WARHAMMER FANTASY ROLE·PLAY™

ENEMY IN SHADOWS

PART 1 OF THE ENEMY WITHIN CAMPAIGN

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FOREWORD

The first instalment of the **Enemy Within** campaign, **The Enemy Within**, was published in December 1986, one month after the 1st edition of the Warhammer Fantasy Roleplay rulebook. Everyone in the Games Workshop Design Studio, which occupied two floors of a small office building in Nottingham's city centre, was proud of the rulebook, but everyone knew that the game's success would depend on strong adventures.

Jim Bambra and Phil Gallagher (along with Graeme Morris, who went on to pursue a career in archaeology) had been responsible for many well-regarded roleplaying modules before joining Games Workshop, some of which could be described as object lessons in how to set up a campaign. So, as soon as the rulebook was off to the printers, Jim and Phil set to work planning a campaign for WFRP. Meanwhile, I carried on developing my own adventure, *Shadows Over Bögenhafen*, following a verbal brief from GW boss Bryan Ansell to create a bloodless, investigative adventure for Warhammer. Jim and Phil wrote it into the campaign as the second instalment, and it was published in early 1987.

Both *The Enemy Within* and *Shadows Over Bögenhafen* were first published in module format, with a card wrapper around a booklet and a sheaf of maps and handouts, shrink-wrapped together. *Warhammer Campaign*, published in 1988, combined *The Enemy Within* and *Shadows Over Bögenhafen* in a hardback book format. The following year *Death on the Reik*, originally published as a boxed set in 1987, was also reprinted as a hardback. All three instalments were combined in a single volume, *Warhammer Adventure,* in 1989. In 1995 Hogshead Publishing reprinted *The Enemy Within* and *Shadows Over Bögenhafen* as a single softback: *The Enemy Within Campaign Volume 1: Shadows Over Bögenhafen*.

A second edition of **WFRP** appeared in 2005 and a third in 2009. The third edition even published a campaign titled *The Enemy Within*, which explored the same themes as the original through all-new adventures. But the original **Enemy Within** campaign continued to hold a special place in fans' hearts. Fans still discuss the campaign online, pointing out problems and suggesting fixes. Thirty years of play by gamers all over the world has provided a level of playtesting that most game designers can only imagine, finding and addressing many problems that slipped by us in the first version.

That is why I am so happy that Cubicle 7 asked me to create this Director's Cut of the **Enemy Within** campaign. And, of course, Cubicle 7's new rule-set resolves many of the mechanical quirks from **WFRP's** earlier editions, while keeping the setting and atmosphere that made gamers love **WFRP1**, warts and all.

— Graeme Davis, 2019

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CUBICLE 7 SEVEN

INTRODUCTION

Enemy in Shadows presents the first two adventures of the **Enemy Within** campaign, *The Enemy Within* and *Shadows Over Bögenhafen*, in a revised and expanded form for the 4th edition of the Warhammer Fantasy Roleplay rules. This book contains everything you need to play the adventure, except for the **WFRP** rulebook.

If you are looking for more options, side-quests, pre-generated Characters, and much more, the **Enemy in Shadows Companion**, the sister volume to this book, includes a wealth of supplemental material you can use to make this chapter of the **Enemy Within** campaign even more entertaining.

THE STORY

On the surface, the Empire is all but invincible. It is the greatest of the Old World's realms, both in extent and in military might.

Founded two and a half millennia ago, it has withstood countless assaults by Greenskins, Skaven, Chaos, and its many neighbours. Beneath the banner of the twin-tailed comet, emblem of its founder-god Sigmar Heldenhammer, the State Armies of the Empire take to the field behind their mighty Griffon-riding Emperor, confident of victory.

However, scratch the surface and peer just beneath, and things take on a different aspect. There are worrying rumours concerning the Emperor's health, and he hasn't been near his Griffon for months. Deep in the remote forests of this vast realm, Beastmen and worse still lurk, even though the forces of Chaos were expelled from the land two centuries ago. The taint of Chaos touches everywhere, inflicting strange mutations that force good folk to hide from their neighbours or face the flames of the witch hunters. Strange and secretive cults worship blasphemous gods with titles like 'the Changer of the Ways', 'the Prince of Pleasure' and 'the Father of Decay'.

Beyond the Empire's borders, past the icy fringes of Kislev and Norsca, the swelling forces of Chaos inhabit the twisted and unnatural Northern Chaos Wastes. Leaders rise and fall, amassing armies to raid and plunder, only to have them disperse again.

It has been two centuries since any Champion of Chaos has arisen with the strength to unite the Enemy Without. But rumour suggests a new Chosen of the Ruinous Powers walks the north, and is binding the warlike tribes together. So, the rulers of the Old World do not relax their vigilance. They keep their eyes steadily on this terrible external threat. And, in doing so, they overlook the Enemy Within.

The Purple Hand

There are many Chaos cults active within the Empire at any given time. Most are short-lived, foolish groups of madmen and malcontents. Seduced by the false promises of the Ruinous Powers, they give themselves away too quickly and perish in the witch hunters' flames. The good people of the Empire gather to witness their trials, hurl dung and insults, and return home once the cleansing fire has done its work feeling secure in the knowledge that the authorities are protecting them. But not all the damned followers of Chaos are so obvious, or so careless.

OPTIONS: GROGNARD BOXES

Grognard, n. From French grognard, 'grumbler.' An old soldier or other kind of veteran: originally, a member of the Old Guard in Napoleon I's army, whose long and faithful service won them the right to complain, even in front of the Emperor. More recently, an experienced (and often opinionated) player of wargames or roleplaying games.

Over the last 30 years or so, an awful lot of people have played the **Enemy Within** campaign. While this Director's Cut includes some changes, they are not enough by themselves to offer a completely new experience to someone who has played the campaign before. That is where Grognard Boxes like this one come in. At key points in the story, Grognard Boxes present new ideas and different events to make the **Enemy Within** just as fresh and challenging for seasoned fans as it was when it first appeared in 1987. They can be identified by the old soldier of Reikland in a circular icon attached to the box (just like the distinguished chap at the bottom-right of this page). Of course, you are also welcome to use these options with a first-time group if you think they sound better!

The Order of the Purple Hand is one of many Chaos cults that exist in the shadows of the Empire, but few are more widespread and dangerous. These worshippers of Tzeentch plan to bring the Empire to its knees by infiltrating positions of power and then manipulating affairs to their own ends. The Purple Hand has successfully placed members in the cults of Sigmar and Ulric, and is working to spread religious dissent, based on the so-called Sigmarian Heresy.

By setting the cults of Sigmar and Ulric, the Empire's two most powerful, at each other's throats, the Purple Hand plans to create a tinderbox where the slightest spark could plunge the Empire into civil war. This would lead to a weakening of the Old World's strongest bulwark against the forces of Chaos, paving the way for an incursion from the Chaos Wastes to the north.

However, that day is still a long way off, and at present the Chaos cult is just one of several that are striving to bring the Ruinous Powers into the heart of the Old World in various ways. And, luckily for the Old World, thwarting each other as often as not.

THE SIGMARIAN HERESY

Believers of the Sigmarian Heresy claim that Sigmar Heldenhammer, the founder of the Empire and its patron god, never ascended to godhood. Instead, the heresy claims the Cult of Sigmar is an entirely human fabrication, populated with deluded fools with no link to the divine. They propose Sigmarite miracles are conjured by individual belief, not divine intervention. If true, this would mean the miracles of Sigmar are actually magical, not divine – a proposition utterly abhorrent to the Cult of Sigmar, an institution known for its witch hunters, not its witches.

Citing old lectures presented by Loremaster Teclis, the High Elven founder of the Colleges of Magic in the Empire, the theological and magical arguments behind this heresy are complex and abstruse, too subtle for any but scholars to understand. But their import, understood very clearly, if incorrectly, is that Sigmar is not a god.

Kastor Lieberung

Kastor Lieberung was a member of the Purple Hand for most of his evil and corrupt life. By merit of his abilities, he quickly rose to a moderately powerful position within the Nuln cell of the Chaos cult.

As magister impedimentae, his primary duty was to acquire whatever the cult required, by any means necessary. Among other efforts, he was responsible for organising a campaign of kidnappings to satisfy the cult's constant need for sacrificial victims.

While attempting to snatch a merchant, one cultist, Sister Beatha, was caught. She confessed all under torture, but fortunately for Lieberung she knew her superior only by his title. Kastor fled Nuln for Middenheim, fearing for his safety. In Middenheim he joined another cell and continued to further the Purple Hand's ambitions in that city.

Nuln authorities were unable to establish the identity of the magister impedimentae, and eventually dropped their investigation in frustration. But there were some who were reluctant to let the matter rest, and soon a new investigation began. A generous bounty was placed on the head of the mysterious magister impedimentae, and many bounty hunters hoped to claim it for themselves. Of these, some probed too deeply into the cult's activities and disappeared. Others tired of chasing a shadow and gave up, pursuing easier prey instead.

One bounty hunter, Adolphus Kuftsos (see page 50), succeeded in infiltrating the lower levels of the Purple Hand. When Adolphus learned the magister impedimentae had left Nuln for Middenheim after the botched kidnapping, the hunt was on.

To out-manoeuvre his quarry, Adolphus first stopped in Altdorf, and contacted Professor Quintus Fassbinder at Altdorf University. Professor Fassbinder had sanction from the previous Emperor, Luitpold III, to study and catalogue the manifold Chaos Cults and their members. His research had brought the Purple Hand to his attention. He was able to tell the bounty hunter a great deal about the role of magister impedimentae, including some leads to track down the fugitive. Among them was a name: Kastor Lieberung.

Adolphus's plan was to flush the magister out with the promise of a lucrative inheritance, including a small estate and a minor title. A letter was sent to Kastor's last known address in Nuln, directing him into a trap in the market town of Bögenhafen.

In due course, a cultist from Nuln sent the letter to Middenheim, and Kastor set out immediately to claim the windfall. With Kastor established as a land-owning noble, the cult's plans to disrupt the Empire could be greatly advanced. Along the way, Kastor was instructed to make contact with the Purple Hand's Altdorf cell, who were to lend him any assistance he required.

The Double

Kastor never made it to Altdorf. He was slain by Mutants in a chance attack on his coach. His body is waiting to be discovered by the Characters, one of whom bears an uncanny resemblance to the cultist.

Kastor's double inherits his problems along with his supposed prospect of wealth and ennoblement. Adolphus Kuftsos is waiting in Altdorf to pick up the cultist's trail: acting on information from Professor Fassbinder, he has staked out the city's Purple Hand cell and is waiting for the magister impedimentae to make contact. If the bounty hunter sees anyone from out of town contact known members of the cult, he will immediately try to kill them. Meanwhile, Professor Fassbinder will continue to seek out the magister impedimentae, as will those who hired Adolphus in Nuln.

The bounty hunter is not the double's only problem. If the double fails to make contact with the Purple Hand cell in Altdorf, which is inevitable, the cult concludes that the magister impedimentae has gone rogue and plans to betray the Chaos cult and keep the money for himself.

Shadows Darken

Arriving in the market town, the Characters make their way to the lawyer's office where a signature on a few papers will make one of them rich, only to find themselves in an ambush. After dealing with the bounty hunter once and for all, they may like to take a few days and enjoy the many attractions of the town's annual fair. Apart from the amusements, a local fair can be a good place to find employment.

When a simple job leads to a grisly discovery, the party finds itself embroiled in a deadly plot involving some of the town's most prominent citizens. The local authorities are not about to take the word of a ragtag bunch of strangers against the families who power the town's economy and pay everyone's wages. The adventurers will have to save Bögenhafen on their own, and doing so will likely result in them being branded as criminals.

Aftermath

If the adventurers fail to save Bögenhafen, the consequences will be very serious indeed as a Chaos Gate opens within the town, possibly eradicating it. If they succeed, the town's society and politics are turned upside-down, and no one is likely to thank them — or even believe them. In either case a swift exit is wise and, in an uncommon stroke of luck, one of their very few friends happens to own a river barge. Leaving Bögenhafen behind them, they set off downriver into the next instalment in the **Enemy Within** campaign: **Death on the Reik**.

Running a Campaign

A roleplaying campaign is a series of linked adventures. As well as being a story in its own right, each adventure advances the plot of the campaign as a whole, and supports the themes that underlie the story it's telling. Along the way, the Characters explore a large area of the game world, and the Players become familiar with its culture, its society, and the various kinds of threats that lurk within it.

A Wider World

As the Characters battle the enemy across the Empire, they will hear news and rumours from the wider world. It is not simply a static backdrop for their adventures, it is a vital and active realm with millions of inhabitants, where things are always happening. Some of these events simply give the impression of a wider world, some strengthen the atmosphere of the setting and reinforce the themes of the campaign, and still others turn into leads and encounters that develop the campaign as a whole.

Some may tempt the Players down side-tracks, appealing to their curiosity or even leading them to conclude, mistakenly, that these are clues connected to the campaign's main plot. When the party seems to be heading in the wrong direction, you face a choice: force the Characters back to the plot, or indulge the Players for a while and let them wander.

Sandbox vs Railroad

When running a campaign, your greatest challenge is to keep the Characters on track without being too obvious about it. Players can quickly become frustrated if they suspect their freedom of action is being restricted, and that they are being 'railroaded' from one campaign location to another. So, you must convey the impression that there is a whole, living world for the Characters to explore, while making sure that they want to go where the campaign leads — and ideally, that the Players believe they have chosen the course they will follow.

This can be a balancing act — be prepared to humour the Players if they follow a side-track or two. It calls for quick thinking and improvisation, but if you have a thorough understanding of the game world it can be fun to run an occasional session 'on the fly'. Some groups prefer this 'sandbox' style of play to following a set course: they explore the setting at will, stopping whenever something interesting catches their attention. This style of play is just as valid as any other.

Options are provided for dealing with wandering Players, and ways to bring them back to the main plot when necessary. While there are certain key events to the campaign plot, like landmarks on a route, there can be many different ways to get from one to the next. **Enemy in Shadows** starts as a journey, but some options are offered for Players to take that journey however they please. Later it is more free-form, allowing the Characters to follow their own course after they uncover the first clues that set the adventure in motion.

Make it Your Own

Above all, you must not feel restricted by the material in these pages. There is no right or wrong way to play this campaign: roleplaying is an interactive medium and the Players shape the story just as much as the GM and the writers. Most experienced GMs agree that there is no accounting for what a group of Players will do, even in the most straightforward situations. Part of the challenge — and the enjoyment — for a GM is the need to react, improvise, and entertain in response to whatever the Players decide to have their characters do.

The adventures that follow are a resource to be used for inspiration, and not a script to be followed slavishly. Let the Players explore the world and make their own way a little; they will almost always be willing to come back to the campaign plot sooner or later. A skilled GM will find ways to make the plot more appealing than simple exploration.

Each gaming group is a unique collection of individuals, and no one knows your group better than you. Therefore, you should always feel free to adapt the adventures as written, adding or changing details to provide the kind of gaming experience your group prefers. As long as everyone is having fun, there is no wrong way to play.

After the Adventure

Each instalment of the original **Enemy Within** campaign was written to be useful even after its adventure content had been played. To that end, the first part contained information about the Empire, where the campaign takes place, as well as the introductory adventure *The Enemy Within*.

Similarly, *Shadows Over Bögenhafen* gave the GM a whole trading town to use in future adventures. With a different name and some changes to the map, Bögenhafen could stand in for dozens of towns across the Empire, allowing it to be used again and again.

This Director's Cut follows the same model, offering a mixture of adventure and background material to create a greater whole. This is all expanded further with the five **Enemy Within Companions**, each of which is full of useful setting and scenario material to expand the campaign and support continued play long after **The Enemy Within** is concluded.

- **Book 2: Death on the Reik** is the next book in the campaign. It includes detailed information on the Empire's great rivers, the craftsmen that ply them, and the culture of the riverfolk, as well as rules for moving and trading cargo.

- **Book 3: Power Behind the Throne** describes adventuring in Middenheim, one of the Empire's great cities, where countless other adventures can be set.

- **Book 4: The Horned Rat** examines the vile Skaven, a race of Chaotic rat-people that burrows beneath the Old World in search of the magical mineral known as Warpstone.

- **Book 5: Empire in Ruins** ends the campaign and delves into the Empire's political and military classes, as well as providing information about Altdorf, the Empire's great capital.

Taken as a set, the five campaign books and five companions in this series contain everything you need to create almost unlimited adventures against all manner of internal threats, allowing the adventurers to save the Empire again and again.

CAMPAIGN THEMES

Ever since it was first published, gamers and reviewers have commented on the unique tone of the **Enemy Within** campaign. Much of this unique tone comes from the campaign's underlying themes.

At the time, all fantasy games were inspired by literature of heroic fantasy or the legends of King Arthur. Low fantasy and dark fantasy were relatively unknown, even as terms — at the time, we described **WFRP** as 'grubby fantasy' for want of something better to call it.

The Enemy Within

The Enemy Within wears a human face, and walks among the everyday folk. While all eyes are on the enemy without, the enemy within walks freely, exchanging cheery greetings with friends and neighbours even as it plots the destruction of the world.

Using the distraction of the enemy without to their advantage — the vast and twisted hordes of Chaos that lurk beyond the Empire and Kislev to the north, ready to pour across the border and into the Old World without warning — the enemy within is closer and arguably much more dangerous.

The society of the Empire is riddled with Chaos cults, great and small. Some, like the Purple Hand, are widespread, their plans vast and unguessable; others, like the Ordo Septenarius, are small and local, and may not even know that they serve the Ruinous Powers. As the Characters progress through the campaign, they become more and more aware that anyone they meet could be an agent of Chaos in disguise.

Human Frailty

Everyone in the Old World is struggling to get along. Everyone wants something: wealth (or at least, enough to eat), safety for themselves and their loved ones, social advancement and the respect of their neighbours, revenge against those who have wronged them, justice (or at least the promise of fair treatment), and happiness (whatever it may mean to each individual). They have similar desires and worries to anyone else, and they will do what they can to satisfy the one and assuage the other.

Chaos takes advantage of these mortal desires and worries, slipping unnoticed through the gaps into unsuspecting mortal lives. To be avenged, to be feared and respected, and to be strong enough to withstand all manner of threats — these are the promises of Khorne, the Blood God. Wealth, knowledge, power, and advancement are the lures dangled before mortals by Tzeentch, the Great Mutator. Pleasure, comfort, and escape are the temptations offered by Slaanesh, the Prince of Pleasure. Meanwhile sloth, surrender, and fear of mortality attract others to Nurgle, the Father of Decay and Disease.

It always begins in a small, seemingly innocent way: a means to indulge one's predilections, a shortcut to a small desire, a dodge to avoid a minor threat or worry. A friend, or the friend of a friend, who knows how to get something done, in exchange for a favour later on. Each time, it becomes easier to give in to the temptation. Each time, one more step is taken away from the mainstream of society, until it is no longer possible to ignore the growing deviancy of one's tastes and actions. At last, a terrible name is spoken and a soul is damned.

Witch hunters burn them and society fears them, but whenever a Chaos cult is exposed and its members questioned, one thought runs through countless minds: *'That could have been me.'*

Choices of Evils

Many fantasy games and stories have a very simplistic morality: heroes are heroes, villains are villains, and never the twain shall meet. Just as **WFRP** eschews the unsullied palaces and consequence-free magic of heroic fantasy for a grubbier and more authentic setting, so too its adventures are at their best when they present players with moral ambiguity.

Mutants, for example, are a threat to the Empire and the rest of the Old World, and they must be destroyed. But most Mutants are victims themselves: simple farmers, burghers, and normal folk whose bodies started to change for no reason that they understand. Cast out or forced to run for their lives, they do their best to survive in a hostile world, hiding and stealing to get by. Spurned, feared and rejected by everyone else, these Mutants slowly gravitate toward the Ruinous Power of Chaos. How heroic can an adventurer be when faced with a young woman who is pleading for her life with tears pouring from three wide, blue eyes instead of two?

Grim Fantasy

The Enemy Within is a low, dark fantasy; or 'grubby fantasy' as we used to call it before such terms were coined. **WFRP** Characters are often not especially heroic compared to their lethal counterparts in other fantasy games. Instead of gleaming towers of enchanted stone, the buildings of the Empire are half-timbered, huddled tight like the cities of medieval Europe. Magic is known in the world, but it is not widespread, and it's dangerous to use. Monsters are known to live in the wildernesses between the islands of civilisation, but the most dangerous enemies are often close neighbours, most of whom are all too human.

Where other fantasy adventures often take place in perfect weather amid park-like surroundings, the Empire is a place where it often rains — sometimes for hours or days, and usually at the least convenient times. Roads become impassable quagmires, mud sucks at boots, and the cold and damp seeps depressingly into the bones of the hardiest adventurer.

Humour vs Horror

An essential part of grubby fantasy — and one which is often absent from other games that claim to be low or dark fantasy — is humour. Before **WFRP**, Games Workshop's **Warhammer** miniatures game included a great deal of humour, often in the form of silly names and thinly-veiled references to pop culture and contemporary events. **WFRP** continued this tradition, and found that elements of farce and low comedy provided a unique and welcome counterpoint to the gritty despair of the world and the cosmic horror of the struggle against Chaos.

Like the grim gags exchanged by troopers in the trenches of the First World War, each of these jokes represented a small triumph of the human spirit against the overwhelming doom that threatens from within and without. A moment of farce can break the tension of a seemingly hopeless quest; a wry observation can serve as a reminder that life goes on in all its glory and ridiculousness; and the ability to laugh can show that not everything is lost. Used well, humour can make a game far more enjoyable than an endless diet of doom and gloom; used brilliantly, humour can be as poignant as any tragedy.

Thinking Enemies

The enemies in **The Enemy Within** are not moustache-twirling villains bent on doing evil for evil's sake. Even the non-Human opponents have goals, desires, and weaknesses that drive them. They do not simply wait in their lairs for heroes to burst in and kill them; they react intelligently, adjust their plans, and provide a shifting, challenging target. In their minds, it is they, and not the Characters, who are the heroes of their own stories and they act accordingly.

If It Can Go Wrong...

Overconfidence is the greatest enemy of the **WFRP** adventurer. If things seem to be going well, most experienced players will start to worry. Without torturing the players, a **WFRP** campaign features a plentiful supply of accidents and happenstances that are frustrating in the moment, but can be amusing in hindsight. More tales are told over Bugman's ale about mishaps than about glorious triumphs, and nearly all are accompanied by gales of laughter.

Brains Over Brawn

Fighting is usually the worst possible option for **WFRP** adventurers. Combat is brutal, gory, and often short. Players proceed much farther by using their brains and their non-combat skills — and most Players enjoy this challenge much more than the simple, repetitive process of rolling dice to hit and cause damage.

