

The cover art depicts a chaotic battle scene in a medieval-style town. In the center, a knight in full plate armor with a red plumed helmet stands atop a stone wall, holding a sword aloft. To his right, a man in a fur-lined tunic aims a bow. In the foreground, a large, ornate metal helmet is prominent. The background shows a stone building with a tower, partially obscured by flames and smoke. The sky is filled with birds and a large red watermark consisting of a stylized 'C' and 'A' intertwined.

WARHAMMERTM
THE OLD WORLD
ROLEPLAYING GAME

TALAGAAD ADVENTURES

GRIM & GLORIOUS ADVENTURES IN THE WORLD OF LEGEND

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INTRODUCTION



“You can die a warrior in the Duke’s service, or you can die miserable in this open sewer that calls itself a town. With the enemies you’ve made, you’re no safer in Talagaad than in the forest. I’d take the Orcs over the Redgrins if I was you.”

— Jellen Krohn, Talabec State Army recruiter

Wretched things prowl beyond the walls of Talagaad. Beastmen and Goblins snatch lone hunters and travelling merchants from the roadside, dragging them screaming into the depths of the Great Forest. Road Wardens do what they can to keep the highways open, but their patrols are far too infrequent to see off every danger, and there are misted moors and half-forgotten paths where even they fear to tread.

The riverways of the Empire offer another means of travel, but they are scarcely any safer. The waters of the Talabec are plagued by opportunistic pirate crews and devious wreckers, eager to plunder what they may and loath to leave witnesses alive.

In the wilds, peasant villagers toil to meet the demands of their betters, praying to Taal that their master’s strength will deliver them from the cruelties of the wilderness.

As often as not, these nobles prove the greater danger — the lords of the Empire are forever competing for land, riches, and prestige, and are not above using their cowering subjects as pawns to achieve their ends.

It is no wonder many seek the protection of Talabheim’s port, sheltering behind the walls of Talagaad where the horror cannot reach them. But Talagaad has its own monsters. Cults of rival gods vie for supremacy, the most fanatical willing to do much worse than kill for their faith. Vicious dock gangs and the iron boot of the Duke’s law match each other in brutality, heedless of the citizens caught in the middle of their street war. Witches touched by the winds of magic fight to protect their secrets and keep the insidious influence of their dark arts constrained.

Cower in town or flee to the wilds — Morr’s grasp will find you all the same, unless you rise to the challenges ahead.

A WORTHY CHALLENGE

Each adventure is designed to be playable by any group of player characters, regardless of their Status, Career, or combat experience. Most characters come from relatively modest backgrounds — Brass or Silver Status, with modest combat abilities, and perhaps a couple of adventures of XP and Skill Advancement under their belts. If poor judgment or misfortune forces them into a violent confrontation, they can expect to confront enemies of similar numbers and equal battle prowess. Where the adventures feature a more serious threat, Retreat (*Player’s Guide* page 120) is always an option.

If these adventures are being run for a group of experienced characters — or characters from especially militaristic Careers, whether decorated Knights, battle-hardened Wizards, or veteran Brewguard — Gamemasters can increase the challenge of combat encounters in the following ways:

- ☞ Upgrade 3-4 enemy Minions to Brutes, or 1-2 enemy Brutes to Champions, so that they have more staying power.
- ☞ Increase the Characteristic and Skill for each enemy’s primary attack skill by +1, so they deal more damage.
- ☞ Add additional pressures to the encounters — friendly NPCs to protect, valuables to recover, or collapsible environments to escape — so the characters have fewer actions to spare.
- ☞ Add 3-4 enemy Minions or 1-2 enemy Brutes to the fight, so that the fight isn’t resolved too quickly.

Most of the challenges presented in these adventures cannot be easily solved with brute force. Studious, stealthy, and sociable characters will have a chance to shine as well. Even the most combat-proficient Longbeard or Knight of Bretonnia should still find themselves challenged by the mysteries, conspiracies, and moral dilemmas the adventures have to offer.