halfling chef said he'd seen them heading towards some dark cavern underground...