...And More

These are some of the themes that generations of players and GMs have found in **The Enemy Within**. Some of them are the result of deliberate design decisions in the original writing; some of them are reflections of the writers' personality quirks; and some are more or less accidents. It is certain that there are more themes waiting to be identified: some, perhaps, in the written campaign, and many more introduced by Players and GMs, arising from personal taste and random chance until they loom as large for one group as anything written by any game designer. As you play through this new edition of the campaign, keep these established themes in mind, but do not let them dominate: simply notice them when they appear, and take advantage of any opportunities they offer to create a deeper, more entertaining experience.

RUNNING THE ADVENTURE

The early chapters of **Enemy in Shadows** are designed to cover a wide range of common situations — the sort of challenges that will crop up again and again in the campaign, and in just about any **WFRP** game. There is plenty of advice on how to run the various incidents and encounters. During the course of the adventure the Players get to see typical Empire locations such as a coaching inn, a forest road, a great city, a medium-sized town, and a journey by river and canal.

In addition to easing you and the Players into the game's setting and important mechanics, **Enemy in Shadows** also establishes the major themes and enemies of the **Enemy Within** campaign as a whole. While Chaos threatens from without, it also weakens from within. Some servants of the Ruinous Powers are willing converts seduced by promises of power, pleasure, and more, but most are victims of bad luck, mutated by exposure to Chaos that was unwitting and accidental.

Once the adventurers arrive in Bögenhafen, the story becomes more complex — too complex to be laid out chronologically. The Players have a great deal of freedom, and you must be prepared to react to their decisions, pulling the necessary information from various places and improvising where necessary. Before running the adventure, you should take the time to read through this book carefully, becoming familiar with the plot, the Characters' options at each stage, and the significance of each event and encounter. It would also be wise to think about some contingency plans in case the Players decide to head off in an unexpected direction, or do anything else that might derail the campaign.

Bear in mind that **Enemy in Shadows** is part of a larger campaign. Some of the many strands that begin here will fade into the background for now, only to reappear in a later adventure.

New Rules

Enemy in Shadows uses new rules for Difficulty, Diseases, NPCs, Doors and Locks, and more. To make these easy to reference, they can all be found in **Appendix 2: New Rules**, on page 114.

THE ENEMY WITHIN

CHAPTER 1
WANTED: BOLD ADVENTURERS

Our Heroes are a ragtag band whose thirst for adventure leads them to follow the road to Altdorf trodden by many from the Empire's countryside and smaller towns. Altdorf, the vast and bustling capital of the Empire, where the streets are paved with gold and anything is possible.

Their journey is rudely interrupted by an encounter with a wrecked coach and a band of Mutants, whom they find feasting on the remains of the passengers and crew. Among the corpses they find a lead that promises great wealth, if not exactly adventure. What they do not yet know is that the corpse in question is that of Kastor Lieberung, a high-ranking Chaos cultist who was the magister impedimentae (master of trappings) of the Order of the Purple Hand.

STARTING THE ADVENTURE

The adventure starts with the Characters heading for Altdorf by road. The reasons for this are left for you to resolve with your group. It is assumed by the adventure that the Characters are heading from Delbren to the Middenheim-Altdorf road, to then head southwards to the capital, but the starting point could be anywhere. Any place about two days from Altdorf by road is ideal.

Two days by coach, that is. Walking could take as much as a week. For this reason, the adventurers' first concern is to secure places on a coach headed for the capital. Some of the Characters may know each other already; the others will meet for the first time as they converge on a nearby coaching inn, the Coach and Horses.

THE COACH AND HORSES INN

The Coach and Horses is similar to thousands of other coaching inns found throughout the Empire. Its exact location does not really matter, so long as it is about two days' journey from Altdorf. Although the Characters are likely to have visited a coaching inn before, this may be the Players' first experience of one. For this reason, it is worth taking some time to describe the inn when the party first arrives.

Coaching inns are found throughout the Old World. They serve as stopping places for weary travellers and allow coachmen to change horses on long journeys and to repair any damage to their vehicles. Coaching inns are also used by road wardens as temporary bases and as holding cells for any criminals captured on the dangerous byways of the Empire. In times of unrest, coaching inns act as strongholds for the local populace, who flock behind their stout walls to avoid rampaging mercenaries, Beastmen, or Goblins. But in more peaceful times, coaching inns are a welcome place to rest.

Coaching inns are usually independently owned, but chains of inns owned by coaching companies, often call 'coaching houses', can be found on the well-travelled routes. The owners of the inns make their living not only from their paying guests, but also from rents paid by the various coaching houses that use their facilities, and from a small fee paid by the State Army to supply the road wardens. The map shows a medium-sized inn. Some are far larger, resembling castles more than inns, while others consist of nothing more than a bar, a few bedrooms, and a stable.

1. Outer Wall
Most inns outside the major cities have a defensive wall of some description. Depending on the location, it is either made from stone or wood and is usually 8–12 ft high. Entrance is via a pair of gates leading to the road. The gates are normally open unless the landlord has reason to expect trouble from outside. In wilderness areas where rampaging monsters are more common, the gates are always closed and barred, and coachmen wishing to enter for the night must blow a horn to alert the inn's staff as they arrive. The Delbren road, which passes through the forested foothills of the Five Sisters, is not quite so wild, so the gate of the Coach and Horses is kept open during daylight hours.

2. Porter
A porter is generally on call at all times of the day and night to see to any arriving or departing coaches. The porter meets a coach as it arrives and directs the driver to an available stable.

3. Courtyard
The courtyard is paved, and serves as an area for general horse grooming and coach repairs.

4. Barroom
This is the area that travellers use most. In the barroom, they can relax and sample the inn's food and beverages. The barroom is also where the landlord, Gustav, is most likely to be found. There he oversees the staff or waits on tables personally. Meals range in cost from 3d for bowls of soup or bread and cheese, 6d for a small pot of beef stew or a sizeable pie, and 12d or 1/– for a full plate of the daily roast, sausages, and vegetables. The locally brewed beer is a reasonable 2d, but the imported wines are expensive and sold by the bottle, ranging from 2–6 shillings.

5. Stables and Coach House
Here, the inn's ostlers stable and look after the horses. In bad weather and during the winter months, coaches are placed undercover in the coach-house; otherwise, they are usually left out in the courtyard.

6. Smithy
A blacksmith/cartwright/farrier works here, conducting minor repairs as needed. In smaller establishments, the smith doubles as a groom, a barman, or whatever else is needed.

7. Stores
Goods transported by the coaching companies can be left here for the night. It is common practice for passengers' luggage to be stored here as well. Most innkeepers refuse to take responsibility for any thefts that may occur during the night, but the stores are safer than leaving luggage with the coach. Travellers are advised to keep any valuables with them at all times.

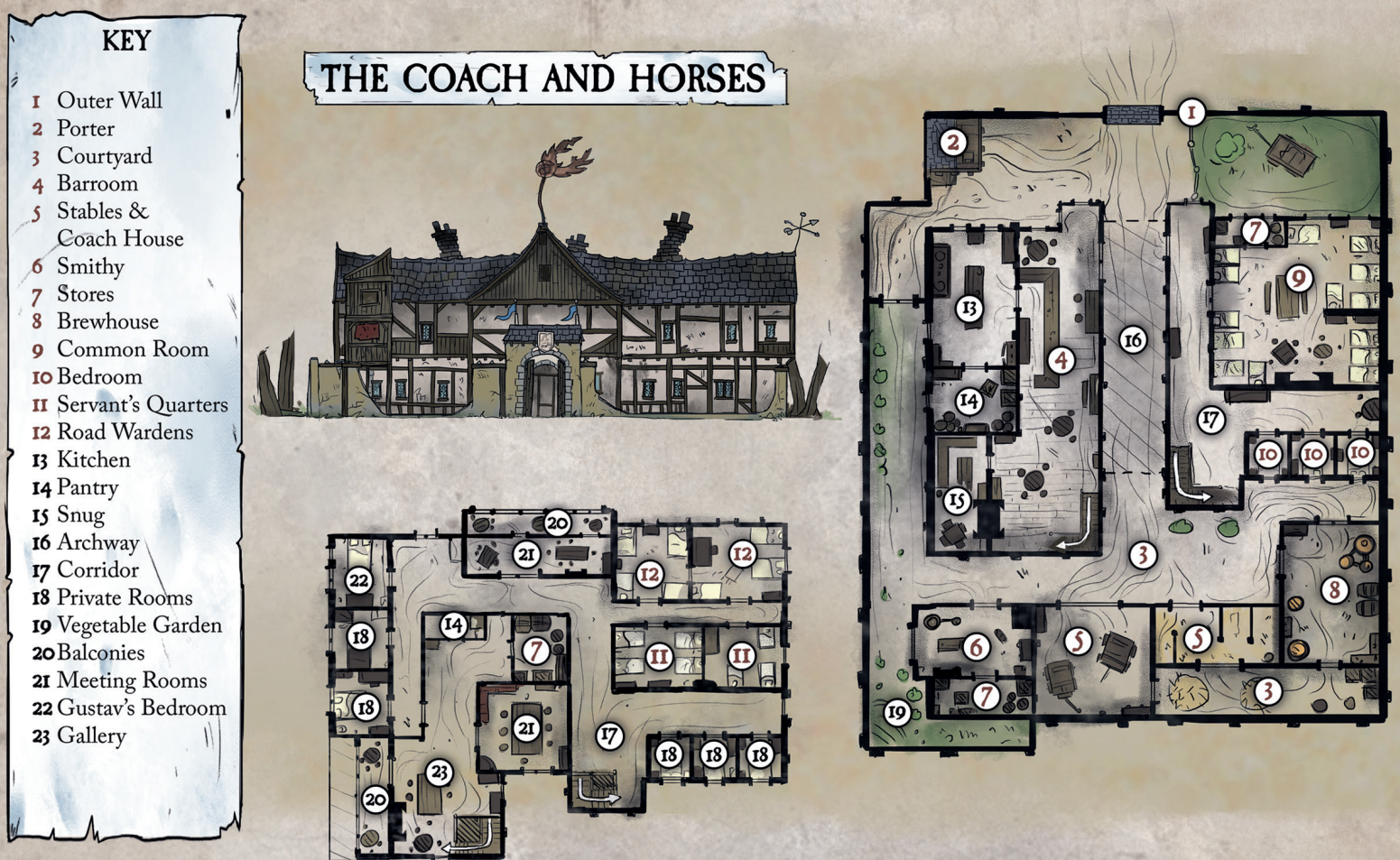
8. Brewhouse
It is common practice for coaching inns to brew their own beer on the premises, a custom enjoyed by many guests as each new inn brings a new beer to try.

9. Common Room
This is a large dormitory capable of sleeping up to 20 guests in beds and more on the floor. Dormitories are usually serviceable and clean, but they are often noisy places, especially when full of snoring, drunken travellers. Dormitories are frequently used by poorer guests as their average cost per night is only 15d, or 10d without a bed.

10. Bedrooms
These rooms offer privacy and comfort, being better furnished than the dormitories. Each room sleeps two comfortably, but four can be accommodated by sharing beds. The average cost of a bedroom is 10/– per night. All of the bedrooms are locked; their keys are held by their occupants or Gustav, the landlord. The locks are standard: **Challenging (+0)** requiring 2 SL to pick.

11. Servants' Quarters
The inn's servants sleep here. Often visiting coachmen are put up here for the night, although some inns make bedrooms or the dormitory available to them — as long as the inn is not crowded.

12. Road Wardens
Many inns have a couple of rooms set aside for road wardens, often marked with local State Army heraldry. The road wardens have beds for the night and a place to deal with their administrative duties, while the inn gains the benefit of the wardens' presence. Often these rooms are also used by State Army officials, though most officers prefer to purchase larger, private rooms.



APPROACHING THE INN

It is assumed the Characters arrive at the inn early in the evening, just as the last coach is leaving. If you wish to have them arrive at a different time, make any necessary alterations to the information below. As the Characters approach the inn, a coach is just leaving through the gates. The coach belongs to the Four Seasons Company, and is travelling towards Middenheim (or another suitable destination). The coach has just had a wheel repaired, and the driver is hurrying to make up lost time. Once out of the gates, the driver whips the horses up to a gallop and heads down the road at breakneck speed.

The coach stops for no one, and the driver lashes with his whip at any Characters who get in the way. If the Characters try to stop the coach, the guard will level his blunderbuss at them and yell for them to stand aside. If this does not deter them, he will not hesitate to fire: it's a Hard (–20) shot using the coachman's BS 32 — Damage: +8, Blast 3, Dangerous. The driver runs down any Characters foolish enough to get in the way of the horses. Unless these characters make an Average (+20) Dodge Test to dive out of the way, they lose 1d10+6 Wounds (modified by Toughness, but not by APs).

The inn's courtyard is bustling with activity as the Characters arrive. The smell of fresh manure is heavy in the air. A couple of ostlers can be seen outside the stables busily rubbing down a team of four horses. From the inn itself comes the delicious smell of cooking and the sound of merry laughter.

The Coach

There is a coach in the yard by the coach house. It bears the livery of Ratchett Lines of Altdorf, an old, established coaching house that is struggling to survive in the face of competition from the Four Seasons Company. The coach arrived this evening, and is headed for Altdorf in the morning. The passengers and coachmen are currently relaxing in the inn's bar.

At first glance, the coach seems to be in fine condition, but Characters who look closely and make a **Challenging (+0) Perception Test**, or an **Easy (+40) Trade (Carpentry)** Test or similar, will notice that it is old and rickety. Underneath its bright paint and polish, the coach's frame is rotted and riddled with woodworm.

The Barroom

The inn's barroom is a bright and cheerful place. On opening the door, the Characters can smell fine foods cooking and hear the laughter of the two coachmen who are drinking and joking together. From across the room the adventurers notice the icy stare of a finely dressed young woman (Lady Isolde von Strudeldorf). She sits at a table with two other women: one is tall and heavily built (Marie, her bodyguard) while the other is small and mousey-looking (Janna Alleiner, her servant). A young man (Ernst Heidlemann) is sitting at another table. He appears absorbed in his book. Leaning on the bar is a foppish gentleman (Phillipe Descartes) who stares closely at the Characters before returning his gaze back to the bar. A thin-looking barman (Herpin) and the plump innkeeper (Gustav) are behind the bar. Above the bar, standing on a guano-stained wooden beam, is the landlord's pet crow, Blackie.

Before the Characters can do much more than take in the scene, Gustav, the fat and effusive landlord, comes waddling towards them. He smiles warmly and greets the adventurers with a hail of chatter: *'Greetings! Welcome to the Coach and Horses. Do have a seat. Take this one by the fire where you'll be nice and warm. Would you like drinks and food? Yes? Of course, drinks first. How foolish of me.'* As Gustav prattles, Blackie struts around on his beam above the bar, repeating Gustav's tones almost perfectly, but mixing his words up: *'Welcome to the seat? Take a nice by the foolish? Would you drinks by the Horses?'*

As they settle themselves at the table, the Characters can't help but notice Phillipe Descartes watching them intensely. When he's spotted, Phillipe quickly looks down into his wine. The other guests take no notice of the Characters: Lady Isolde picks fastidiously at her food while her servant stares vacantly off into space; Marie, Isolde's bodyguard, drinks her wine moodily; Ernst Heidlemann's head is buried in a book, which he studies avidly all evening; the coachmen, Gunnar and Hultz, are busy getting drunk, taking the opportunity to enjoy themselves before they have to return to the road in the morning.

Accommodation

Four of the bedrooms are taken by coach passengers. Lady Isolde and her maid Janna share a room, while her bodyguard Marie has an adjacent room. Phillipe the gambler and Ernst the student each have a room to themselves. This leaves two bedrooms available for the Characters, or they can stay in the dormitory with the two coachmen.

Doors

All doors can be locked, and often are; one cannot be too careful considering the kinds of folk who travel the roads these days! Generally, the only doors left unlocked are those that guests are likely to use regularly.

The NPCs

This section of the adventure revolves around the Characters talking and interacting with the NPCs in the inn. To play this, you need to bring the NPCs to life: this is very easy for most of them, as they do not speak unless spoken to first. However, Gustav the innkeeper and Phillipe the gambler are different in that they take the initiative. The other NPCs can be brought in when needed or as desired. For example, if one of the adventurers asks the coachmen to take them to Altdorf, you will have to play the part of the coachmen. Otherwise you need only draw the adventurers' attention to their drinking, laughter, and occasional song.

Details of all the NPCs are provided at the end of the chapter. Feel free to change or embellish these details as required to make the game as entertaining as possible for the Players.

The Landlord

Gustav the landlord is the initial key to the inn. He welcomes the characters as soon as they arrive, talking non-stop and pausing only long enough for the adventurers to answer his questions. He enquires after the Characters' health, their destination, whether they would like rooms, and so on. He fills in even the briefest moment of silence with chatter about business, the weather, road conditions, and anything else he can think of. He enthuses about the other guests, especially Lady Isolde, since he is very excited to have a noblewoman as a guest.

Gustav should be played as a mild annoyance, but too good-natured for anyone to become seriously angry with him. Any orders for food, drinks, or rooms are accompanied by mindless chatter about any of his favourite topics. Gustav is very hard to offend, but he will grow angry if threatened with violence. He orders the Characters out of the inn if they are 'unable to keep a civil tongue in their heads'.

FOOLS AND HORSES

At the start of the adventure, it is important the Characters are trying to secure a coach to Altdorf. This means they should not have horses, and they should not be able to acquire horses before they reach Bögenhafen.

As long as none of the Characters start as horsemen or squires, who start with horses, this is not much of a problem – beginning Characters cannot afford to buy horses and you can easily make it very hard for them to acquire them by any other means, such as stealing. If the Players seem to be contemplating any illegal activities, you might like to remind them of the risks involved.

If the Characters include a horseman or squire with a horse, it is up to you to resolve this. The easiest way to do this is to ask the Players concerned a question: 'Why do your Characters not have their horses?' and work out a story with them.

The Gambler

Phillipe the gambler, a travelling Bretonnian, serves a different function: he provides the Characters with a card game and, if they catch him cheating, a fight. He is entertaining to portray as he has a broad Bretonnian (that is, French) accent and a fondness for flamboyant gestures.

The Barman

Unless the inn is very crowded, Herpin the barman stays behind the bar or in the cellar, pouring drinks as ordered by Gustav but never waiting on tables. If any customers need anything they will be served by Gustav, and subjected to his endless chatter unless they are clever about it.

The Coachmen

By the time the party enters the inn, the two coachmen, Gunnar and Hultz, are already drunk. As the evening progresses, they laugh, they drink, they sing, they drink, and they joke. Eventually, after a little more drinking, they stumble off to bed.

Although their coach is nearly full, they are willing to take the party to the next coaching inn that services Ratchett Lines (the Inn of the Seven Spokes, a journey of some 50 miles) where they may be able to find another coach to Altdorf. They charge 6/– per Character, but if they lose an **Opposed Haggle** Test, they lower their price to 5/–; if they lose the Test by 6 SL, they can be haggled down as low as 4/– per Character. Gunnar and Hultz demand payment in advance, and will spend any money given to them on yet more alcohol.

The Noblewoman

Lady Isolde will not talk to the Characters, believing it beneath her dignity to consort with riff-raff. If they insist on speaking to her, she will look extremely put out and instruct her maid, Janna, to tell the Characters to leave her alone. Janna will do this rather meekly as Marie, Isolde's bodyguard, looks on, her eyes threatening. If the Characters persist, Isolde and her entourage retire to their rooms.

RUMOURS

During this adventure, the party can come across the following rumours. These rumours are not assigned to any specific NPCs, so you can choose who passes them along to the Characters and when. The most obvious initial sources of information are the talkative innkeeper Gustav and the gambler Phillipe, but plenty of other NPCs can drop gossip: from a recent guest, a passing coachman, to a friend's neighbour's brother-in-law. Not all the rumours should be used in the inn – others can be supplied on the coach journey, in Altdorf, or anywhere else you feel makes most sense.

The rumours show Players the wider world, and events taking place quite apart from the party and its actions. A rumour can be dropped into conversation whenever you see fit. If you wish the Players to feel their Skills make an impact, perhaps pass on a rumour or two after a successful Gossip Test. It's entirely up to you.

Like most rumours, the ones below hover somewhere between truth and falsehood. Most have grown and changed over repeated retellings, but there is at least a grain of truth to each one. All of them are completely believed by the NPCs who recount them, and these characters may be offended if anyone doubts or mocks them. This is a superstitious world, where magic works and most people regard unlikely-sounding events as quite possible.

- *The village of Blutroch was wiped out by a mysterious disease that causes people to break out in red blotches. Make sure you stay well clear of anyone with red marks on them!*
  This rumour helps set the scene in the Empire; you can decide whether it is true or not.

- *The Emperor has a sister who is hidden in the Great Hospice north of Altdorf. She's the secret shame of the Empire!*
  Partially true. There is someone claiming to be the Emperor's sister in the Great Hospice, but whether she actually is or not is up to you.

- *The road to Altdorf is troubled by bandits. Only last week, a coach failed to get through. These are troubled times, and it's about time that the Emperor started looking after the common folk.*
  True. Coaches frequently fail to 'get through', as the party will soon discover.

- *A holy White Wolf of Ulric was spotted in the Drakwald Forest not far from Delberz. Priests of Ulric are in the area looking for it.*
  You can decide if this rumour true or not.

- *The village of Teufelfeuer was recently burnt down by Fabergus Heinzdork, the witch hunter. He discovered the villagers were in league with Daemons – something to do with them eating raw meat!*
  This rumour sets the scene of current events in the Empire; you decide whether it is true or not.

- *The roads are getting worse because the Emperor is not bothering to maintain them any more – he is too busy spending money on the State Army to fix problems like the mess in Ubersreik.*
  The Emperor is spending a great deal on the State Army of Altdorf, and three of its regiments are currently stationed in Ubersreik. For more on this, see the **WFRP Starter Set**.

- *Last time I was in Altdorf it... it felt strange. It'll be those wizards. Too many wizards in the capital, I say.*
  Partially true. There's trouble in Altdorf, but it's not wizards. Later instalments of **The Enemy Within** will explain this.

- *Altdorf Zoo's been shut for weeks. I heard Deathclaw, the Emperor's Griffon, went on a rampage. Probably because the Emperor hasn't been to see him for months.*
  This rumour is common in Altdorf, and is true: the Emperor is avoiding his Griffon for reasons that will become clear in later instalments of **The Enemy Within**.

- *The weather is going to take a turn for the worse, and it's going to rain tomorrow.*
  Probably true. It rains a lot in this part of the Empire. And, given it is winter, it may snow instead.

- *Don't stray off the roads into the woods. Those who do never return: eaten by Beastmen or something far worse.*
  This rumour is often all too true.

- *The mayor of Grunburg was burnt at the stake a few months ago for being in league with Chaos. He was overheard talking to his cat, and fed it human blood in its milk. More than one witness testified that the mayor told his cat to: 'Stop yowling and drink your bloody milk!'*
  This humorous rumour sets the scene. You decide whether it is true or not.

- *Strange lights have been seen in the sky to the east. They look like fire Daemons dancing among the stars.*
  This rumour sets the scene; you decide the truth of it.

- *Colonel Sievers of the Imperial Ostlanders has returned from the Border Princes. The Greenskins must have been defeated! It's a great victory for the Emperor!*
  The Greenskins have not been defeated. Sievers is here to warn the Emperor of Orc and Goblin build-up south of Blackfire Pass, which is of consequence in the last instalment of **The Enemy Within: Empire in Ruins**.

- *The road wardens are all corrupt and can't be trusted.*
  Partially true. This rumour will not come from Gustav.

- *This year's Schaffenfest is stated to be the biggest, most profitable, most entertaining (and probably most dangerous) yet!.*
  Everyone is talking about Schaffenfest and will do anything to attend. The food stalls alone are to die for.

The Apprentice

Ernst Heidlemann is quite happy reading by himself in the corner of the taproom. He is a little startled if any Characters approach him. He answers questions in an absent-minded fashion, and attempts to avoid conversations if at all possible. He asks anyone who bothers him to leave him alone, claiming that he has lots of studying to do for his university entrance examination. Ernst appears uninteresting, with nothing important to say. He hides a dark secret (see page 22).

Handling the Unexpected

The inn provides an opportunity for the adventurers to spend a peaceful evening encountering NPCs from the wider world: a world of which their lives to date have offered them only a glimpse. Players who are new to the game can try out the rules for all kinds of social interactions, and if you are a novice GM, you can practise presenting a few colourful NPCs and playing out the kinds of situations that the Characters are likely to encounter many times in the future, in inns all over the Empire.

However, there is always the chance that some of the Players might decide to do something that is not specifically covered in these pages. They may try to rob one of the NPCs at night, for example, or perhaps hire themselves out as bodyguards to Lady Isolde. Enough information has been provided for you to cover such events with a minimum of effort: simply use the game's rules to play through these events and use some imagination to decide how the different NPCs react to the Characters.

A Game of Chance?

Phillipe Descartes sizes up the Characters when they arrive and stares at them whenever he thinks they are not looking. If spoken to, he is friendly, if a little guarded. If the adventurers ignore him, he wanders over to their table after about half an hour and engages them in conversation, attempting to ingratiate himself. Stroking the tip of his nose (a habit of his), he offers to buy drinks for the group.After politely enquiring about their business, Phillipe suggests a game of Scarlet Empress, a popular card game in the Empire, to pass the time.

Each Character involved rolls a **Challenging (+0) Gambling** Test, with the hand going to the Character with the highest SL. Phillipe will play for any stakes, but considers it a waste of time to play for less than 2/–. He deliberately loses the first two hands (ignore his rolls). He then begins to play in earnest, using his *Cardsharp* Talent to increase his successful Gambling Tests by **+2 SL.** Phillipe will also use his *Luck* Talent to reroll failed tests if the stakes are high. He can do this only three times before his luck runs out (as he has the Talent three times). Phillipe will try to up the stakes whenever he thinks it appropriate, aiming to gamble at around 8/– a hand. If Phillipe loses three hands in a row by fair means, he resorts to cheating by palming cards, slipping aces into his hand, or secreting them up his sleeve.

He does this with a **Challenging (+0) Sleight of Hand** Test. If successful, he can do one of the two following options: 1) Reverse a failed **Gamble** Test; or 2) use the **Sleight of Hand SL** instead of the **Gambling SL** to determine the winner for the Round. However, Phillipe may be caught: you should secretly roll a **Challenging (+0) Perception** Test, Opposing it with Phillipe's **Sleight of Hand** Test (normally this is marked as an **Opposed Perception/Sleight of Hand** Test). Any Characters rolling a higher SL than Phillipe spot him cheating. Unless caught, Phillipe retires and goes to bed after winning as much of the party's money as they are willing to gamble.

If accused of cheating, Phillipe denies it hotly, appearing to be very upset that anyone could accuse him. He attempts to bluff his way out of any situation, but if things are going badly for him, he pulls out his pistol and fires it, relying on the terrific crack of gunfire and the billowing gout of smoke to intimidate the Players (check the *Blackpowder* Weapon Trait in **WFRP**, page 297). Under the cover of the smoke, Phillipe heads for the stairs and runs up to the top.

The Spray of Lead

Characters chasing Phillipe up the stairs will be confronted by an excited and confused Gustav, brandishing his blunderbuss and yelling for them to stop. Gustav has no idea what happened downstairs, but he aims to put a stop to it. He will fire at anyone who keeps moving, falling over as the recoil of the blunderbuss knocks him off balance. He will, of course, be profusely apologetic once he realises the true state of affairs.

From the top of the stairs, Phillipe jumps out of the window to the stables below. He performs an **Average (+20) Athletics** Test and, if successful, counts the fall as 1 yard less, plus a further yard per **+SL**. So, if he scores **+3 SL**, he lands, rolls, and is off without injury. Otherwise, he suffers falling Damage of 1d10 Wounds + 3 per yard he falls (see **WFRP**, page 166).

HANDOUT 1: WANTED! BOLD ADVENTURERS!

At the Coach and Horses – or at some other inn along the way – the Characters come across a poster that seems to offer them the chance of adventure (see Handout 1 on page 151). It reads as follows.

Wanted! Bold Adventurers!

His Excellency, the Crown Prince, Hergard von Tasseninck, of the Grand Principality of Ostland, hereby gives notice that he is currently resident in Altdorf and wishes to engage the services of a party of skilled adventurers. Employment is to begin as soon as possible, for an indefinite period.

Would-be applicants are forewarned that they shall be required to undertake a most perilous mission into unexplored regions of the Grey Mountains. The matter is of the utmost delicacy and absolute discretion is required.

Remuneration is negotiable, depending on Experience, but a mnimum of 20 Crowns per person per day is guaranteed, in addition to a generous bonus on completion of the mission. No laggards, cowards, or dwarfs need apply.

Signed

Personal scribe to Crown Prince Hergard

If he suffers more Wounds than his Toughness Bonus, he also suffers a *Prone* Condition as he lands hard and crumples. Any Character wishing to follow him through the window can do the same (or maybe hang out first, halving the dropped distance to just 2 yards, but giving time for Phillipe to make a getaway). If closely pressed, Phillipe reluctantly turns to fight. He prefers to Pull his Blows (**WFRP**, page 173), so they do not inflict Critical Wounds, and will use his Disarm Talent. However, if attacked by more than two Characters at once, he will stop Pulling his Blows. Should his Wounds score be reduced to 3 or fewer, Phillipe surrenders and returns any money he won in the game.

Unless he is caught, Phillipe will flee towards Altdorf on one of the landlord's horses. Anyone attempting to follow him on horseback must have Ride Skill and be willing to steal a horse, or Phillipe will soon leave them far behind.

Welcome to the Lockup

What the Characters do with Phillipe — if they catch him — is really up to them. Gustav has no wish to keep him at the inn, and will release him as soon as the adventurers leave unless he has a strong reason not to.

The party might insist on bringing Phillipe to justice, but this will involve protracted (at least 3d10 days) and expensive (50–100 silver shillings per week) legal wranglings in Altdorf (unless one of the Characters is a lawyer, of course, which will allow legal proceedings to be much cheaper). Further, a **Very Easy (+60) Lore (Law)** Test, or **Challenging (+0) Intelligence** Test, notes the case is likely one that will be lost unless money is spent on bribes. Of course, Phillipe will vociferously claim self-defence. Unfortunately all the two coachmen and the other passengers saw were the Characters threatening the gambler with violence.

If he is let go, Phillipe will harbour no grudge — getting caught is an occupational hazard and one he is used to, for all he does his best to avoid it. If prosecuted, Phillipe will be very angry. He will seek revenge at the earliest opportunity, relentlessly pursuing the Characters no matter where they go.

What form Phillipe's revenge takes, and when it occurs, is entirely up to you. He might hire a gang of footpads to attack the Characters, or hunt them one by one when they are alone.

THE JOURNEY

The next morning, the Characters prepare to set out for Altdorf at last. The journey is to be more memorable than any of them expects.

Rise and Shine!

The morning is misty and overcast. The passengers — Lady Isolde, Janna, Marie, Ernst Heidlemann and possibly Phillipe — assemble in the barroom at 8 o'clock for breakfast, which is served by Gustav. The coachmen are nowhere to be seen — they are still in bed sleeping off their previous night's drinking. By 9 o' clock it becomes apparent that they are not going to show up: a quick look at the coach shows that it has not even been prepared for the journey. Waking the coachmen is an easy matter, but getting them to hold an intelligible conversation is not. Both are nursing titanic hangovers, and speak only in mumbles. While they prepare the coach and horses they are seen to stumble and frequently clutch their heads, moaning as they do so.

It is almost 10 o'clock before the coach is finally ready and the passengers can embark. This poses a new set of problems: only six people can travel comfortably inside. Lady Isolde flatly refuses to be 'crammed in with commoners', claiming 'it is bad enough having to travel with riff-raff without their dirty knees and elbows being constantly thrust into one's face'. The coachmen are of no use in this argument; they climb unsteadily into their positions and sit there clutching their heads, in no apparent hurry to depart.

Characters willing to brave the elements can travel on the roof: none of the NPCs will agree to do so. Trying to cram extra passengers inside will meet with strong resistance from Lady Isolde, who will threaten retribution from her very important relatives in Altdorf. Trying to get a refund from the coachmen is impossible: the adventurers' fares have long since been spent, made apparent by the coachmen's current discomfort.

The situation can be resolved in several ways. A Character could win the lady over with a suitable song or recital (with a successful **Entertain** or **Play** Test), or a Skill such as Charm could be used. Note: when dealing with Lady Isolde, all **Charm** Tests from Silver or Brass tier Characters suffer a penalty of –10 (see **WFRP**, page 50). If they fail to win over Lady Isolde, any Characters who cannot fit into the coach will have to travel on the roof.

If the party considers waiting for the next coach, Gustav will inform them that there is '*not one due for another two days, and it's likely to be as crowded as this one. Why, the one before this was really crowded! They were packed on to the roof, and a few were hanging on the sides as well…*'

OPTIONS: LOOKING FOR A CHEAT

Experienced players will expect Phillipe Descartes to cheat them, and their Characters will no doubt be keeping a very close eye on his cards. Have Phillipe play the game straight, and as the Characters eye him suspiciously, spring a surprise or two in the background.

Bandit Trouble

Gustav is secretly a lookout for a local gang of bandits, using his chatty demeanour to size up everyone who comes into the inn.

After the Characters leave, and just when the Players are expecting to run into the Mutants (see Chapter 2), the adventurers' coach is stopped by the bandits, who know exactly where Lady Isolde keeps her jewels and what everyone else on board has in the way of valuables.

As an alternative, perhaps Gustav is not a willing participant in this operation? Maybe the bandits are holding his wife and children – who are all absent from the inn when the Characters visit – and if confronted he might break down and offer the adventurers a reward to rescue them and deal with the bandits?

Alternatively, the coachmen Gunnar and Hultz might be the bandits in disguise, and are only pretending to be drunk! The scurrilous pair observe the passengers in the same way as Gustav would. Eventually, they aim to drive the Characters straight into a bandit attack, where they will signal which Characters pose the greatest threat, and which are richest.

The Runaway

Lady Isolde is travelling to Altdorf to escape an unwelcome marriage arranged by her family for political reasons. Her absence from home has already been noticed, and late in the evening her brother Lukas will burst into the inn at the head of a band of thugs, with the intention of taking her home by force. If the adventurers help to save her, she will be grateful, and will offer a reward of 2 GCs to the party. Further, she may prove to be a useful patron at a later date...

The Rival Magus

This option is somewhat more extreme, and should only be used if you feel sure it will not derail the ongoing plot.

Unknown to Gustav, Blackie the Crow is much more than he seems. After the adventurers have learned to ignore Blackie's antics, he perches on a picture-frame above Ernst Heidlemann's head, peering down into the book he is reading. Blackie then reads aloud. Ernst's eyes bulge in alarm as black smoke boils up from the pages of his book and takes the shape of a twisted Lesser Daemon. It takes 1 Round to form its confused, feathered body and then it attacks the nearest Character with its thin claws.

FHLUGER'DAGH – LESSER DAEMON

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	35	35	45	45	50	25	25	25	15	13

Traits: Armour 1, Corruption (Moderate), Daemonic 9+, Fear 2, Weapon (Claws) +7

Ernst drops his book with a shriek as soon as it starts smoking. He then flees the inn, leaving all of his luggage behind. This means he does not travel to Altdorf with the Characters, but can be encountered later in the campaign when he resurfaces in **Death on the Reik**.

As for Blackie, he flies out through an open window with a cackle of maniacal (and very human-sounding) laughter. Whether 'Blackie' – who was sent to disrupt the agents of the Red Crown (see Ernst's statistics) and replaced the landlord's pet crow – is ever seen again is up to you.

In the unlikely event the Characters succeed in winning over Lady Isolde and cram themselves into the coach, she very shortly regrets this and soon orders the Characters out. If they get out, all will be well: if not, Lady Isolde will be very bad-tempered during the journey, only speaking to offer her fellow travellers a choice insult.

A Short Delay

By the time all of the passengers are ready, the coachmen are no longer prepared to depart. One goes to the inn's outhouse and cannot be persuaded to unbolt the door for at least 20 minutes. The sounds and smells from within are unpleasant.

The other coachman is heard snoring softly from his seat atop the coach. If the Characters decide to steal the coach, they have to deal with the outraged passengers, and in due course they are wanted by the road wardens. They will be in serious trouble if they are ever caught!

The Journey Begins

Finally, the coachmen are ready to begin the journey, and whip their horses into a slow walk — about 2 miles an hour! If instructed to make more speed, the coachmen will whip the horses up, but will soon let them slow down to a plod. At this speed the coach's movement is a slow, gentle rocking that is easy on the coachmen's aching heads, but it is obvious that the coach will not make it to the next inn before dark!

If one of the Characters offers to take over the reins, the coachmen will not object. They are more than happy to curl up and sleep off their hangovers while someone else does the work. Any Character with the Drive Skill can make the coach travel quite quickly; anyone else must pass an **Average (+20) Drive** Test or the journey is somewhat slow going.

It takes a total of at least 100 points of Strength and a successful **Challenging (+0) Strength** Test to right the coach (for example, 4 Characters with a Strength of 25 each). Each assisting Character adds +10 to the Test to right the vehicle (see **WFRP** page 155). Fortunately, the wheel that rolled free is undamaged. It takes a successful **Average (+20) Drive** Test, or a **Very Easy (+60) Trade (Carpenter)** Test, and 10 minutes to replace the wheel.

Raindrops Keep Falling

About 20 minutes after the coach gets under way again, it begins to rain. The first drops soon develop into a downpour that rapidly soaks Characters riding outside.

Lady Isolde is vehemently against wet commoners entering her coach. Marie, her bodyguard, enforces this. Trying to get into the coach while it is still moving requires a successful **Difficult (–10) Athletics** Test to swing down to the side followed by a **Very Easy (+60) Strength** Test to pull the door open. Failure to swing down successfully results in the Character falling to the road and taking a 2-yard fall, plus a further 1d10 Damage for the speed the coach is moving, for a total of 2d10+6 Damage (see **WFRP**, page 166). The driver stops for any Character who falls off the coach.

Repeated attempts to enter the coach are possible, but anyone succeeding is kicked by Marie. She uses her **Melee (Brawling)** Skill, which is opposed by a **Difficult (–10) Dodge or Melee (Brawling)** Test. If she hits, resolve Damage as normal; further, the struck PC must also pass a **Challenging (+0) Strength** Test to avoid falling to the road. Characters who avoid the kick successfully force their way into the coach and a scuffle ensues. All the NPCs inside do their utmost to push wet PCs out. Fighting in the coach with anything but fists or daggers incurs a penalty of –20 to hit.

The coachmen take no part in this fight unless the Characters start to damage the coach (for instance, by trying to cut through the roof) in which case they tell them to stop. If this doesn't work, a coachman threatens with his blunderbuss and fires on any Character who does not stop; however, this shot only works

OPTIONS: FELLOW TRAVELLERS

Those who have played **The Enemy Within** before know more about their fellow travellers than their Characters should. In order to keep things fresh, you can replace these NPCs with others, or mix them up.

If you wish to create your own NPCs (see page 144), you should make sure each has a reason for making the journey to Altdorf, as well as the resources to do so. In addition, the NPCs should be created for their potential to generate conflict, both between themselves and with the Characters. They may object to sharing a coach with a ragtag group of adventurers, especially when the weather turns bad, and they may have other habits and attitudes that, while infuriating for the adventurers, will be entertaining for the Players as tempers flare along the way. Ensure none of the NPCs are particularly useful in a fight, though they may have other valuable skills that will make the journey easier. But when the crucial encounter with the Mutants takes place (see page 29), it should be absolutely clear to the Players that their Characters are the only ones capable of defending their coach and its passengers.

Alternatively, you could simply swap the purpose of one NPC with another. For example, Ernst Heidlemann the physician's student may not be secretly studying daemonic magic as part of the Red Crown Chaos Cult (see page 22). It could be Lady Isolde instead. Or her maid.

on an even roll to hit because of the rain (such as 24 or 32). If an odd number is rolled, such as 23 or 35, the blunderbuss needs to be reloaded in a dry spot before it can be fired again. **Note:** firing the blunderbuss is a last resort, because the noise causes hungover Gunnar and Hultz almost as much pain as the shot inflicts on the adventurers!

The Road Junction

The rain stops after a couple of hours. Eventually the coach reaches the junction with the main Middenheim–Altdorf road. A milepost by the roadside claims: 'Altdorf, 120 miles'.

There is a coaching inn at the junction. Called the Five Brothers Lodge, it is owned by the Four Seasons Company. The party's coach does not stop here, but should the Characters insist on leaving, there is a two hour wait before the next coach arrives; this is full and does not stop. The next coach after this arrives in another four hours. It has room for the Characters to travel on the roof at a cost of 10/–each. However the Character continue, they will soon encounter something unpleasent on the road.

RESOLUTION

Rewards

As well as your usual awards for good roleplaying and bright ideas awarded at the end of your gaming session (30–50 XP is typical) XP should be awarded for the following:

- 10 points for catching Phillipe the gambler cheating
- 20 points per Character for capturing Phillipe
- 5–20 points for Characters who persuade Lady Isolde to let them ride inside the coach.

Feel free to award XP for anything else that is deserving, using the general level of the awards given above as a guideline.

NON-PLAYER CHARACTERS

The Inn's Staff

The Coach and Horses is an isolated coaching inn, staffed by Gustav the landlord and his barman, Herpin, as well as an array of ostlers, cooks, servants, a porter (Fredrick), and a smith (Artur). The Characters are only likely to interact with Gustav, Herpin, and maybe Gustav's Crow, Blackie. If you need profiles for any of the other inn staff, assume any Characteristics are 30, and any Skills relevant to their career are Tested at 40.

The Landlord

Gustav is 5'7", bald, and has bushy grey side-whiskers and blue eyes. In his mid-50s, he is a large and jolly fellow who always has plenty to say to everyone, whether or not they show any inclination to listen. Most of Gustav's conversation revolves around ensuring his guests are well looked after, the state of the weather, the condition of the roads, and anything else that springs into his mind. Gustav will talk for hours in his Altdorf accent if given the chance, and can be a very valuable source of information (see **Rumours**, page 15).

GUSTAV FONDLEBURGER - HUMAN TOWNSMAN (SILVER 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	28	32	31	41	38	34	35	39	29	52	13

Skills: Haggle 62, Intuition 52, Ranged (Blackpowder) 42

Talents: Doomed (*The Crook, the Hart, the Wolf in the Night*), Read/Write, Sturdy

Traits: Ranged (Blunderbuss) +8 (20), Weapon (Fist) +3

Trappings: Blunderbuss (normally under the bar), Coach and Horses Inn, Seeds (to feed Blackie)

Blackie the Crow

Blackie, Gustav's pet crow, sits on a beam above the bar and can often be heard mimicking Gustav. The voice is spot on, but where Gustav is unstoppable, Blackie is incomprehensible: 'Well, welcome, leaving so soon, how nice to see you, would you like a road to travel or have you just arrived? Oh! Of course, you have! Have a chicken to drink!' Blackie can continue like this for a long time, and is almost as unrelenting as Gustav.

BLACKIE - CROW

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
2	15	-	5	14	29	36	15	21	18	10	1

Skills: Language (Reikspiel) 26

Talents: Mimic

Traits: Fly 100, Size (Tiny), Skittish, Trained (Broken, Home), Weapon +0

The Barman

Herpin has a thick Middenlander accent, greying mid-brown hair, and blue eyes. He is almost 30, but looks older. He's tall, thin, and taciturn, and has no desire to make anyone feel welcome. He hails from the nearby hamlet of Moersum, and is employed for his brewing skills and work ethic, not his interpersonal skills.

HERPIN STIGGERWURT - HUMAN VILLAGER (BRASS 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	32	45	45	36	39	32	24	28	25	14

Skills: Melee (Basic) 45, Trade (Brewing) 49

Talents: Read/Write, Sturdy

Traits: Weapon (Dagger) +5

The Coachmen

Gunnar and Hultz

Sandy-haired Gunnar and dark-bearded Hultz are the coachmen for Ratchett Lines. Both men are of medium height; but Hultz, now in his 40s, is a good bit fatter. The two coachmen have very little to say to the Characters unless bought a beer or three (preferrably more) after which they become fast friends and are a potentially great source of information (see **Rumours** on page 57).

GUNNAR AND HULTZ - HUMAN COACHMEN (SILVER 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	32	42	31	34	36	44	29	27	30	27	12

Skills: Animal Care 37, Charm Animal 40, Consume Alcohol 44, Drive 59, Ranged (Blackpowder) 52

Talents: Armour (Leathers) 1, Ranged (Blunderbuss) +8 (20), Weapon (Sword) +7

Traits: Coat (big and warm), Coach Horn, Gloves

Lady Isolde and her staff

Lady Isolde travels with her maid, Janna, and experienced bodyguard, Marie.

Lady Isolde and her Maid

A typical Drakwalder noblewoman, Lady Isolde von Strudeldorf is willowy with red-golden hair, green eyes, and a refined Reiklander noble accent. She is young, headstrong, and covers her lack of confidence with an air of snobbishness. She dresses in the finest clothing. She has a variety of unusual, elegant hats: her hat-boxes take up a great deal of room on the coach roof. During the coach journey she sits clutching her lute-case, and will object most strongly if the Characters attempt to force their way in, threatening all kinds of retribution from her important relatives in Altdorf.

Only 16, Janna is thin with fine, mousy hair and blue-grey eyes. She says very little, although sometimes Lady Isolde forces her to speak on her behalf. When this happens, she speaks with a soft Drakwalder accent, and looks deeply uncomfortable. For all her timidity, Janna is very good at her job.

Lady Isolde's valuables are kept in a trunk in her room. The trunk has a **Difficult (-10)** lock requiring 2 SL to open and contains expensive clothes and jewellery to the value of 7 GC.

ISOLDE VON STRUDELDORF – HUMAN SCION (GOLD 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	36	32	31	32	35	31	43	30	33	28	12

Skills: Intimidate 46, Leadership 42, Lore (Heraldry) 40, Play (Lute) 58

Talents: Doomed (*The Horns of the Bull shalt end thy Rule*), Etiquette (Nobles), Luck, Noble Blood, Read/Write

Traits: Weapon (Fist) +3

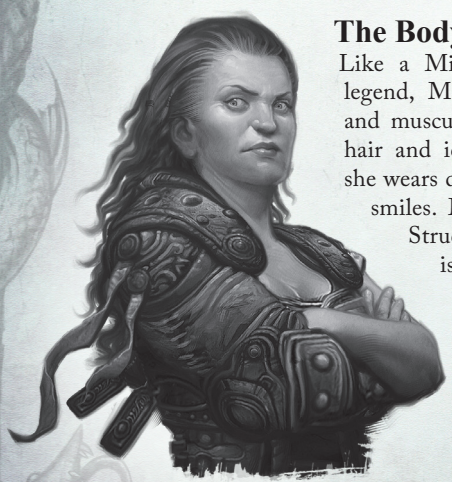
JANNA ELLEINER – HUMAN SERVANT (SILVER 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	25	24	34	39	43	43	34	27	25	26	11

Skills: Intuition 54, Perception 58

Talents: Beneath Notice, Doomed (*Beware the Hoof, the Claw, the Nail*), Etiquette (*Servants*), Well-prepared

Traits: Weapon (Fist) +3



The Bodyguard

Like a Middenlander warrior-woman of legend, Marie is unusually tall, athletic, and muscular, and has thick, dark-blonde hair and ice-blue eyes. In her early 30s, she wears dark, sombre clothing, and never smiles. Marie has worked for the von Strudeldorf family for 15 years, and is more than capable of looking after her Lady Isolde. She speaks very little, usually only to tell people: *'Do not bother the Mistress.'* If it comes to a fight, she prefers to act defensively, protecting her charge above all other things.

MARIE SCHUTZ – HUMAN HONOUR GUARD (SILVER 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	55	32	56	48	45	54	43	30	33	26	16

Skills: Dodge 64, Endurance 63, Heal 40, Intimidate 71, Intuition 60, Melee (Basic) 70, Melee (Brawling) 65

Talents: Doomed *(In the End thy life dost begin), Etiquette (Servants)*, Jump Up, Relentless, Strike Mighty Blow, Strike to Stun, Tenacious, Very Strong

Traits: Armour (Leathers) 1, Weapon (Knuckle dusters) +7, Weapon (Sword) +9

Other Travellers

The Apprentice

In his early 20s, Heidlemann is of average height and is trying hard to grow a beard. He has lank, brown hair and pale-blue eyes. He is a low-ranking member of the Red Crown, a Chaos cult dedicated to Tzeentch and hostile to the Purple Hand.

He pretends to be a physician's apprentice on his way to continue his studies at Altdorf University, but is actually going there to deliver vital preparations to a daemonologist and to study Dark Magic. Should the PCs uncover his true mission, Ernst tries to kill them, either on his own or with the help of hired thugs.

ERNST HEIDLEMANN – HUMAN WIZARD'S APPRENTICE (SILVER 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	30	32	30	26	31	34	44	33	30	29	10

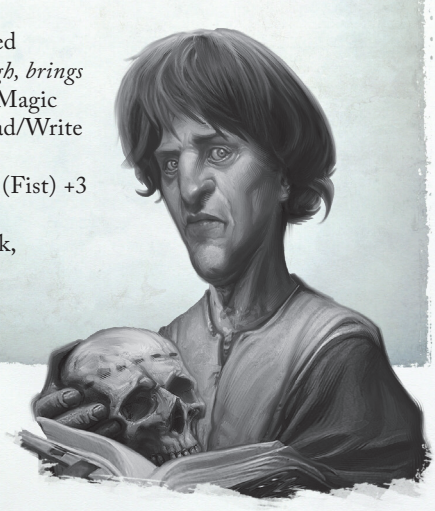
Skills: Channelling (Dhar) 37, Dodge 40, Intimidate 35, Intuition 36, Language (Classical) 43, Language (Magick) 47, Lore (Magick) 42, Perception 36

Talents: Doomed (*Reaching too high, brings thee low*), Petty Magic (*Rot, Shock*), Read/Write

Traits: Weapon (Fist) +3

Trappings: Book, Travelling Case

Corruption: 6



Ernst's book has a false cover. It appears to be *Leeches and their Curative Properties*, but is in fact *De Vitae Occultae Daemoniis* ('The Secret Life of Daemons'). The book is written in Classical. A Character who reads it gains a basic knowledge of Daemons as described in the Bestiary (**WFRP**, pages 335–336) and suffers a Minor Exposure to Corruption (see **WFRP**, page 182); this means the reader must pass a **Challenging (+0) Cool** Test or gain 1 Corruption point.

Ernst's leather travelling case contains his personal effects. A hidden compartment holds the preparations he is delivering to Altdorf: six vials of bubbling green liquids, colourful powders, and whatever other materials you care to invent.

Ernst doesn't know what they are for, only that they are to be delivered to a Doktor Schmidt at the University of Altdorf. A successful **Challenging (+0) Trade (Apothecary)** Test, or **Difficult (–10) Lore (Chemistry)** Test or similar identifies them as preparations to alleviate palsy and restore strength. Should any unskilled Character get hold of these preparations, they are unable to use them and may even accidentally poison themselves. Consuming any two different substances causes (1d10 – Toughness Bonus) *Poisoned* Conditions (minimum of 1), resisted by a **Challenging (+0) Endurance** Test.

Ernst is a recurring character, and will be encountered later in **The Enemy Within** campaign, so try your best to keep him alive for now.

The Gambler

Phillipe is from Parravon in Bretonnia, and has been travelling the Empire for six months. Now in his 40s, he was previously a mercenary sergeant in the army of a local duke before deserting across the Grey Lady Pass into the Empire. Phillipe claims to be heading for Altdorf to visit an old friend, but in fact he is just working the inns on the Empire's roads. He is tall, handsome, and wears a lace-trimmed shirt and embroidered jacket and breeches. He has long, dark curly hair and an artificial 'beauty spot' on his left cheek. Despite his foppish appearance, Phillipe is very capable of looking after himself and is not afraid of danger.

PHILLIPE DESCARTES – HUMAN HUSTLER (BRASS 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	30	32	30	26	31	34	44	33	30	29	10

Skills: Athletics 60, Climb 62, Charm 44, Consume Alcohol 58, Cool 60, Dodge 60, Endurance 53, Gamble 50, Gossip 44, Heal 39, Haggle 44, Intimidate 52, Intuition 50, Language (Battle) 49, Leadership 49, Melee (Brawling) 47, Melee (Basic) 57, Perception 55, Play (Drum) 35, Outdoor Survival 44, Ranged (Blackpowder) 60, Sleight of Hand 64

Talents: Attractive, Alley Cat, Card Sharp, Combat Aware, Diceman, Drilled, Etiquette (Soldiers), Rapid Reload, War Leader

Traits: Ranged (Pistol) +7 (30), Weapon (Sword) +8

Trappings: 49/67, Dice (2 sets, 1 loaded), Pack of Marked Cards (with 5 spare Aces)

CHAPTER 2
MISTAKEN IDENTITY

Our Heroes encounter a band of half-starved Mutants who have recently moved into this area. The ravenous band is led by Knud Cratinx, a former sheep rustler who has recently begun to show the mark of Chaos in the form of scales on his skin. Knud and his fellow Mutants have ambushed a Four Seasons coach headed for Altdorf, and are engaged in butchering the occupants. During this encounter the Characters discover the body of Kastor Lieberung (see page 5), and become unwittingly drawn into the web of Chaos that is spreading throughout the Empire. One of the Characters (preferably with a Rogue Career) recognises an old acquaintance who has been mutated by Chaos — a reminder that the taint of the Ruinous Powers is an ever-present threat from which no one is safe.

BLOOD ON THE ROAD

A couple of hours after the coach joins the main road, it rounds a bend, and comes upon a grisly sight. Squatting in the road is a Human figure, his back to the coach, bent over the body of a Four Seasons coachman. The figure turns, and the Characters see a severed Human hand hanging out of the creature's disgusting mouth. The creature is recognisably Human, but flesh hangs in tatters from its face and hands, and green ichor seeps from its eyes. Spitting out the hand, it rushes towards the coach brandishing a bloody dagger.

HANDOUT 2: ROLF HURTSIS

The figure rushing manically toward you looks familiar. Then it suddenly comes to you! Beneath the rotting flesh and dripping ichor you recognise the face of Rolf Hurtsis, an old friend and a thief. You had many escapades together in your youth, but now he is horribly changed.

It was about a year ago that Rolf developed a strange rash. He changed, becoming irritable and even violent at times. To hide his skin complaint, he made himself a hood out of an old sack, but this made it hard for him to see, and he was unable to escape the Watch when a job went wrong. The last you knew, he escaped from a cell and vanished without a trace — until now!

A Rogue Character (or failing that, a Brass-tier Burgher, Academic, or other urban Character) realises with a shock that this Mutant is Rolf Hurtsis, a fellow thief and old friend from their home town. Give the Player **Handout 2: Rolf Hurtsis** (see page 152).

As Rolf rushes the coach, the horses panic and bolt, snapping the traces as they do so. Hultz, who is gripping the reins, is pulled off the coach and dragged behind them. Gunnar struggles to apply the brakes and stop the coach from crashing into the trees. He succeeds in doing this, but then freezes in fear as Rolf leaps at him. It is up to the adventurers to save the day. If they do nothing, Gunnar gains a *Surprised* Condition, so is unable to defend himself against the hideous Mutant until the next Round. The coach's passengers will do nothing unless they themselves are put in danger. If Phillipe is still here, he will come to the aid of the adventurers, using his sword rather than his pistol for fear of hitting an ally. He is a capable fighter, and will be able to identify weaker Characters to help protect them. Marie will stay in the coach to protect her mistress, and will only leave Lady Isolde's side in order to better protect her noble charge from any incoming threats.

Once they have the opportunity to inspect the mutilated body of the Four Seasons coachman, the Characters see a crossbow bolt through the neck has killed him. The coachman wears his sleeved mail shirt, which fits any medium-build Human Character. The tracks of his coach can be seen continuing along the road away from the adventurers, and out of sight around the bend.

OPTIONS: WHAT? NO MUTANTS?

If the Players are expecting Mutants, you may want to surprise them with a different encounter. For the sake of the campaign storyline, the Characters must happen upon the body of Kastor Lieberung and find the two letters he was carrying: how that happens is not important at all. Even if this is the Players' first time through this adventure, the following alternatives to the Mutant attack may inspire you.

An Official Investigation

When the party comes upon the site of the wrecked coach, two road wardens are already there. They stop the adventurers' coach and demand help loading the victims' bodies on to a cart. They will be taken to the nearest town for burial, while the bodies of three mutants killed in the attack will be burned on the spot, using the wreckage of the coach as fuel.

As they help the road wardens, the Characters may have the opportunity to loot a couple of bodies unseen: what they recover is up to you. Having come upon the body of Kastor Lieberung and noticed the resemblance to one of the Player Characters, they may claim to be relatives and ask to take the body and any personal effects. At your discretion, a successful use of Charm or Bribery ensures success. Of course, the Characters now have a body to worry about, and Lady Isolde will definitely not brook any attempt to bring it aboard the coach.

If the Players are annoyingly complacent about the expected ambush, you can turn the tables on them by describing the adventurers' first sight of the scene ambiguously. The road wardens are not wearing any obvious uniforms and their insignia are not visible as they direct a ragged group of farm labourers who happened to be passing by on a cart of dung: as they move among the bodies, it is hard to tell whether they are investigating or looting; their ragged, dirty clothing, filthy faces, and hunched postures could easily seem at first glance to be signs of minor mutations; and one or more might be chewing as they crouch over fallen bodies, with pasties unseen in their hands as they look up blankly when the adventurers come on the scene.

With a little imagination, you could convince over-eager players that these are Mutants, and they could find themselves in trouble if they attack road wardens going about their duty.

Bandits

As mentioned on page 11, the staff of the Coach and Horses Inn may be lookouts for a bandit gang. Instead of Mutants, the Characters encounter Outlaws looting the wrecked coach, but otherwise the chapter proceeds unchanged.

Don't I Know You?

Instead of finding the body of Kastor Lieberung, the adventurers may encounter him in the flesh, along with a handful of other cultists.

He is a cult priest in the wizard Career (or, if you have the **Enemy Within Companion**, the Chaos Sorcerer Career). His magic allowed him and his companions to defeat the Mutants who attacked their coach, but the coach is still wrecked, Lieberung and several of his companions are wounded, and they stop the adventurers' coach begging for a ride.

When they are refused – and Lady Isolde is sure to insist that such grubby, bloodstained ne'er-do-wells leave her coach alone – they attack. Although you must make sure Lieberung is killed in the ensuing battle, the adventurers and everyone else have plenty of time to notice how much he resembles one of the Characters.

The Ratmen

The Skaven are an important part of the **Enemy Within** campaign from **Death on the Reik** onwards. If you wish to introduce the secretive ratmen early, you have a perfect opportunity to do so here.

In addition to the documents relating to his supposed inheritance, Lieberung was transporting a piece of warpstone in a lead-lined box. A group of Skaven followed him from Middenheim, intent on stealing the warpstone for themselves. The Characters come upon the battle just in time to see Lieberung fall and a group of hunched, hooded figures disappear into the woods with a small chest.

No Cause For Alarm

All is quiet when the Characters arrive. The attackers are gone, and nothing stirs in the surrounding forest but wildlife.

Of course, the Players do not know this, and if they are expecting Mutants to attack at any moment, you can have some fun by keeping things quiet and allowing the Players to drive themselves into a paranoid frenzy about an attack that will never come. The crack of a falling branch; the rustle of a small creature through the undergrowth; a sudden breeze through the leaves – all these can send highly-wrought nerves into a panic, especially if the party suffered injuries in a previous encounter and are concerned they are too weak to fight a serious enemy.

HOWLS ON THE WIND

As the Characters are wondering what to do next, a bestial cry rends the air from around the bend — and crashing sounds can be heard coming through the undergrowth beside the road. Something is coming out of the woods towards them very fast. The adventurers should be tense at this point and may well fire before they recognise Hultz, the coachman who was last seen being dragged off by the panicking horses. He runs back to the coach, crying, 'It's me, Hultz! Don't shoot!' If any of the Characters do fire, they may well kill him, for he has only 2 Wounds left after being dragged through the trees.

Whether Hultz lives or not, the Characters still have the problem of the runaway horses and the screams from up ahead. The Characters should be encouraged to seek out the source of the screams. If they do not go voluntarily, Lady Isolde orders them to. On no account will she or her entourage leave the vicinity of the coach. The coachmen, if still alive, volunteer to look for the horses, but are easily persuaded to wait until later. They won't investigate the screams. Ernst also wishes to stay out of the way, claiming that he abhors violence.

THE MAYHEM MYSTERY TOUR

Rounding the corner or sneaking through the woods, the Characters come upon a ghastly scene. An overturned coach lies across the road, with bodies littering the ground around it. Two of its horses are desperately trying to struggle free of their harnesses as a creature with a large body and an incredibly small head hacks maniacally at them with an axe.

A Human with a doglike head is lying screaming next to the coach. Blood pumps from his wounded leg while another Mutant with a pointed head tries to bandage it. A fourth Mutant, with cloven feet, is feasting on one of the bodies. Searching through the various corpses is a Human with scaly skin holding a loaded crossbow. This is Knud Cratinx, the Mutants' leader.

If the Characters attack, the Mutants, who are not paying much attention to their surroundings, receive a *Surprised* Condition. If the Characters choose only missile combat, the confused Mutants receive a *Surprised* Condition for two Rounds, meaning they can fire 2 Rounds of missiles before the Mutants react. The Mutants then rush to attack while Knud stays back, shooting at the Characters with his crossbow. Once two Mutants are killed, the others turn and flee into the forest. Their trail can be followed for half a mile before it peters out; no amount of searching uncovers the trail after this. If the Characters enter the forests, try to make them uneasy by calling their attention to strange rustles in the undergrowth, dark shapes that seem to loom at the edge of their vision, and the complete absence of any animal or insect sounds. The Characters are safe at the moment, but they should not know this!

The corpses littered around the overturned coach are its other coachman, a pair of artisans), an initiate of Sigmar, and a labourer. The coachman still wears his sleeved mail shirt, and his blunderbuss and shot lie next to his body. None of the other bodies have anything of value as Knud has collected it all. If Knud is killed and searched, the Characters find 2 GC, 3/13, a ring worth 3 GC, and a silver locket worth 1 GC with a miniature of one of the dead artisans in it. All of these are listed in Knud's Trappings on page 30.

The Double

As the Characters look over the scene of the ambush or pursue the Mutants into the woods, they notice another body lying under a bush, a little way from the coach but not far enough to be overlooked. The body has two crossbow bolts stuck in its back and wears clothes that identify it as a town dweller, possibly an artisan. This is the body of Kastor Lieberung (see page 5), a senior cultist of the Purple Hand. Kastor was on his way from Middenheim to Bögenhafen to collect an inheritance. When the coach was attacked, he attempted to slip away, only to be cut down by two of Knud's crossbow bolts.

Turning the corpse over, the Characters are in for a shock, because he looks exactly like one of them! Which one is up to you. The ideal Character would be the one who is likely to be taken with the idea of impersonating Kastor in order to gain his inheritance.

A blood-stained piece of parchment is protruding from the corpse's jacket. Give the Players **Handout 3: The Inheritance**. A copy of the text is reproduced below. Bloodstains obscure some of the details. After reading it, the Characters should be keen to journey to Bögenhafen to claim the inheritance.

In an inside pocket is another, unstained letter, **Handout 4: The Affidavit**.

The Arrival of the Law

Not long after the Characters inspect the scene of the ambush, they notice horsemen riding from the direction of Altdorf. This is a patrol of five road wardens led by Magnus Athrect, and they will gallop up to the Characters as soon as they spot the upturned coach.

The road wardens are initially very suspicious of the adventurers, who likely look a lot like bandits at first glance. The road wardens demand to know what is going on, and inspect the scene very closely. Provided the Characters are polite and explain about the Mutants, the road wardens believe them. But insults and threats, on the other hand, lead the road wardens to arrest the Characters, taking them to the next coaching inn for a detailed interrogation.

Taking charge of the scene, the road wardens press every able-bodied Character they can into service. Clearly, Lady Isolde and her staff are exempt from such work, but everyone else is expected to help. With a little effort, and whatever dice rolls you consider necessary, the overturned coach is righted. One of its two remaining horses, fatally injured, is put out of its misery while the other is calmed by the presence of the road wardens and their horses.

OPTIONS: YOU DON'T LOOK LIKE A KASTOR...

In the campaign as written, the magister impedimentae is a male Human named Kastor Lieberung. This is fine, so long as the party includes a Human male Character. If not, or if you just want to simply change the Species and, if required, the gender of the magister impedimentae to match a likely-looking Character.

What's in a Name?

Humans make up most members of Chaos cults within the Empire; Halflings, Elves, and Dwarfs are less common, but not unknown. Having selected the Character who will be the double, you need only change Kastor's name as appropriate.

Species & Gender	Name
Human, male	Kastor Lieberung
Human, female	Kastelle Lieberung
Halfling, male	Crisper (Kipernius) Lowhaven
Halfling, female	Kally (Kallistabell) Lowhaven
High Elf, male	Calamor Limberlimb
High Elf, female	Calarian Limberlimb
Wood Elf, male	Karrawyr Lindenleaf
Wood Elf, female	Karrastra Lindenleaf
Dwarf, male	Kazrik Lakkarsson
Dwarf, female	Kallar Linkassniz

You should choose an identity for the magister that creates the most amusing and challenging match to one of the Characters. The magister's name does not even have to sound like Kastor Lieberung, especially for a Grognard group that has expectations: it could be anything you decide. If you do change the identity of Kastor, note that **Handout 3: The Inheritance** and **Handout 4: The Affidavit** (see pages 150 and 151) will also need to be amended.

HANDOUT 3: THE INHERITANCE

Messrs Lock, Stock & Barl
Civil Lawyers, Commissioners for Oaths, etc.
Garten Weg
Bögenhafen

Dear Herr Lieberung,

After many lengthy researches, we have come to believe that you are the only living relative of one Baronet Lieberung, late of the town of Ubersreik. This being the case, and any other heretofore unknown and pertinent factors notwithstanding, I am herewith charged to inform you that you are the sole beneficiary of the late Baronet's last will and testament (hereinafter referred to as the party of the first part), as well as to the entail of his title and all lands and estates attached thereunto.

I, the undersigned, acting in my capacity as legal executor of the aforementioned document of the party of the first part, do therefore urge you to make your way with all convenient speed to my offices at the address superscribed to this letter. Thereupon, and upon your production of a signed and twofold witnessed affidavit confirming your identity as Kastor Aloysius Lieberung, we shall be pleased to place into your hands the title deeds to Lieberung Manor and all attached lands and estates, and the bequeathed sum of twenty thousand gold crowns, Imperial.

I remain, your most humble and respectful servant,

Dietrich Barl. K.C., LL.B. (Alt)
Signed this tenth day of Nachhexen, in the two thousandth, five hundredth and twelfth year of the Empire.

HANDOUT 4: THE AFFIDAVIT

We, the undersigned, do solemnly swear and affirm that the bearer of this document is Kastor Aloysius Lieberung.

Ingrid Zicherman, Priestess
Temple of Sigmar, Nuln

Oskar Helmut, Guild Master
Guild of Merchants, Nuln

Witnessed by
Julius Schwungrad, Worshipful Company of Advocates, Nuln

The Horses from the Characters' coach are grazing a short way into the woods. If approached by a Character without any Advances in the **Ride (Horse)**, **Animal Care**, or **Charm Animal Skills**, the Horses are still skittish and lash out; the Character must make a **Dodge** Test to skip in close enough to grab the remains of their harness and control the animals. If the Characters are unable to accomplish this, some of the road wardens step in and calm the Horses with practised ease.

The remaining horses are divided between the two coaches and makeshift repairs are made to their damaged harnesses.

With the Characters' party back in their coach and the corpses piled up in the other one, the road wardens lead the way to the next inn. There, sworn statements are taken from each living witness to the Mutant attack, and the bodies are prepared for the arrival of a Doomsayer, a wandering Priest of Morr (for more on Morr's Doomsayers, refer to the **Enemy in Shadows Companion**).

No efforts are made to identify the unfortunate dead. The Empire is a violent place, and the road wardens simply do not have the resources to track down and inform the relatives of every dead traveller. Instead, it is left for the cult of Morr to note the details of the dead and then pass them to the local cult of Verena where records of all deaths are stored.

Kastor Lieberung's body has no identification other than the two letters that are now in the Characters' possession, so he is likely ruled an unknown. If any of the Characters feels compelled by the spirit of honesty to mention the letters, the road wardens make it clear that they have neither the time nor the inclination to deal with such trivialities. '*In Sigmar's name, be about your business and stop bothering me*!'

If the Characters have not taken steps to disguise Kastor's double, or to disfigure Kastor's corpse, the road wardens will wryly note the similarity ('*Is it your twin? Bad luck, mate.*'), but take no further action. All of them have seen odder things during their long patrols through the Drakwald forest. And, besides, enquiring after suspicious dopplegangers is more than their job's worth.

The remainder of the journey to the next coaching inn passes without mishap. The Characters pass a couple of coaches bound for Delberz, some merchant trains, a detachment of State Army cavalry, and anything else you deem appropriate. As darkness sets in, the coach finally arrives at its destination, the last stop before Altdorf, the Inn of the Seven Spokes.

THE INN OF THE SEVEN SPOKES

The Inn of the Seven Spokes has a similar layout to the Coach and Horses. Three coaches are staying overnight, so the inn is crowded. It will be a quiet stopover unless the Characters wish to interact with the clientele, none of whom are particularly interesting unless you choose otherwise. Any NPC may reveal any of the available rumours (see page 57), but generally this should be a quiet place to spend the night and the journey should continue with no problem in the morning. However, the coachmen will drink heavily as before — or even more heavily, given the day they just had — and they may well be just as hungover the next morning.

At the inn, Lady Isolde, Janna, and Marie leave the coach and book seats on a Four Seasons coach that departs for the capital in the morning. The Characters may also leave the coach and find another one.

The rest of the journey to Altdorf is uneventful, although you might like to impart some rumours to the Characters or have them pass a unit of cavalry or a pedlar with a well-stocked wagon to add a little colour.

The Fortuitous Physician

One or more Characters may be wounded after the encounter with the Mutants, and it would be fortunate indeed if there happened to be a physician staying at the Inn of the Seven Spokes. For once, Ranald smiles upon our Heroes: Doktor Anida Pflaster happens to be at the inn. The Doktor is enjoying a drink in the bar while her coach changes horses, and will attend the wounded for 4/– per Character. The good Doktor — or someone like her — might be encountered almost anywhere during this or other adventures, if the Characters are in dire need and you are feeling merciful. These services are never free, of course, and the Players should not develop a false sense of security from too frequent, and too convenient, chance encounters with physicians. But, once or twice, such an encounter may turn out to be a literal life-saver.

RESOLUTION

Rewards

Beyond any points you offer for good roleplaying and clever ideas at the end of the session, XP should be awarded for the following:

- 10 points for defeating Rolf Hurtsis
- 20 points each for defeating the Mutants
- 10 points each for finding the inheritance letter
- 5 points each for raising no suspicions with the Road Wardens

As always, feel free to award XP for anything else you feel deserves it, using the amounts above as a guideline.

NON-PLAYER CHARACTERS

The Mutants

The Mutant on the Road

Rolf was once an average man, of average height and build, but now he bears the mark of a hideous mutation that has left his face a grotesque, festering ruin, the skin having sloughed from his pus-riddled visage. He is dressed in dirty, tattered rags that are stained with his previous meals and his own blood. Thanks to his Mutation, Rolf's vocal cords have atrophied and rotted, leaving him incapable of uttering anything more than a low, menacing growl.

ROLF HURTSIS – MUTANT BRIGAND (BRASS 0)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	32	25	27	28	40	45	39	29	25	-	8

Skills: Athletics 55, Dodge 55, Melee (Basic) 37, Outdoor Survival 34, Perception 45

Talents: Combat Aware, Flee!

Traits: Bestial, Hungry, Mutation (Rotting Flesh), Weapon (Dagger) +4

The Mutant Leader

In poor lighting, Knud can almost pass for Human. However, in the cold light of day, the stain of his corruption is plain to see — thick, dark-green scales cover every inch of his skin. Knud's voice is similarly afflicted, taking on an inhuman sibilance as his forked tongue flickers between his crooked yellowed teeth. He speaks with a strong, lisping Altdorf accent, though only to insult, threaten, or intimidate, activities he enjoys immensely.

KNUD CRATINX – MUTANT OUTLAW (BRASS 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	36	43	39	32	35	33	29	33	35	30	12

Skills: Intimidate 49, Leadership 45, Melee (Basic) 54, Outdoor Survival 38, Perception 43, Ranged (Crossbow) 52

Talents: Corruption (Minor), Mutation (Thorny Scales), Ranged (Crossbow 60) +6, Weapon (Sword) +7

Traits: GC 3/13, Crossbow, Locket (silver, worth 1 GC), Ring (worth 2 GC), Sword

The Mutant Brigands

Knud's Mutant brigands are a disturbing bunch, all the more horrifying as the vestigial remains of their humanity are plain to see. One has a tiny head, speaking (and often giggling) with the high-pitched, lisping voice of a child. Another bears the head of a vicious dog, and is capable only of animalistic barks, yelps, and whines.

A third has a distinctively pointed head, and emits a near-constant, pain-laced groan. The last has the legs of a goat, and speaks with a surprisingly refined Reiklander accent. The Mutants are presented with the same Character Profile, although each bears a distinctive Mutation (see page 147 for a description of each Mutation), and has a different number of remaining Wounds.

TERENZ, MIKAEL, JOHANN, ERIK MUTANT BRIGANDS (BRASS 0)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	30	35	35	30	40	30	30	30	30	12*

Traits: Corruption (Minor), Mutation (varies*), Weapon +7

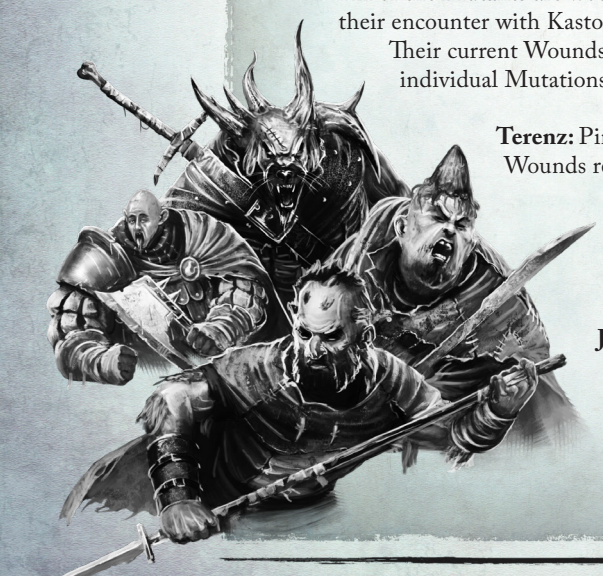
*All of the Mutants are wounded after their encounter with Kastor Lieberung. Their current Wounds, and their individual Mutations are:

Terenz: Pin Head, 3 Wounds remaining

Mikael: Bestial Face (Dog), 1 Wound remaining

Johann: Pointed Head, 4 Wounds remaining

Erik: Animalistic Legs (Goat), 2 Wounds remaining



The Road Wardens

Sergeant Pflaster

A wiry man of average height, Pflaster has close-cropped black hair, dark skin, and deep-brown eyes. He is a seasoned officer from Altdorf who takes no nonsense from anyone. His job is to keep the roads safe, and while this sometimes involves protecting travellers, he places more value on the security of the highways than on individual lives. He speaks at pace with a lower-class accent and a firm tone. He doesn't normally work these roads, but recently learned his sister is making her way to Middenheim by herself. He is keen to track her down to persuade her from such foolishness.

MAGNUS PFLASTER – HUMAN ROAD SERGEANT (SILVER 4)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	49	37	44	46	27	28	32	39	41	14

Skills: Animal Care 42, Gossip 51, Intimidate 52, Leadership 56, Melee (Basic) 60, Perception 51, Ranged (Blackpowder) 64, Ride (Horse) 42

Talents: Nose for Trouble

Traits: Armour (Mail Shirt) 2, Prejudice (Criminals), Ranged (Pistol) (20) +8, Weapon (Sword) +7

Trappings: Pistol (with 10 Shots), Sword, Mail Shirt, Riding Horse with Saddle and Harness

Pflaster's Patrol

Pflaster's patrol of four road wardens all have rough Altdorf accents, but leave any official talk to their Sergeant who gets paid for that sort of nonsense. If the Sergeant is not in sight, none of the patrol are above making spot fines for made-up infractions or accepting bribes to make trouble disappear. Indeed, this is how they make most of their coin, much of which will be spent later in The Bay Horse, their favourite tavern back in Altdorf.

BALDWIN, LEOPOLD, SUNNA, WILLIRUN
HUMAN ROAD WARDENS (SILVER 2)

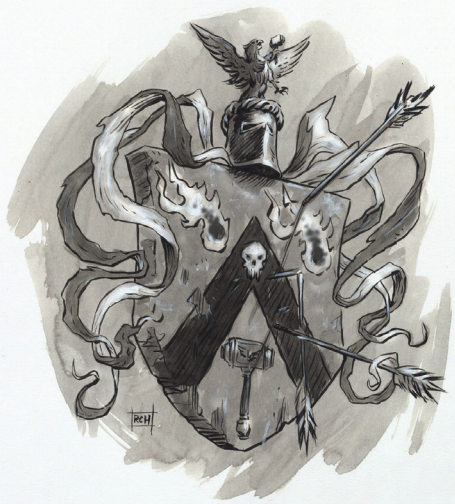
M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	49	37	44	46	27	28	32	39	41	14

Skills: Animal Care 40, Bribery 40, Intimidate 40, Intuition 50, Melee (Basic) 50, Perception 45, Ranged (Crossbow) 55, Ride (Horse) 40

Talents: Strike to Stun

Traits: Armour (Leather Jack) 1, Prejudice (Criminals, People Who Don't Bribe Them), Ranged (Crossbow) (60) +9, Weapon (Club) +7

Trappings: Pistol (with 10 Shots), Sword, Mail Shirt, Riding Horse with Saddle and Harness



The Seven Spokes

The Doktor

Frowning Anida (call her 'Doktor' if you don't want a torrent of articulate abuse) is a brisk, abrupt woman with black, curly hair that she covers when treating patients. She has the same brown eyes and dark skin as her brother, Sergeant Pflaster, and is particularly keen to stay away from the over-protective man. She has no time for her brother's coddling idiocy, and is not quiet about it should the subject come up in conversation. Which it likely will if she is given a chance.

Anida brooks no idle chatter when she works, and is clearly both skilled and confident. She is on her way to (or from, depending on where she is encountered) a medical conference at her alma mater, the Collegium Theologica in Middenheim, so has little time for reckless nincompoops who seek out trouble, and she is not slow to say so.

However, she took an oath to help those in need (for a fee of 4/–), and, with a weary sigh, will carefully treat any wound as soon as the required coin changes hands.

Should the Characters have waylaid her brother from her path and they tell her this, she is delighted to offer a discount of 1/– to her normal price.

ANIDA PFLASTER – HUMAN DOKTOR (SILVER 5)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	27	32	31	36	55	35	54	53	47	44	13

Skills: Heal 68, Lore (Anatomy) 63, Lore (Medicine) 73

Talents: Field Dressing, Read/Write, Resistance (Disease), Surgery

Traits: Prejudice (Boors and Idiots), Weapon (Fists) +37

Trappings: Medical Bag containing: Bandages (as many as needed), Healing Draughts (6), Trade Tools (Medicine), Guild Licence, and other travelling possessions as you determine

CHAPTER 3
HEART OF THE EMPIRE

Our Heroes' coach emerges from the Drakwald forest and speeds southwards for white-walled Altdorf, the capital of the Empire and its largest, richest city.

From the outskirts, the Imperial Palace can be seen rising high above the river Reik, dominating the city. All year round, Altdorf acts as the playground of the nobility. Young nobles travel from their parents' estates to the city, there to spend their time drinking and flaunting their wealth in the streets. Many are supposed to be studying at Altdorf University, but few attend lectures — much to the relief, it must be said, of the professors. This gives them more time to concentrate on their more serious students or, in the case of a lucky few, dedicate themselves to research or simply to living on their ample incomes.

Being such an enormous city, all services can be found in Altdorf if you look hard enough, and nearly all goods are available — for a price. When checking for availability of goods in Altdorf, if you fail you may retry an **Availability** Test daily, not weekly, and Exotic goods gain an Availability rating of 10%. Further, if you are willing to pay double the price for an item, you may reroll one failed Availability Test daily.

ADVENTURING IN THE CAPITAL

The map of Altdorf shows the city's major districts and a few of its more important structures. This chapter of the adventure passes briefly though the imperial capital, so the only details provided are those needed to play. The adventurers will return to Altdorf later in the campaign, and you will be provided with more thorough information on the capital at that time; for now it is best to encourage the party to follow the lead to Bögenhafen and the promise of sudden wealth. However, if you wish to dwell longer in the city, refer to **Altdorf: City of Sigmar** for a complete examination of the capital, with extra details also presented in **Death on the Reik** and **Empire in Ruins**.

As will be seen in the following pages, the bounty hunter Adolphus Kuftsos is closing in on Kastor Lieberung, and kills any cultist he sees making contact with the Characters.

If the Characters are showing an unwelcome inclination to explore Altdorf rather than travelling on to Bögenhafen, you can improvise an escalating series of unnerving but non-fatal attacks on the party, with more cultists being murdered by bolts from the shadows as the Purple Hand agents continue their attempts to make contact by means of strange gestures. Unable to catch the assailant and worried by the increasing violence, the Characters should eventually conclude that Altdorf is too hot for them and move on.

Something Rotten in Altdorf

Something is very wrong in Altdorf. Those living in the capital are quite used to it, inured to its subtle, pervasive influence, but those freshly arrived can't help but feel… uneasy, and find themselves getting lost rather easily, as if the streets themselves don't meet up correctly.

A Change of Scene

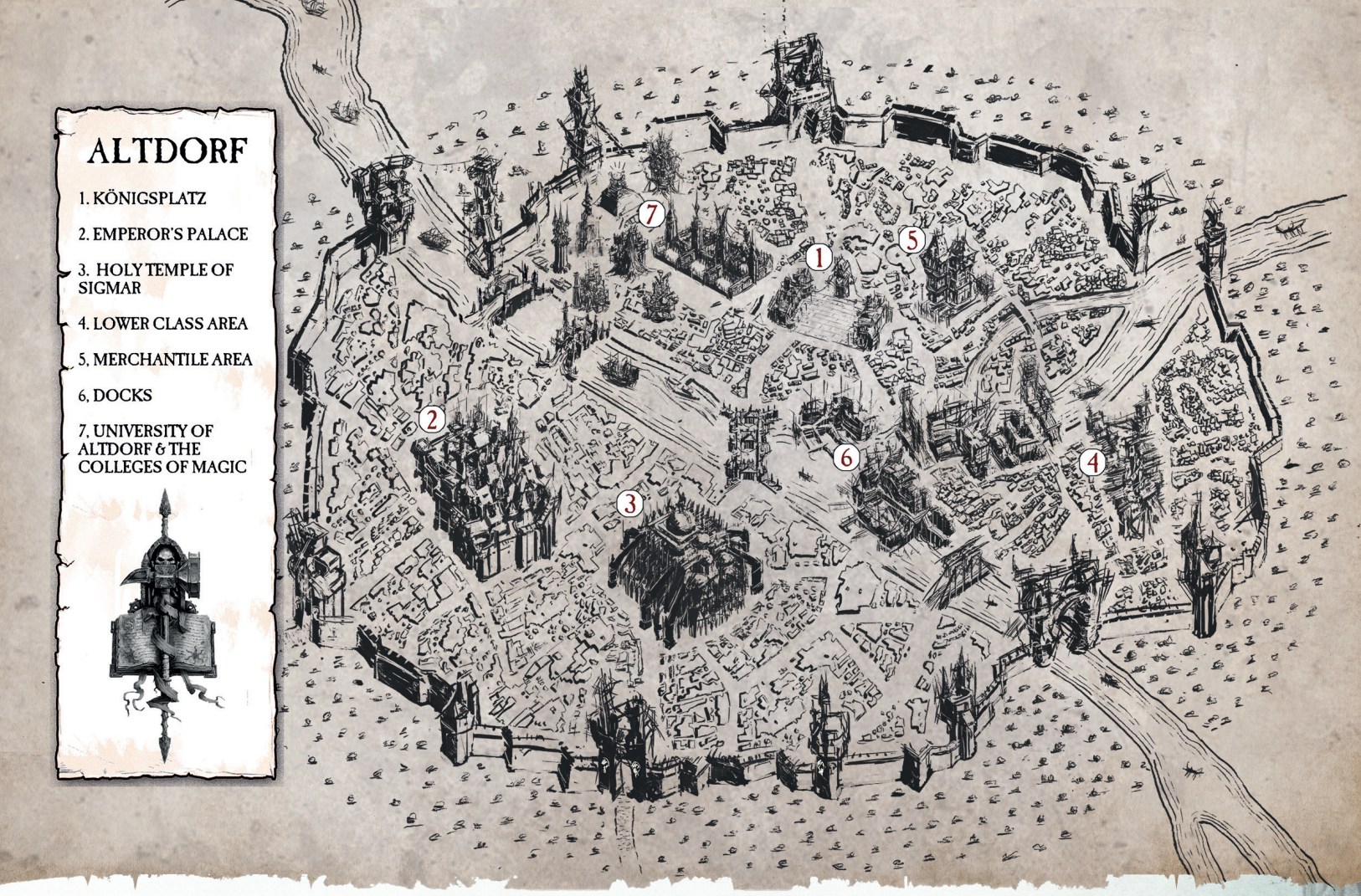
When first describing Altdorf, focus in on details suggesting the city is changing from one state into another, and often in contrary ways. Many buildings are being refurbished or repainted, while others are falling apart. One town crier claims a well-regarded Altdorf philanthropist was found guilty of corruption and jailed, whilst another claims a penniless street rat was found to be heir to the Rickard-Goellner estates. Also make sure to describe agitators by the scores crowding the streets, all clamouring for a new order, desperate for the capital to be better. To be different.

Many of the city's bustling burghers are acting oddly, too — though few notice it, simply presuming Altdorf life breeds a permanent state of hustle and fuss. Everyone in the capital is filled with an impatience permeating their very souls. Coachmen crack whips and bellow at others to get out of the way. Scholars rush about clutching books, all seemingly on important tasks that cannot wait. Shoppers refuse to buy from the same place twice, sure the next vendor may have a better deal. Everyone has somewhere to go, and they never get there fast enough. Altdorf is restless, irritable, and anxious. Even the stray dogs are agitated, barking at walls and each other, prone to dashing at the slightest threat, eyes wide, teeth bared, drool slopping from their quivering chops.

A Change of Character

Passing through Altdorf influences the Characters in some rather unexpected ways, almost as if the Dark Gods were keeping a close eye on their actions…

- All spellcasters gain **+1 SL** to any Language (Magick) or **Channelling** Tests. Unless their roll includes a 9 on either die (such as 19, or 92), where they instead gain **+1d10 SL** and suffer a Major Miscast.
- All non-wizards with the *Sixth Sense* Talent feel uneasy at all times, and cannot use their Talent's rules.
- Roll 1d10 each day. On a roll of an 8, one random Character gains 1 Corruption point. On a roll of 9, one random Character randomly determines a new hair or eye colour (your choice). On a roll of 10, one Character gains +1 Fortune point.



- Any Character with the *Holy Visions* Talent suffers terrible nightmares that are forgotten on waking. For every week spent in the city, gain +1 *Fatigued* Condition that can only be removed by leaving the city, or spending at least 1d10 hours praying.

- Before the party leaves the city, one random item of clothing on a random Character changes colour when no one is looking. This can be as subtle or as obvious as you prefer.

ARRIVING IN ALTDORF

It takes several hours to negotiate the roads and causeways that lead through Altdorf Flats, the vast marshlands surrounding the imperial capital. Eventually the land rises to a patchwork of farmlands and small villages, and not long after that the white walls of Altdorf can be seen glimmering in the distance, stretching far to east and west. Just after dark, the Characters' coach pulls in through the intricately carved Wolf Gate at the north of the City. They are unaware of the trouble they are about to encounter.

Altdorf is enormous, and it takes some time before the coach pulls into the open expanse of the Königplatz (King's Square) near the centre of the city.

Eager bawds representing various inns converge on the passengers, each offering accommodation at 'the best inns in city, guv' — all 'at very reasonable prices, with the best possible entertainment'. As the Königplatz is near the top of the Street of a Hundred Taverns, the city's most notorious night spot, it could not be better located for tired travellers seeking food, drink, and possibly good times. However, it also turns out to be a place for meeting friends, both old and new.

Stepping off the coach, the Characters are greeted by cries of 'Angelino's, best grub in town!' and 'Stay at the Cat and Fiddle! Finest music and the best beds!' The cries are accompanied by ready hands reaching to take any passenger's luggage in order to lead them in the general direction of their chosen inn. Arguments soon break out, and fists clench.

WHAT'S GOING ON IN ALTDORF?

Behind every plot, every scheme, every turn of the wheel in Altdorf, lies Tzeentch, the Chaos God of Magic, Mutation, and Change. Its horrific influence is close, but hidden, and will not be revealed until **Empire in Ruins**. So, for the moment, play up the creepy atmosphere in subtle ways, unnerve the Characters just a little, and use the strange circumstances to push the party onwards to Bögenhafen.

As the Characters attempt to press through the gathered throng, they are brought to a halt by loud trumpeting and the sounds of marching feet. In no time, a procession of soldiers belonging to the Reikland 1st Regiment of Foot, The Imperial Guard, pushes its way through the platz. The Emperor, looking square of jaw and proud in full armour, and mounted on a magnificent ebony steed barded in gold, rides behind the marching phalanx. Beside and behind him march ranks of knights in their full ceremonial regalia. The assembled crowds cheer as the procession proceeds. Only once the entire parade has passed does business resume.

Unknown to the Characters, this is not the actual Emperor. This is one of his doubles. The real Emperor is convalescing in the Imperial Palace across the river, some distance away. The double is abroad to still the rumours of his increasing frailty. It's the fourth time he has marched across the Königplatz this week, and already rumours are spreading that the Emperor has a double. **Note**: it's important the Characters see the Emperor's double for reasons that will become clear in **The Horned Rat**, so do not skip this scene, or your own version of it.

Stop, Thief!

A couple of thieves are lurking amongst the crowds. They will attempt to take a piece of luggage from the coach or an unwary traveller and disappear into the crowd. If you wish, this may be a Character's bag (if they let go, of course) or one belonging to an NPC on the coach.

Once a thief takes a bag, the Characters have 1 Round to pursue the thief before the thronging crowds cover the getaway. No one will respond to cries of '*Stop, thief!*' or similar; they are too preoccupied with their own business to care about anyone else's problems. If any Characters pursue the thief, they must succeed at a **Challenging (+0) Athletics** Test each Round or lose their quarry in the press of people — they require 3 successful Tests in the first 3 Rounds to catch up to the thief. After 3 rounds without being caught, the thief — and the stolen luggage — are gone forever (see page 60). If they lose an opposed intimidation test or take any wounds they'll drop the luggage and attempt to flee.

Prince Hergard Von Tasseninck

If the Characters saw the notice of Crown Prince Hergard's proposed expedition (see page 34 and **Handout 1: Wanted! Brave Adventurers** on page 151), they may wish to go to the prince's residence in the hope of employment in the service of Ostland.

The crown prince has a residence in an imposing riverside building not far from the bottom of the Street of a Hundred Taverns, on a street that leads from the Konigsplatz to the river.

Anyone asked can direct the Characters to the estate on a successful **Average (+20) Gossip** Test. However, in the same breath, they will say that the crown prince set off southwards for the Grey Mountains three days ago, accompanied by a very tough-looking group of adventurers and a small army of staff.

If the Characters investigate further, the bull-liveried guards at the crown prince's gate confirm this. It seems the Characters are too late; the crown prince and his entourage have already left the city by barge, heading south with the intent of disembarking at Bögenhafen.

WELCOME TO ALTDORF, HERR LIEBERUNG

Amid the bustle of the square, two men approach the Characters. They look no diffrerent from anyone else in the crowd, but they act strangely. While one watches the crowd, the other scratches his left ear with the little finger of his right hand. As he does so, he stares straight at the person he believes to be Kastor Lieberung. This action is repeated a number of times, each more pronounced than the last. This episode should be played for laughs, with the scratching routine becoming more and more exaggerated, and the two men looking more and more perturbed as the adventurers fail to respond as expected.

The two men are cultists, and both are aware of Lieberung's mission. They have been instructed to make contact with him by their branch of the Purple Hand. They have the magister's description, but have never met him. To identify themselves, they use one of the cult's secret codes; the left ear scratched by the little finger of the right hand.

The correct response to this secret code is a slight raising of the eyebrows and the brushing back of one's hair with the left hand. If the adventurers try to approach them or call out to them, the cultists look worried and retreat. Something is obviously wrong — maybe they have met the wrong person? It is extremely unlikely the Characters will provide the correct counter-signal, but if they do, it simply adds to the comic misunderstanding.

The Bounty Hunter

After a few failed attempts to elicit the right response, the cultists' expressions suddenly change from confusion to relief. They hurry over to where a stocky man stands near a doorway to a house. They follow him through the door, which is shut behind them too quickly for the Characters to follow. The man is Adolphus Kuftsos the bounty hunter (see page 50).

It is important that the Characters see Adolphus at this point, and he appears whether or not the party tries talking to the cultists. The bounty hunter has been watching the square for Kastor's arrival. Adolphus has seen the cultists attempting to make contact. Having some knowledge of the Purple Hand and its codes, Kuftsos gave the cultists the correct counter-signal when the Characters were looking away from him, and the cultists have fallen for his deception. He then leads them away, but not before recognising the Character who is masquerading as Kastor Lieberung.

AN OLD FRIEND

This next encounter sees the Characters run into a friendly face amongst the bustle of Altdorf. If the party includes a Character from the Riverfolk Class, Josef Quartjin is an old acquaintance. If not, you should select whichever of the Characters has the closest connections to river life or river trade. Freshly arrived in the capital, and perhaps somewhat overwhelmed by its size and crowds, the Characters probably welcome the prospect of friendship and assistance, especially once they are sure they can trust Josef.

OPTIONS: KEEPING ADOLPHUS OUT OF REACH

Experienced players may pull out all the stops in their efforts to track down Adolphus, and their efforts may threaten to derail the adventure unless you handle them carefully.

Instead of simply saying, 'He gets away,' you should be prepared to roll some dice. Let the Players come up with any plans they can devise, but remember that Adolphus is experienced and capable, and knows how to evade pursuers. He also knows the areas in Altdorf (and Weissbruck, later in the adventure) where the Characters encounter him, and has already plotted out escape routes before they become aware of him.

He watches the party from the shadows, and is careful never to be seen. When the Characters do spot him, he knows right away and slips into the shadows or through a crowded tavern. The Characters have no time to ready spells or missile weapons before he is gone, and have little chance of catching up to him once he makes his escape. There is no harm in letting them try, perhaps with an Athletics or Perception Test or two, but they stand almost no chance of success.

If, through outrageous luck or spectacular planning, the Characters do manage to catch the bounty hunter, you still have options. Adolphus will do everything in his power to escape and he has some skills that help. If he cannot escape, then you must make sure he is not working alone, and has a partner who is watching from the shadows, ready to take up the investigation (using the same Character Profile as Adolphus on page 50).

Indeed, the partner may kill Adolphus with a crossbow bolt from the shadows to keep him from falling into the power of cultists of Chaos, or Adolphus may use a poison capsule he has hidden in a false tooth, and choose to kill himself rather than submitting to capture. Adolphus believes he is dealing with senior members of a vicious and diabolical cult, and he would sooner die than fall into their hands.

The encounter can be used whenever you decide it is time to move things along, but it should ideally take place in the evening or late afternoon. If the Characters have expressed an interest in buying goods in Altdorf, you should allow them to do some shopping first. If they go with a smiling bawd to a local inn, you could use this event on the way there, or on the following day after they have some rest. Alternatively, Josef could be wandering across the Königplatz as the incident with the cultists draws to a close, shaking his head in wonder at having seen the Emperor just minutes before.

The chosen Character turns at the sound of their name to see a tall, burly fellow with a huge beard striding towards the party. Give the Player **Handout 5: Josef Quartjin**, a copy of which is printed in the next column.

Josef offers to help the Characters find their way around Altdorf, and is very interested to hear their stories. '*Striking out on your own at last, eh?*' he says with a grin. '*Not before time, you young rascal! I knew you had more in you than your old life could satisfy!*'

He is chatty and helpful, showing the Characters where they can buy whatever they need at the best prices — and, of course, leading them to the best places to eat and drink. Unless they have other plans, he would be delighted to sit down and catch up with his old friend at the Boatman Inn. '*Clue's in the title. Whenever I'm in Altdorf, I have to visit at least once. Best beer north of the Reik, I says. Come on, let's have a drink.*'

If asked about the strange goings on in the Königplatz, Josef shrugs and says, '*We have a saying on the river — city folk are strange folk. Who wouldn't be, living cooped up amongst buildings all day? I'm more keen to talk about seeing the Emperor! What was that all about?*'

Josef knows the following rumours, which he divulges during the course of the evening.

- All members of the nobility are mad; they're all inbred and tainted by Chaos, as everyone knows.
- There have been strange goings-on at the University. It's full of Daemonologists and Necromancers dabbling in things that are better left alone. Josef doesn't really know what has been going on; instead, he makes up anything that sounds sensational, like stories of strangely-robed figures prowling the University cloisters late at night, accompanied by sounds of weird chants, clapping bells, and sinister howls.
- Mutations can affect you late in life. A boatman, who had worked on the river for 20 years or more, suddenly started to develop an oily, yellow skin and bulging eyes. The boatman is now dead, of course, drowned by his own companions.

HANDOUT 5: JOSEF QUARTJIN

At last, a friendly face! You could never mistake that beard, or the boiler of a belly it conceals. It is your old friend Josef Quartjin. You have known Josef for more than ten years, and have spent many a happy evening with him in various riverside taverns. Josef has a phenomenal capacity for alcohol and a talent for always finding the best drinking wherever he goes.

The Street of a Hundred Taverns

The Street of a Hundred Taverns runs downhill from the Königplatz to the riverfront. Signposts and road signs mark the many names the street has borne in the past, including the weathered Street of Many Taverns sign on the junction with Universitätsstrasse, and the Street of a Thousand Taverns signpost that leans drunkenly by the Breasts of Myrmidia, one of the less salubrious establishments on offer.

If you want to know more about this famous location, refer to **Altdorf: City of Sigmar**. For this adventure, all you need do is convey a very busy street, lined with taverns, hostels, eateries and inns.

Josef leads the Characters down the long street pointing out local details, but he's only interested in reaching the bottom where his favourite tavern, the Boatman Inn, looks out over one of the larger channels of the River Reik that flows through Altdorf.

MANIC STREET PREACHER

This scene can be played at any point before arriving at the Boatman Inn with Josef. At the side of the street, a skinny street preacher dressed in rags clutches tight to a scroll as he screams his prophecy to any who listen. As the Characters pass, the wild-eyed seer espies them and gasps. Left arm pointing, he screams revelation as his eyes roll up into his head.

'I see Darkness Gathering as the Last House of Joy Falls – beware, for Shadows Over Bögenhafen stir! Then Beloved Morr, resplendent in Vestments of Green, stands astride Sigmar's Great River. Yea, I see Death on the Reik and I despair! For then the Stained Hand guides the Once Mighty Lord, and this Power Behind the Throne curses us all. Lo, the Horned Rat then claims the Broken King atop his Throne of Lies, and the White Walls Fall, leaving our Empire in Ruins! Tremble in fear, ye mighty, for the End Times have come.'

If you wish to conclude the scene dramatically, the prophet of doom then collapses, blood-flecked foam at his mouth as he shakes uncontrollably and eventually passes out. Alternatively, when the seer is finished, have him smile then pack up preaching for the day. He won't be drawn on his prophecy. *'Oh, no. I wouldn't believe any of that. It's just a show I put on for coin. It keeps the incoming pilgrims happy. Once Mighty Lords? White Walls Falling? No idea, mate. I just say whatever pops into me head. If you liked it, fancy buying me a pint?'*

THE BOATMAN INN

Josef eventually leads the adventurers down the Street of a Hundred Taverns to the river. All manner of vessels are tied up along the riverfront, from high-masted ships to smaller barges and houseboats. The Boatman Inn is just one of many establishments along the embankment. It appears to be a cheerful place; a little tatty, but inviting.

A number of riverfolk are inside the inn. These are mostly boatmen, but there are a few sailors as well, in the city from the Reiksport. The atmosphere is cordial and friendly, and the food and drink is reasonably priced and of good quality. Josef orders as many bottles of wine as there are Characters in the party, plus one for himself; he is clearly in a mood for celebration. Then, he leads everyone to a table.

No one takes very much interest in the party, and the early evening should pass pleasantly. Josef will pass on what rumours he knows and tell the Characters that he is looking for some hands for a journey to Bögenhafen, where he hopes to sell some Reikland wine at a fair and livestock market known as the Schaffenfest. This is one of the Reikland's largest fairs and it attracts people from all walks of life from all across the surrounding area. Josef has a handbill advertising the fair (give the players **Handout 6: The Schaffenfest** from page 152), and points out that Graf Wilhelm von Saponatheim and the Grand Duke Leopold of Middenland may not be the only nobles there. The Characters may find other opportunities there to replace the promise of Prince Hergard von Tasseninck's expedition.

Josef will pay 2/- per day for up to four Characters who sign on as crew, and is willing to transport the rest of the party free of charge. He is keen to leave at daybreak the next day, and offers to put the Characters up on his boat for the night before heading out down the Weissbruck Canal in the morning.

HANDOUT 6: THE SCHAFFENFEST

The Council and Burghers of Bögenhafen
Announce that the grand opening of the annual
Schaffenfest
Will be held on the town meadow this
Mitterfrühl Day
The fair will last for three days, through the hours of daylight.
By gracious permission of his Grace
Graf Wilhelm von Saponatheim
And his Royal Highness
Grand Duke Leopold of Middenland
a Great Joust
Will be held between the Knights and Squires of their two households
All this in addition to the usual attractions of our famous Livestock Market
And the Reikland's greatest Travelling Fair

Any Character that takes up Josef's offer to act as crew may immediately enter the Boatman Career for 0 XP. This is a one-time offer. If Characters wish to take up the opportunity later, it will cost the standard number of XP to do so as dictated in **WFRP**.

The Man in Black

At some point while the Characters are enjoying themselves in the inn, a tall, gaunt man saunters into the room. He has aquiline features and a deep scar along his left cheek. Everyone in the inn turns to stare at him and he greets them with a sneer. The character is Max Ernst, a protagonist. As he walks across to the bar, the dim lights of the inn reflect dully from his black leather clothing. Patrons flinch visibly as Max passes their tables.

Max demands a bottle of brandy from the landlord and throws a handful of coins on to the bar. He then walks over to a table in the corner of the room, whose occupants rapidly vacate it. Max sits down and drinks, but anyone who has spent any time in drinking establishments is in no doubt — the man in black is here to fight. If a fight does not present itself by the time he is finished drinking, he picks a suitable victim and starts a fight of his own.

However, tonight is Max's lucky night: a couple of young nobles are out on the town, determined to bait some commoners and then turn Max on to them. Max should be played to make the Characters feel uneasy; he does nothing overtly threatening at this stage, but there is a definitely an empty space around his table. Max stares coldly at anyone who summons up the courage to talk to him, but says nothing.

Hooray for Henry

A short while after Max's arrival, or earlier if the adventurers look like they are preparing to leave, two young nobles and their four massive bodyguards enter the inn. *'I saaay, chaps! What a quaint establishment!,'* they giggle to each other in high-pitched, aristocratic tones. One of them swaggers over to the bar and says, *'Two of your finest beverages, landlord!'*

The two nobles are both already drunk, and giggle like children at the comments they pass back and forth between themselves about the inn, its patrons, and commoners in general. They are obnoxious and insulting to everyone in the inn, calling them *'filthy commoners'* and *'smelly oicks'*. From their banter, one seems to be called Jacob and the other Georg.

Before long, they start a drinking competition they call the *'brandy bounce'*, which involves gulping down pints of brandy and then throwing it up over anyone in the immediate vicinity. Unfortunately, one of their targets just happens to be one of the Characters (chosen at random). Both young nobles think this is great fun, but any commoner entertaining violent thoughts would likely have to deal with the four bodyguards, who are stone-cold sober and very mean.

A successful **Average (+20) Intuition** Test allows the Characters to notice that Max clearly knows the bodyguards and is watching them closely, but is trying to hide this as he swigs his brandy. Josef attempts to restrain the Characters from violence, pointing out that it would not be wise to upset any noble household, particularly as the bodyguards look like they are itching for a fight. Leaving the inn is not easy as two of the bodyguards block the door. Should the Characters be unable to restrain themselves and make any move to attack, Max Ernst pushes his chair back and strides over to them, just as he has been employed to do. In a dry, rasping voice he says, '*I wouldn't if I were you, pea-brains. Why don't you just sit there and enjoy yourself?*' The whole inn goes quiet as everyone waits for the Characters to reply. The young nobles step back behind their bodyguards, giggling and enjoying their merry jape.

From here on Max takes over, pushing any Character attempting to get up back into their seat and offering choice insults such as: '*Why don't you country bumpkins wash the swill off you before you enter a civilised city?*' Max will keep goading the Characters until they react physically, or until you feel the scene has gone on long enough. In the former case, Max attacks to disarm or stun his opponent — assuming a fair fight. If faced with more than one opponent, Max comments that it takes more than one village idiot to frighten him, and he begins to fight in earnest. Max is not really interested in killing, but will do so if faced by overwhelming numbers. He will get no help from the nobles or their bodyguards, who find the whole affair very amusing.

After the fight, or if a fight is avoided, the nobles leave the inn laughing very loudly and head off for another establishment. Anyone attempting to follow them will have to deal with their four bodyguards.

Inside the inn, the Characters are treated as heroes if they defeated Max, and do not pay for a drink for the rest of the evening. If they were defeated, the inn's patrons gather round to commiserate with them. In either case, Max does not stay around. If victorious, he spits on his fallen opponents and stalks out looking even more dangerous than when he entered; if defeated, he slinks off into the night. If he was killed, a small group of locals sneak his body out of the inn in a blanket, and dump it into the river.

Vengeful Characters may decide to follow Max outside and finish the matter on the waterfront. He turns and faces any pursuers, with a sarcastic comment on their courage if he is outnumbered, and fights to the death using every dirty trick at his disposal. Killing Max in this way will not gain the adventurers any admiration; although Max was far from popular, this is just another dockside murder rather than the honourable defeat of a local bully.

Bolts in the Dark

Leaving the inn, Josef leads the Characters to his barge. Along the way, the party becomes aware it is being followed. Any Character with the *Sixth Sense* Talent notices this first; others clearly hear the sound of footsteps with a successful **Easy (+40) Perception** Test a few Rounds later. The Characters are being followed by the two cultists from the square, who in turn are being followed by Adolphus Kuftsos.

This episode is not intended to make sense to the Players. Having prevented the 'magister impedimentae' from making contact with the Purple Hand's Altdorf cell by misdirecting the two cultists when the coach arrived, the bounty hunter has decided to kill the cultists.

He also intends to scare his true quarry — Kastor Lieberung, or the Character he has mistaken for the Chaos cultist — and drive the party away from Altdorf and on towards Bögenhafen, where his trap awaits and the 'magister impedimentae' can hopefully be separated from the rest of the group.

The Characters will probably react to being followed, and may make a plan such as lying in wait for the cultists or trying to lose them down an alley.

If they lie in wait, they see the two cultists suddenly cut down as a crossbow bolt slams into the back of one, and, as the other turns, another bolt thuds into his throat. The cultists die instantly and Adolphus — whom the Characters cannot see from their position — slips quietly away into the night. The Characters may be able to determine the rough direction from which the fatal bolts came, but there is no trail for them to follow and they cannot catch up to the unseen assassin.

Unless they botch a crucial dice roll, if the Characters choose to lose the cultists in the alleys, they have little trouble doing so. When the Chaos cultists realise they have lost the 'magister' and his party, they head for Josef's boat, the *Berebeli* — Josef is well-known on the docks and the cultists have identified him as the 'magister's friend'. When the adventurers finally reach the barge they find the two bodies of the cultists slumped by the gangplank, with wounds in their back and neck that a successful **Challenging (+0) Perception** or **Average Ranged (+Crossbow)** Test will reveal were made by crossbow bolts. Economical by nature, Adolphus retrieved his bolts after killing the cultists.

If the adventurers ignore their followers or fail to notice them, they can simply go to the boat. The cultists will follow them, only to be shot from the shadows just as the last of the Characters sets foot on deck. They will not be able to tell exactly where the bolts came from, and have no realistic chance of picking up the bounty hunter's trail.

A search of the cultists' bodies will yield two daggers and 3/19. They carry no identification other than a small tattoo on the right breast, depicting a purple hand. These tattoos are not discovered unless the adventurers do a very thorough search — and an unpleasant one, as the personal hygiene of both cultists leaves a great deal to be desired!

OPTIONS: A DIFFERENT ADOLPHUS

Veteran Players will doubtless be expecting Adolphus the bounty hunter to be exactly as written – which offers you a perfect opportunity to surprise and confuse such presumptious folk by giving Adolphus a completely different set of motivations. Here are three such suggestions, but feel free to expand upon these as you prefer.

Gathering Intelligence

Instead of killing or capturing 'Kastor Lieberung' at the earliest opportunity, Adolphus is playing a longer game. By following the supposed magister impedimentae and watching who he meets, the bounty hunter may be able to identify dozens of Purple Hand cultists, allowing him to report back to his employer the full extent of the Chaos cult's influence.

Therefore, after identifying the double in Altdorf, Adolphus simply watches and waits. He is not afraid of losing the magister's trail, because Adolphus knows he will head toward Bögenhafen; along the way, Adolphus takes the opportunity to kill any cultists he sees interacting with the double Character.

Sooner or later, Adolphus realises the double Character is not the true magister impedimentae: the confused looks with which they meet cult signs and other attempts at communication make this obvious. Even so, the double can still be useful as bait. As the cultists increase their efforts to make contact with the magister and find out what is going on – and, ultimately, decide that he has gone rogue and try to kill him – the cult exposes more and more of its members.

Adolphus tries to keep the double Character alive as long as possible without tipping his own hand, firing bolts from the shadows and arranging diversions and traps that lead cultists away from the party at crucial moments. In the end, though, he cares only that the double Character is useful.

A Trail of Bodies

Adolphus leaves dead Purple Hand cultists in his wake wherever he goes – which is to say, wherever the double Character goes. Soon, the cult leadership concludes that the magister has gone rogue and has started killing his former allies, and it responds by hiring assassins to stop him.

Adolphus is deliberately stirring up distrust in order to destabilise the cult's power structure and weaken it from within. He does not care for the double beyond the fact that the Character draws even more cultists into the open, each less friendly than the last. Soon, these are more senior cult members rather than low-ranking messengers, so the double's usefulness increases – but so does the difficulty of keeping the Character alive.

Innocent Souls

To reverse Adolphus's role completely, the bounty hunter is a true champion of truth and justice, which is one of the reasons he was hired in the first place: he is less likely to become corrupted as he hunts the Purple Hand. Already troubled by the deception he practised in order to lead the magister to Bögenhafen, he is horrified when he finally learns the real cultist is dead. He is disgusted by the fact that an innocent soul – greedy, perhaps; less than honest, certainly; but still fundamentally innocent – is the target of increasingly aggressive Purple Hand agents on account of his own ruse. Bound by a sense of shame or a code of secrecy, he vows never to reveal himself or the truth to the hapless Characters, but to follow, observe, and protect without giving himself away. Eventually, depending upon how the Characters resolve the troubles in Bögenhafen, he may step from the shadows to suggest an alliance. Otherwise, Adolphus only reveals his true nature if the Characters manage to capture or corner him.

The Ubersreik Connection

Adolphus is working for Lady Emmanuelle Nacht, the current *de facto* ruler of Ubersreik, and a woman with reasons to hate the Purple Hand (see the **WFRP Starter Set**, page 60, for more on this). Instead of seeking to kill Kastor Lieberung, Adolphus has been charged to capture the magister impedimentae and bring him to Ubersreik to face Nacht.

If you choose to do this, have Adolphus trail the Characters everywhere they go, a constant shadow to their every deed. Instead of personally ambushing the Characters in Weissbruck (see page 44), he sends his thugs to do it. He also gives them explicit instructions not to harm the double Character. Adolphus plans to whittle down the magister impedimentae's allies before making his move. Similarly, Adolphus won't personally attack the Characters in Bögenhafen (see page 55). Instead, he again sends minions to do this on his behalf, also with the intent of weakening what he believes are the magister impedimentae's allies.

Adolphus makes his real move after the conclusion of *Shadows Over Bögenhafen*. He plans to capture Lieberung and any of his remaining allies, then drag them to Ubersreik to face his employer.

Assuming he's successful, Nacht will quickly uncover the truth if the Characters are open, which potentially secures a powerful ally for the future. Even better, now the Characters are in Ubersreik, you have the opportunity to play through parts of the **WFRP Starter Set**, or some of the **Ubersreik Adventures**, before heading off to start **Death on the Reik**.

RESOLUTION

Rewards

In addition to the XP you provide for good roleplaying and cunning play at the end of your gaming session, XP should be awarded for the following:

- 5 points for thwarting the baggage thief
- 10 points each for befriending Josef Quartjin
- 5 points each for not attacking the young nobles
- 5–10 points each for dealing with Max Ernst
- 10 points each for leaving Altdorf in the *Berebeli*.

And if any Character does something that you reckon deserves an award, use the suggested XP amounts above as a guideline.

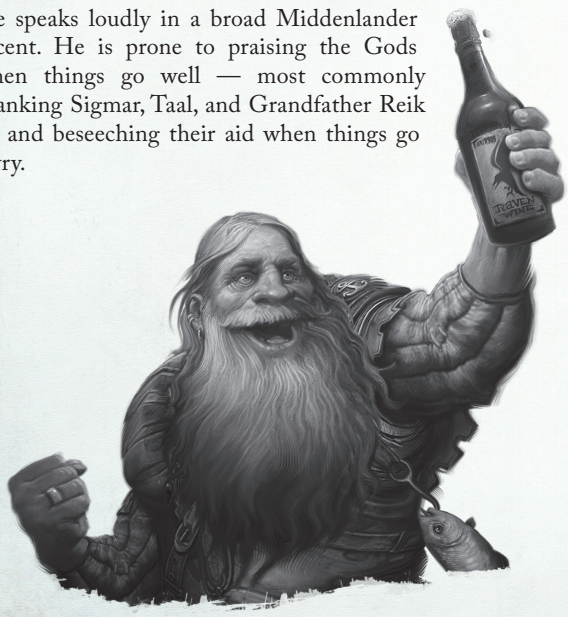
NON-PLAYER CHARACTERS

On the *Berebeli*

Master of the *Berebeli*

Josef is a tall man with long, greying hair and an ever-present smile. He is broad-shouldered and well-muscled, though both are hidden by a generous layer of fat. He has a large, bristly beard that grows right down over his huge belly. Josef has a jolly temperament and enjoys good company.

He speaks loudly in a broad Middenlander accent. He is prone to praising the Gods when things go well — most commonly thanking Sigmar, Taal, and Grandfather Reik — and beseeching their aid when things go awry.



JOSEF QUARTJIN – HUMAN BARGEMASTER (SILVER 5)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	48	38	55	48	42	43	39	30	24	48	15

Skills: Consume Alcohol 73, Lore (Rivers) 45, Navigation 50, Outdoor Survival 47, Row 64, Sail 82, Trade (Boatbuilding) 49

Talents: Doomed *(An Unquenchable Thirst Shall Drown Thee)*, Fisherman, Orientation, Very Strong

Traits: Armour (Leather Jack and Skullcap) 1, Ranged (Crossbow) (60) +9, Weapon (Axe) +8

Trappings: 34/156 (on the *Berebeli*), Axe, Bottles of Wine (many of them), Crossbow, Leather Jack, Leather Skullcap, River Barge *Berebeli*

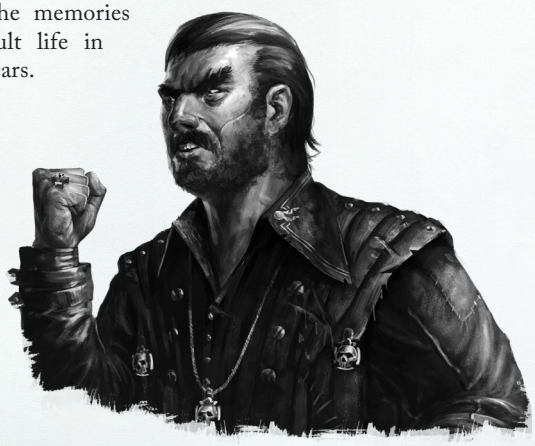
THE *BEREBELI*'S CREW

Josef's vessel is the *Berebeli*, a standard, sailed Reik barge of a type common across the Empire. The *Berebeli* is home to Josef's crew, Wolmar and Gilda (both boat-hands), and their baby daughter, Elsa. Wolmar and Gilda have worked for Josef for two years, and get along very well with him. They are extremely loyal to the bargemaster, who fished them out of the river after their boat sank, and are friendly towards any friends of his.

In The Boatman Inn

The Troublemaker

Max Ernst is a mean-looking, cold-blooded sadist. Tall and strong, his light-brown hair is swept back, and his eyes are a steely blue. He carries an air of imposing authority around him, and is never seen in anything other than black leathers. Max says little, but when he does talk, his voice is low-pitched and husky, with a coarse Altdorf accent. He tends to stare directly at whomever he is talking to in a most disconcerting manner. Max drinks a lot, and when he's alone he drowns the memories of his difficult life in brandy and tears.



MAX ERNST – HUMAN PROTAGONIST (SILVER 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	42	23	44	39	45	46	24	34	45	24	12

Skills: Cool 65, Dodge 56, Intimidate 54, Melee (Basic) 52, Ride (Horse) 51

Talents: Coolheaded, Dirty Fighting, Disarm, Doomed *(Thine Chest Caved in with Glistering Prizes)*, Strike Mighty Blow, Strike to Injure, Strike to Stun

Traits: Armour (Leathers) 1, Prejudice (Those who look weak), Weapon (Sword) +8

Trappings: 50/36, Leather Jack and Leggings (all black), Sword

The Slumming Toffs

Jacob von Katzenreik and Georg von Ostbrun are precisely the type of obnoxious, privileged degenerates that so incense the firebrands and agitators of the Kaiserplatz. They are overconfident and both exude an enormous sense of entitlement. They are dressed in garishly impractical finery, fingers dripping with rings, their cheeks rouged, and their wigs powdered. Fabulously wealthy and casually dismissive of the thoughts, feelings, and struggles of the common folk of the Empire, they speak in crisp upper-class Reiklander accents. They are prone to fits of giggles, especially when they have said or done something insulting.

JACOB VON KATZENREIK AND GEORG VON OSTBRUN HUMAN NOBLE SCIONS (GOLD 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	37	29	33	24	41	36	44	22	26	47	9

Skills: Consume Alcohol 34, Leadership 52, Melee (Parry) 42

Talents: Noble Blood

Traits: Hatred (The Poor), Prejudice (Commoners), Weapon (Dagger) +5

Trappings: Dagger, Jewellery (worth 6GC)

SLUMMING IT

'Slumming' is a popular pastime among the young men of the Empire's nobility. It combines some of their favourite activities: drinking to excess, getting away with outrageous behaviour, and feeling superior to the common masses.

Some young toffs prowl in packs, relying on numbers to protect them when respect for their rank or a flung handful of coins does not. Others hire bodyguards to make sure that they never have to face the consequences of their misbehaviour. It's all in good fun, after all – what gives these churlish commoners the right to complain when their businesses are wrecked or a few bones are broken? Some people have no sense of humour.

The Bodyguards

The two nobles are accompanied by four bodyguards. Hulking brutes, each is over 6ft tall and heavily muscled. They rarely speak, content to lurk near their masters, ever-ready to intervene should anyone dare to talk to or even lay hands upon the pampered jewels of the Reikland's nobility. If pressed to talk, their growling accents are typical of the lowest of low-lifes from Altdorf's East End.

ARWIN, FRANKA, GORROF, MILTRUD HUMAN GUARDS (SILVER 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	49	31	54	52	43	43	29	28	30	27	18

Traits: Armour (Leathers) 1, Prejudice (Anyone their employers do not like), Weapon (Various) +7

The Regulars

The Characters are not the only people in the inn. Dockworkers are a famously tough bunch, but they aren't foolish.

So long as the toffs are not too annoying, and confine their attentions to strangers, the regulars avoid trouble and may even enjoy a laugh at the expense of some out-of-town idiot who catches a well-deserved soaking or worse.

Sooner or later, though — which is to say, whenever you feel the adventurers might need some help or, more likely, that they are about to react with lethal violence rather than healthy brawling — a few of the regulars might step in. They will fight to subdue, intending to throw the toffs, their bodyguards, the Characters, and any other strangers out of the inn so they can get back to their drinking in peace.

However, if anyone draws a weapon, they will respond with daggers, broken bottles, and whatever else comes to hand.

The regulars are an assortment of Boatmen, Riverwomen, and Stevedores, mostly Altdorfers, but with some from all the corners of the Empire, so accents are as varied as you wish.

DOCKLAND DRINKERS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	41	30	40	44	42	31	36	29	27	32	14

Traits: Armour (Leathers) 1, Weapon (varies) +8, Weapon (Fists) +3

Trappings: Boat Hook, Gang Colours, Hand Weapon, Leather Jack

The Landlady

The Boatman Inn's gregarious landlady, Una Mühlmauer, enjoys her work. She is rightly proud of her hostelry, and affectionate towards her staff and regular patrons. A woman of medium height, she is slender and has a dusky complexion. Her hair is straight and she always has a ready smile.

She inherited the inn from her hard-working father, who recently passed away. Despite only being in her twenties, Una is a confident woman. If treated with respect, and perhaps bought a drink or two, she happily passes the time with the Characters, and gives them some information as to the seedier side of Altdorf's docks, a subject of which she knows much more than most would suspect.

Una's mother was a Tilean racketeer, and she affects the soft, breathy, exotic accent of her ancestry. However, when she's had a few drinks, her natural low-class Altdorf accent slips through and she soon becomes very sweary. Above all else, Una loves a good practical joke.

UNA MÜHLMAUER – TOWNSMAN (SILVER 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	41	30	40	44	42	31	36	29	27	32	14

Traits: Charm 57, Consume Alcohol 40, Cool 60, Gossip 57, Haggle 57, Ranged (Blackpowder) 39

Talents: Etiquette (Labourers), Gregarious 2

Traits: Prejudice (Cheapskates, Rude Customers), Ranged (Blunderbuss) (20) +8, Weapon (Improvised Flail*) +5

Trappings: Blunderbuss (under Bar), Improvised Flail (made of two Bar-Stool Legs)

*Despite being an Improvised Weapon, the Improvised Flail has the *Distract* and *Wrap* Weapon Qualities.

CHAPTER 4
ON TO BÖGENHAFEN...

Altdorf offers endless attractions and opportunities for adventure, but it is time for our Heroes to leave the capital and head to Bögenhafen, where the next part of the campaign awaits. Josef is going there, so they have the offer of a free ride and a little pay to sweeten the bargain. They also have the letter from the lawyers that holds out the promise of wealth and ennoblement for one 'Kastor Lieberung'. In addition, Josef claims Bögenhafen's festival, the Schaffenfest, is a good place to find employment.

In theory, the Characters should need no further encouragement to head to Bögenhafen, but if they show any inclination to spend more time in Altdorf you can use the following news to hasten their departure.

Murder at Night

After leaving the Boatman Inn, it seems that the two young nobles continued their slumming, upsetting more people, until at last a vicious fight broke out in the Black Bull, one of the dockside's roughest dives. One of the nobles was killed, and their bodyguards fled. In the morning, the riverfront is buzzing with the news. Word passes to Josef that the Watch are looking for the Characters, who were seen to run afoul of the nobles in the Boatman Inn earlier in the evening.

Someone seems to think the Characters followed their tormentors and exacted a violent revenge, and given the status of the deceased, justice seems a distant prospect. A successful **Easy (+40) Lore (Law)** or **Lore (Reikland or Altdorf)** Test makes this very clear.

Unless the Characters are feeling foolhardy, they should be eager to head for Bögenhafen as quickly as possible. By the time they return to Altdorf the true culprits will have been caught and the heat will be off, but for now, Josef — and anyone else they befriended in the Boatman — advises them in the strongest possible terms to get out of the city as quickly as possible if they wish to avoid a rushed trial and summary execution.

LEAVING ALTDORF

Josef and his crew, possibly including the Characters, free the *Berebeli* from its moorings and guide the barge into the Kaiser Reik, the largest channel of water passing through Altdorf. As Josef calls out orders with a grin, ropes tauten, sails fill, and the barge is soon cutting through the waters, heading downstream.

In less than an hour, the *Berebeli* is sailing into the Reiksport, Altdorf's massive, natural harbour that lies outside the city walls. There, the majority of the capital's docklands and shipyards can be found.

Warships of the Imperial First Fleet are anchored everywhere, pennants flying, cannons bristling on every deck. Many of the ships, which come in all sizes, have never seen the sea. The city of Marienburg, at the mouth of the River Reik many hundreds of miles downstream, charges extortionate taxes for any warships passing through, so the Empire's fleet only rarely leaves the Reik.

Josef explains all this with a jovial smile as he drinks wine at the tiller. He points out the truly enormous greatship Emperor Wilhelm III, said to have a crew of over a thousand, and claims it has never left the Reiksport in its 70 years of service. He also identifies several prison hulks, and happily states they are ruled by the river criminals they are supposed to incarcerate.

Once beyond the Imperial Navy's finest, Josef steers the *Berebeli* southwards, heading for the Weissbruck Canal.

THE JOURNEY TO WEISSBRUCK

The trip to Bögenhafen involves travelling the full length of the Weissbruck Canal from outside Altdorf to Weissbruck, where it joins the River Bögen. Josef guides the barge into the great lock at the entrance of the canal by the quiet village of Lethov on the very edge of the Altdorf Flats. Here the toll of 2 GC is paid and the barge passes through to the canal itself.

The Weissbruck Canal

The 60-mile Weissbruck Canal was completed in 2462 IC to carry coal and iron from the mines at Delfgruber directly to Altdorf, avoiding the heavy tolls in Carroburg. Originally designed to accomodate narrow barges towed by horses, the owners have since opened the canal to barges of all kinds to increase toll revenues. However, as the canal is only 25ft wide at its narrowest point, and given the average Reik barge is some 23ft wide, the canal is far too thin for two larger barges to pass side-by-side. To remedy this, an expensive refit began 20 years ago to widen the canal to at least 50ft in key sections to provide 'passing places'. It was already this wide by the berthing points and locks, but these were too infrequent to ensure jams were not a daily occurrence.

Today, all the original berthing points have inns adjacent, which are broadly similar in layout to the Coach and Horses Inn. House Gruber of Weissbruck manages the canal on behalf of the three noble houses who own it in equal parts: Gruber, Holzkrug, and Holswig-Schleistein. There is an 18/– toll per barge to enter the canal, or 2 GC for barges over 12ft wide, collected at either the Reiksport or Weissbruck end. There are no further toll points along the canal itself. All House Gruber narrow boats use the canal for free, and they are a frequent sight along its length, pulled by horses and guarded by road wardens from the Weissbruck State Army.

Good Morning, Travellers

During the first morning down the canal, the Characters see a group of road wardens following them along the towpath from Altdorf. The wardens are riding towards the second lock house beside the village of Hartsklein to check out a report of bandits being in the area (this lock house is detailed and mapped in **Buildings of the Reikland**, page 10). They are not looking for the Characters, but the party do not know this; and if they left Altdorf ahead of a murder charge, they may be understandably nervous.

The patrol catches up to the barge and trots alongside it. Sergeant Glucker, the patrol leader, is in a fine mood and chats with anyone on deck for a while, warning them that there may be bandits in the area and that a young noble and two artisans were killed last night in the city, down by the river. The patrol does not suspect anyone on the *Berebeli* — unless the Characters' nervousness is obvious enough to make them suspicious — and it continues along its way after a short while.

This encounter is designed to make the Players anxious, and to encourage them to hide or try to bluff the patrol. Josef counsels against the use of violence, as it will only lead to greater problems for all concerned.

If the Characters attack, the patrol will defend itself; if the fight is still going on after 5 Rounds, the surviving road wardens break off and gallop back to Altdorf for reinforcements, taking the name of the *Berebeli* and detailed descriptions of the Characters with them. From then on, the Characters will be hunted by road wardens throughout the Reikland.

To Weissbruck

The remaining journey down the Weissbruck Canal is slow going. The *Berebeli* is far too wide to allow barges going in the other direction to pass freely, so stops are frequent to allow narrow boats, Reik barges, and more to pass. Not one of the encountered barge masters seems happy to see the *Berebeli*.

'*Get your fat barge off the Weissbruck*!', '*You're too big*!", '*Go home*!'

Josef doesn't seem to care. He smiles, waves, takes a heavy slug of wine, and wishes all passers the blessings of Bögenauer. If any Characters ask what Bögenauer is, he explains.

'*Bögenauer? Oh, he's the God of the River Bögen. Best to keep him happy in these parts. Chuck a vegetable in the canal, that should do. You have one, right!*'

And then it starts to rain again, and rather heavily. In these conditions, the canal journey takes almost three days. Fortunately, besides all the grumbling bargees cursing Josef and his huge barge, it is an uneventful trip. At night the *Berebeli* is tied up near to one of the lock-side inns, and the adventurers can relax by a warm fire as they have a drink and sample the local fare. And possibly hear another rumour or two while they are there (see page 57).

WEISSBRUCK

Weissbruck is a swiftly growing town on the River Bögen. It is ruled by the recently ennobled House Gruber, a family that may be rich because of its deep mines in the Skaag Hills, but has little in the way of status. Less than a century ago, Wiessbruck was just another small farming and fishing village, but with the opening of the nearby mines and the construction of the canal it has expanded rapidly.

It is now a bustling merchant town, and the sound of construction rings everywhere as new buildings expand the outskirts to all sides. Warehouses line the canal and river banks, storing coal and iron ore from the nearby mines, wool and wine from Bögenhafen, and all manner of goods from Altdorf, Carroburg, and the Vorbergland Canals.

Since the *Berebeli's* toll was paid at the Altdorf side, the barge is waved through the final lock by the lock keepers, and turns upstream on the River Bögen. There are a number of barges tied alongside the wharf, and shipping can be seen moving up and down the river. Several inns look out on to the river and the canal.

It is likely to be early evening by the time the Characters arrive. As they prepare to tie up their barge, they can't help notice a shadowy, travel-stained character standing in the doorway of the Black Gold, a nearby inn. This is Adolphus Kuftsos the bounty hunter. He watched the *Berebeli* enter the Weissbruck Canal, and rode ahead of them to Weissbruck. On a successful **Average (+20) Perception** Test, the stocky man is recognised as the one from the Königplatz in Altdorf, who somehow made the oddly gesturing men retreat. It will be easy to remember that those two men turned up dead on the night before the party left Altdorf, shot by crossbow bolts — and this man clearly has a crossbow slung across his back. It is equally obvious that he is watching the *Berebeli* tie up, but before anyone can approach him Adolphus turns and walks into the inn.

If the Characters leap from the barge to follow him into the inn, he is nowhere to be seen, having slipped out of the back door. Getting information out of the inn's occupants requires a successful **Bribery** or **Gossip** Test. A successful Character learns the man is a bounty hunter who arrived in Weissbruck late last night. Whether they learn where he is staying depends on how you wish to run the next part of the adventure (see **Hunting the Hunter**).

Adolphus has no wish to confront the adventurers immediately. Instead, he plans to attack at night and take them by surprise. He did not know that they saw him at the Königplatz and retreated the moment he realised he had been recognised, leaving the inn by a back door and following a winding path back to his lodgings at another inn where a hired gang of local thugs arguably awaits his orders.

Having seen Adolphus, our Characters may decide to take one of three courses. Enterprising Players may want to go looking for him. More timid souls may prefer to push on to Bögenhafen immediately. It's very possible the party will stay the night in Weissbruck — perhaps taking greater precautions to secure the barge — and leave for Bögenhafen at first light. The next section is split into two parts: the first deals with what happens if the Characters go looking for Adolphus, the second with what happens should Adolphus's plan come to fruition.

OPTIONS: BLOW A DIFFERENT TRUMPET

Veteran Players will likely remember Adolphus is staying at the Trumpet Inn. There are several ways for you to present this section differently.

It's a Trap!

The Characters have only found out that the bounty hunter is staying at the Trumpet Inn because he wants them to know. He has taken a room in the inn, but it is booby-trapped in various imaginative ways. He and his hired thugs are watching the inn. They follow the Characters inside, ready to ambush them as they emerge, wounded and empty-handed, from the trapped room.

No Such Address

Adolphus has bribed various regulars of the Black Gold and the Happy Man to direct anyone who asks after him to the Trumpet. He has told some that he expects some business associates to enquire for him, and others that he is playing a practical joke on some friends. No one in either inn knows where he is really staying.

The Long and Winding Road

The Trumpet Inn is another blind, just like the Black Gold and the Happy Man. Adolphus is actually staying in a warehouse on the dockside from which he can keep an eye on the *Berebeli*. Bengt, Gurt, and Willie, his hired gang of local thugs, are with him. One of the gang leaves every 20 minutes or so to take a stroll around the docks and the surrounding streets, looking out for the Characters. They will report back to Adolphus when they see them.

Compromising Positions

If you want to potentially embarrass the Characters as well as frustrate them, the Trumpet Inn may be a house of ill repute rather than an inn.

Such establishments are common along the Empire's docksides, but this particular one caters for some specialist tastes that will both horrify and embarrass at least some of the Characters. The place may even be a front for a Slaanesh cult, although this is perhaps an obvious twist.

In any event, the town authorities, led by a prayer-intoning Priest of Sigmar, raid the immoral establishment just as the Characters have begun their investigations there. Everyone present will spend a night in the cells and be hauled before the town magistrates in the morning to answer charges of immorality.

Nobody Home

The most obvious and simple option is that Adolphus simply isn't in the Trumpet Inn, and has taken lodgings in another of Weissbruck's many hostels.

Take a look at the map on page 45 and choose another inn for Adolphus to attend from the ones listed, or make your own, and otherwise use the adventure as presented here.

The Trumpet Inn

If the Characters head straight to the Trumpet Inn from the Black Gold where they first saw Adolphus, they will see him conversing with three thugs in the barroom. They will not be able to make out what is being said unless they have the Lip Reading or Acute Hearing Talents.

A Character may be able to sneak into the room by making a successful **Challenging (+0) Stealth (Urban)** Test, and get close enough to overhear without being noticed.

If the attempt fails, Adolphus and the thugs end their discussion, but do not resort to violence unless attacked. Instead, they stare at the interloper, ready to defend themselves, happy to wait for the other party to make the first move.

When encountered, Adolphus is instructing one of the thugs to watch the *Berebeli* and to follow it after reporting its departure to the bounty hunter. The thug leaves immediately and takes up a position on the bank where he can keep an eye on the barge without being seen. The other two thugs are instructed to call back later in the evening; they finish their drinks and leave about five minutes later. They can be followed to the Black Gold where they spend the next couple of hours drinking.

If Adolphus is aware the Characters know where he is staying, he leaves the Trumpet Inn by the back door and heads for another inn. The Characters may be able to follow him if they are watching the inn and successfully use a **Challenging (+0) Perception** Test to spot him leave and win an **Opposed Stealth (Urban)/Perception** Test to follow him without being noticed.

Confident of his capabilities, Adolphus attempts to kill any lone Character he spots trailing him. However, he is not reckless, and avoids a fight if there are two or more Characters present.

The Bounty Hunter's Plan

Adolphus intends to lead an attack on the *Berebeli* while it is tied up for the night and most of the crew are asleep. If the Characters hurry on to Bögenhafen after spotting him outside the Black Gold Inn, Adolphus follows them and launches his attack at a suitable point during the journey upriver.

If the barge is left untended, Adolphus and the thugs come aboard and wait for the Characters to return. When they attack, all opponents gain a *Surprised* Condition unless special preparations are made.

OPTIONS: THE ATTACK

Veteran Players may expect Adolphus to attack, which takes away the surprise element. Indeed, some Players may devote considerable time and effort to devising ways to turn the barge into a fortress. Here are some suggestions for using Adolphus differently.

A Quiet Night

Adolphus does not attack that night, having decided that the Weissbruck docks are too public. Instead, he trails the barge when it leaves town and attacks on the first or second night out from Weissbruck, when the barge is tied up at the river bank in a remote area.

An Anonymous Tip

Instead of attacking with his thugs, Adolphus makes an anonymous report to the town authorities, claiming that a group of dangerous bandits are fitting out a barge for a planned campaign of piracy at the town's docks.

If the adventurers have been fortifying the *Berebeli* in anticipation of an attack, they will need some fast talking to convince a double-strength State Army patrol – backed up by a river patrol boat – that they are not, in fact, mounting weapons and strengthening bulkheads in order to threaten river traffic.

Biding Time

Adolphus decides to stick with his original plan, and doesn't attack the Characters until they reach Bögenhafen. He leaves Weissbruck that night to set up his ambush (see page 45).

Smoke Gets in Your Eyes

If the Characters stay with the *Berebeli* and do not post a guard, Adolphus and the thugs sneak on to the barge at night. If there is a fire burning in the stove, the thugs cover the chimney with a bucket in an attempt to smoke the Characters out. Otherwise, they stuff smouldering, oily rags down the chimney resulting in the same outcome. Characters caught in the thick smoke, whatever its source, must make a **Challenging (+0) Endurance** Test each Round or suffer a *Fatigued* Condition as coughing fits overwhelm them. One *Fatigued* Condition gained from the smoke can be removed per Round by spending an Action to recover.

Characters opening doors or windows for air are greeted by pots of burning oil thrown by the thugs. This is a ranged attack that requires a successful **Challenging (+0) Ballistic Skill** Test by the thug concerned, which can be Opposed by Dodge. The burning oil causes +7 Damage and *2 Ablaze* Conditions. If the Thug rolls an **Impressive Failure** (–4 **SL**) or worse, he instead pours some oil on himself, taking *2 Ablaze* Conditions. Characters who make it on to the deck are attacked by Adolphus and any thugs who are not burning.

If the Characters have set a guard on the barge, Adolphus first tries to disable the guard with his crossbow, firing from cover while the thugs rush from the other direction bearing pots of burning oil. The plan is basically the same: to turn the barge into a raging inferno and attack the occupants as they come out on deck incapacitated by the smoke.

Putting the Fire Out

While the Characters deal with Adolphus and the thugs, Josef, Wolmar, and Gilda will attempt to put any fires out and, afterwards, try to cast off. Casting off normally takes at least 20 Rounds, but by cutting the ropes this can be reduced to just 6. The mooring ropes have 6 Wounds and a Toughness Bonus of 4.

Josef, Wolmar, and Gilda should be able to extinguish any fires fairly quickly. Any damage caused during the fight can be repaired the next day by Josef using his Trade (Boatbuilding) Skill.

The Letter

If Adolphus dies and the Characters search his body, they find Professor Quintus Fassbinder's letter telling Adolphus to look out for Kastor Lieberung (**Handout 7: The Letter,** see page 153), and an accompanying sketch that resembles the Character impersonating Kastor Lieberung. Adolphus used it to help identify the magister impedimentae. The only indication as to the identity of the letter's author are the initials: Q.F.

If Adolphus survives the attack on the barge, the Characters do not find the letter at this time. Instead, they find it after the bounty hunter springs his trap in Bögenhafen (see page 53).

Until then, they must remain mystified.

HANDOUT 7: THE LETTER

For the personal attention of Herr Adolphus Kuftsos
The Nine Stars Coaching Inn
The Middenheim Road
Altdorf

My Dear Herr Kuftsos,

You may recall a certain conversation we had last Brauzeit in the public bar of the Hook and Hatchet in Nuln. At that time, you mentioned your interest in the activities of a certain society whose name I shall not mention here. In particular, you were very anxious to trace the whereabouts of a certain officer, known only as the magister impedimentae.

I am now able to confirm each and every one of your suspicions. After your departure I made some discreet enquiries and managed to ascertain that the person you seek uses the name Kastor Lieberung. In accordance with your plan, Herr Lieberung will be travelling towards Altdorf on the Middenheim road at some time towards the end of the month of Jahrdrung.

I have also had the good fortune to secure a likeness of Herr Lieberung, which I enclose with this letter.

I remain, sir, your most obedient servant,

Q.F.

WHAT'S IT ALL ABOUT?

From this information the adventurers can draw the following conclusions, if they have not reached them already. If any Players are slow to appreciate the import of this letter, you can allow their Characters to make **Average (+20) Intelligence** Tests to learn one of the following pieces of information, with each **+2 SL** scored learning an extra piece.

- The stocky man's name was Adolphus Kuftsos. Future enquiries among town Watches and other arms of law enforcement in the Reikland may reveal that he was a well-respected bounty hunter.
- He was on the trail of someone from a secret society of some kind, who bore the title 'magister impedimentae.' Any Character who can read Classical automatically knows the title means 'master of trappings', implying that he was involved in some way in securing and managing supplies.
- The magister impedimentae's name was Kastor Lieberung. He was the same person from whose corpse they recovered the letter pointing them toward Bögenhafen.
- The fact that he was travelling to Altdorf from Middenheim may be due to some plan of this Adolphus Kuftsos.
- The adventurers may still be confused about the two men Adolphus killed in Altdorf. They may well have realised that he fired the bolts that killed them. If they searched the bodies and found their Purple Hand tattoos they may conclude that this is the sign of the unnamed society mentioned in the letter.
- With some imagination, the players may realise — or suspect — that the letter from Lock, Stock, and Barl in Bögenhafen was bait, engineered by Adolphus to draw Lieberung into a trap. They may decide to avoid Bögenhafen and go somewhere else or they may conclude that the offices of Lock, Stock, and Barl hold the only clues they are likely to get about just what is going on.

OPTIONS: ADOLPHUS DOOMED

In the original version of Mistaken Identity, the GM was encouraged to manipulate dice rolls in order to make sure that Adolphus was killed in this encounter, and to ensure that the Characters never had a chance to question him, no matter how cleverly they handled the attack. Along with the earlier blanket pronouncement that they should never be allowed to catch him, this has led to Player frustration and a great deal of criticism. You can handle this situation with much more finesse.

Certainly, nothing will be lost if the bounty hunter is killed in this fight. He had taken steps to bait a trap in Bögenhafen using the false letter, but having observed the adventurers in Altdorf and Weissbruck his impatience resulted in an earlier attack. Finding the supposed magister impedimentae and his companions in the confined and vulnerable space of a river barge, he has seized the opportunity to attack with fire and the advantage of surprise.

However, if the fight begins to turn against him, he will cut his losses and revert to his original plan. Abandoning his hired thugs, he disappears into the alleys of Weissbruck using all his Skills and Talents to vanish without trace. He will be encountered once more in Bögenhafen (see page 55).

JOURNEY TO BÖGENHAFEN

The trip from Weissbruck to Bögenhafen takes four days. It is uneventful, apart from the constant need to make running repairs to the *Berebeli* if it was burned by Adolphus.

If the Characters show signs of nervousness about Bögenhafen, you have several ways to lay their concerns to rest — or, at least, to ensure they follow the trail of the inheritance. Using Josef and the other NPCs, the following arguments can be made.

- If Adolphus is dead, he can trouble the Characters no longer. Bögenhafen is likely to be safe — and everyone is certainly on their guard after this.
- If Adolphus is alive, Bögenhafen is the only lead the Characters have to find him. He may have another attack planned, but this time the party will be ready for him.
- If Adolphus was captured and questioned, he does all he can to direct the Characters to Bögenhafen, swearing that the inheritance was genuine and that he learned about it through his agents. In truth, he hopes that his trap will still work and that even if the adventurers kill him, his allies can still complete his mission and bring down the magister impedimentae.
- Josef has patched up the damage to the *Berebeli*, but it still needs repairs. He claims Bögenhafen is the best place to secure repairs as it has the best facilities, barring Altdorf; but since the authorities in Altdorf are likely looking for Josef and his passengers, he does not wish to go there. Besides, he has cargo bound for Bögenhafen, and contracts to fulfil there. Further, if some of the Player Characters signed on as crew for Bögenhafen, Josef is very disappointed if they decide to back out before they fulfil that contract.
- This sign of the Purple Hand needs to be investigated. Whoever this magister impedimentae was, he is bound to cause more trouble if one of the Characters is so easily mistaken for him. The Characters need to put this business to rest or they will spend the rest of their lives looking over their shoulders for people making weird gestures — or people with crossbows.

If the Characters insist on avoiding Bögenhafen, don't worry. It may be necessary to improvise a few adventures or alter other published adventures, but this is not difficult. Just ensure that everywhere the Characters go, they find themselves encountering folk who make strange gestures before disappearing into a crowd. Or they find letters placed on their pillows or in their clothing with the words, '*What news from Bögenhafen?*' or '*What of the inheritance?*' and increasingly urgent demands that the magister impedimentae report in. After two or three adventures punctuated by the persistent hounding, most Players will relent and go to Bögenhafen: it is clearly the only place where this ridiculous matter can be resolved.

RESOLUTION

Rewards

As well as XP for good roleplaying and fun times at the end of your gaming session, XP should be awarded for the following:

- 5–10 points for tracking down Adolphus Kuftsos
- 10–20 points each for surviving the attack on the *Berebeli*.

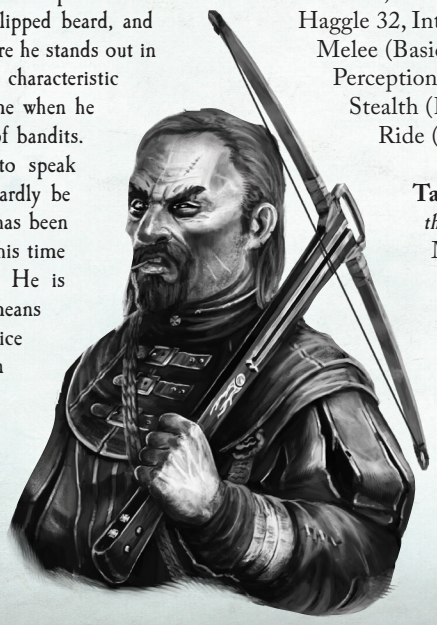
And if you wish to award a Character for doing something noteworthy, use the XP amounts above as a guideline.

NON-PLAYER CHARACTERS

The Hunters

The Herald's Agent

Adolphus Kuftsos is a simmering ball of anger, muscle, and bloody-mindedness. Although relatively nondescript – he has medium-length, mid-brown hair, a short-clipped beard, and watery-blue eyes – his constant snarls ensure he stands out in any crowd. His only other distinguishing characteristic is a livid scar around his neck from a time when he barely escaped being hanged by a group of bandits. This damaged his throat, causing him to speak with a slow, wheezing voice that could hardly be more sinister. In his early 30s, Adolphus has been a bounty hunter for six years, and during this time has turned in or killed many criminals. He is doggedly determined and uses uses any means at his disposal to bring his quarry to justice – or to a swift end. He is currently in the employ of Lady Emmanuelle Nacht, an important Reiklander noble who hired him in Ubersreik to pursue the Purple Hand tirelessly, wherever this may lead him.



ADOLPHUS KUFTSOS – HUMAN MASTER BOUNTY HUNTER (SILVER 5)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	48	58	51	55	35	57	35	30	34	27	18

Traits: Animal Care 40, Athletics 77, Bribery 42, Charm 37, Climb 66, Gossip 47, Endurance 85, Haggle 32, Intimidate 66, Intuition 50, Leadership 37, Melee (Basic) 63, Outdoor Survival 45, Perception 55, Ranged (Crossbow) 73, Stealth (Rural) 72, Stealth (Urban) 77, Ride (Horse) 67, Swim 61, Track 45

Talents: Doomed *(And, lo, thou art heralded through the portal)*, Hatred (Cultists), Marksmanship, Relentless, Shadow 2, Sprinter, Strike Mighty Blow, Strike to Stun, Strong Back

Traits: Armour (Mail and Leathers) 2, Ranged (Crossbow) (60) +9, Weapon (Sword) +9

Trappings: Crossbow (with 40 Bolts), Horse, Iron Manacles with Locks and Keys (3 sets), Rope (20 yards), Sword

The Thugs

Bengt, Gurt, and Willie, the three thugs hired by Adolphus, do occasional work on the Weissbruck wharves as labourers. They are not particularly bright or loyal, and each has a rough lower-class Reiklander accent. If captured by the Characters, they can be persuaded to reveal Adolphus's plan with an **Easy (+40) Intimidate** or **Bribery** Test. If one of them is hurt during a fight, have Adolphus make a **Challenging (+0) Leadership** Test. If failed, all three thugs take a *Broken* Condition.

BENGT, GURT, AND WILLIE – HUMAN DOCKHANDS (BRASS 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	33	33	36	43	32	43	27	24	25	27	13

Traits: Armour (Leathers) 1, Prejudice (Rich Folk), Weapon (Clubs) +7

CHAPTER 5
THE FALSE INHERITANCE

Having arrived in Bögenhafen, our Heroes are no doubt eager to find the law offices of Lock, Stock, and Barl to claim the promised inheritance. However, they find things are not as straightforward as they seem, and must survive a bounty hunter's deadly trap.

BÖGENHAFEN

Bögenhafen is typical of many merchant towns on the Empire's great rivers. The Characters will encounter more of them in **Death on the Reik**. Bögenhafen is presented in detail in Appendix 1, and you can refer back to the town description whenever you need to present a trading town to the Players — in this campaign or others.

Before running this chapter, you should take the time to read the remainder of the book thoroughly, becoming familiar with the town and with the events that are about to take place there. The Characters can do almost anything in response to what they uncover in Bögenhafen. These pages cannot provide an answer for every situation — but if you are intimately familiar with the town and the story you should have no trouble devising a suitable response even to the most unexpected Player choices.

The Map

Note that there are two maps of the town. The Bögenhafen Player Map (see the back of the book) is for the Players to use and shows those locations that are well known to any of the town's inhabitants. The Bögenhafen GM Map on page 115 is for you, and has extra locations that the Characters may uncover during the course of the adventure. All the important locations are described in **Appendix 1: A Guide to Bögenhafen** on page 118.

Arriving in Bögenhafen

The *Berebeli* puts in at Haagen's Wharf (see page 127). Josef and his crew deal with tying up and pay the mooring fees. The docks (see page 40) are relatively quiet, but sounds of merrymaking can be heard coming from the direction of the Schaffenfest, which has already begun (see page 55). Josef pays the Characters any wages they are owed.

He explains that he has to go to the offices of a local merchant named Ruggbroder to collect payment for his wine and to arrange for its unloading by the local stevedores. He suggests the party takes the opportunity to look round the Schaffenfest, which is most definitely 'not to be missed'. If you wish to continue Josef's association with the Characters, he arranges to meet them later, either at the festival or back at the barge. Otherwise, you can have him depart in a day or so, once the Characters are committed to adventuring in the town.

If you fear that they might leave with him and miss the adventure, he departs without telling them that he is going; after all, Josef is a rather unreliable itinerant, and he often lands in trouble with the local authorities.

VISITING THE LAWYERS

Garten Weg is a narrow alley running eastwards from the Eisen Bahn, a little way north of the Metalworkers' Guild. Small, run-down buildings flank it. A successful **Easy (+40) Lore (Law)** Test — or a successful **Challenging (+0) Intelligence** Test for any Burgher or Courtier Character — suspects this is not a likely location for a law firm that handles noble titles and estates.

Adolphus Kuftsos rented a building about halfway down the alley for his trap. The state of the building depends on whether Adolphus survived the attack on the *Berebeli* in Weissbruck (see page 45).

A Dead End

If Adolphus died in Weissbruck — and if he has no partner to assist him (see page 35) — there is no sign outside, the windows are shuttered, and the door is locked. There is nothing to make anyone think that this is anything other than an abandoned building. Enquiries along the Garten Weg will be a dead end; no one has ever heard of a law firm by the name of Lock, Stock, and Barl. Indeed, no one has ever heard of a law firm with offices on the Garten Weg. The Characters are advised to ask at the Town Courts (see page 127), but if they do so they are told that no lawyers with those names have ever practised in Bögenhafen, and it is suggested that the letter is a hoax.

It's a Trap!

If Adolphus escaped, or if he has a partner to carry on his mission, the bounty hunter arrives at the building ahead of them. The shutters on the windows have been opened, the door unlocked, and a sign above the door reads, 'Lock, Stock, and Barl. Lawyers, etc.'

Inside, a young clerk — actually a law student hired by Adolphus — sits behind a desk, writing in a ledger. He looks up when the Characters enter, and upon being shown the letter and affidavit he smiles broadly.

'*Herr Barl has been looking forward to meeting you, Herr Lieberung,*' he says. '*I will let him know that you've arrived.*' He takes the two documents and leaves the room through a back door. As the door closes, several other things happen.

WHAT'S GOING ON IN BÖGENHAFEN

Beneath the bustling, everyday exterior of Bögenhafen lies a deadly secret; a secret that may lead to the destruction of the town and ultimately threaten the very existence of the Empire. Councillor Johannes Teugen (see page 112), in an effort to save his own soul, is unwittingly attempting to open a Chaos Gate in the town.

Teugen and Gideon

In the course of his studies at the University of Nuln, Teugen became interested in daemonology. This culminated in his summoning a Daemon he named Gideon (see page 113). In exchange for further knowledge of dark and forbidden magical arts, Teugen promised Gideon his soul, which is to be claimed at the end of seven years.

He has profited greatly from Gideon's teachings and aid, and not the least benefit was from the part the daemon played in the death of Johannes's elder brother, Karl. When Karl was struck down by an unknown and terrible disease induced by Gideon, the way was opened for Johannes's meteoric rise to power – but the end of his seven years is fast approaching.

Teugen has one chance to escape from the contract. Gideon has led him to believe that if he can persuade seven willing mortals to take part in a particular ritual, their souls will be taken instead of his own and he will be free.

The Ordo Septenarius

To this end, Teugen has established the Ordo Septenarius. On the surface, this is a harmless organisation. Recruited from the mercantile classes of the town, the Ordo Septenarius works secretly to raise money for a variety of good causes and acts as a social club and a medium for confidential business deals between its members.

The order is headed by Teugen, with Gideon playing the role of Teugen's distant cousin and advisor. Beneath these two comes the Inner Council of seven members, none of whom has an inkling as to Gideon's true nature.

It is these seven whom Teugen plans to exchange for his own soul. The most important members of the council, for the purposes of this adventure, are Councillors Steinhäger and Magirius (see page 97 and 99). The others are wealthy and influential citizens of the town, but their identities need not be determined unless you need to. There are also 49 rank-and-file members of the society – seven for each council member. These people know next to nothing about Gideon. They genuinely believe that the society provides a harmless meeting ground for well-intentioned merchants and is a worthy benefactor to many of the town's deserving causes.

What's Really Going On?

The seven members of the Inner Council believe that the society has another purpose: Teugen has told them that he has the power to influence market forces by the use of sorcery. He convinces them that if they participate in a ceremony with him Bögenhafen will become the commercial and financial centre of the Empire, making them all untold fortunes. Little do they know that Teugen intends to sacrifice their souls to save his own.

However, Teugen has been deceived in his turn. Gideon is a servant of the Chaos god Tzeentch. Far from saving Teugen's soul, the ritual could in fact sacrifice the entire population of the town and create a minor Chaos Gate through which fresh hordes of Chaos creatures will pour. Then the Empire will be caught between the Chaos armies threatening Kislev in the north and those issuing forth from the newly created gate at Bögenhafen.

Unseen hands outside the building throw the shutters across the windows, plunging the room into gloom. Bolts can be heard being drawn across the windows and both doors. The Characters are trapped!

The Bounty Hunter

After a moment, a voice calls through the back door.

'Kastor Lieberung! Otherwise known as the magister impedimentae of the cult of the Purple Hand! In the name of the Emperor, I arrest you and your companions for conspiring with Chaos, murder, theft, and other crimes hereinafter to be enumerated! Lay down your weapons and surrender!'

There is a pregnant pause as the Characters weigh their options — and then a terrible sound is heard from outside. Screams echo off the surrounding buildings, accompanied by sickening rending sounds. After a few seconds, everything falls quiet again.

The adventurers are still trapped in the building and must find a way out. The doors and windows are bolted (**TB** 2, **W** 6), but can be broken down fairly easily. If the Characters look in the alley behind the building, they will find the heavily mutilated body of the stocky man whom they glimpsed in Altdorf and Weissbruck.

The fresh corpse seems to have been torn apart by some kind of monster. Its chest and belly are ripped open and the heart is torn in two. The body lies in a pool of blood and looping intestines as its empty eyes stare in horror at something that is no longer there.

A search of the mutilated body turns up the letter from 'Q.F.' (**Handout 7: The Letter**, see page 153). If the Characters do not immediately search the body, then a corner of the letter is seen sticking out of the dead bounty hunter's boot. The letter will answer some questions, but it will leave the party with just as many more.

OPTIONS: THE EVIL VILLAIN

Anyone who has played the original **Shadows Over Bögenhafen** will remember that Johannes Teugen is the villain of the piece, and that he is assisted by a daemon named Gideon. Therefore, you may want to use a different character as the head of the Ordo Septenarius, so that the Players are still challenged and surprised by the conclusion.

There are several possible candidates for a simple name swap. Franz Steinhäger and Friedrich Magirius are the most obvious, though events at the Festival Court could take on a different complexion if Magistrate Richter is secretly the head of the Ordo Septenarius. Instead of being stricken with a magical illness (see **Richter's Chambers** on page 87), he simply pretends to be sick and works in secret to cover up the secret temple and move the location of the ritual. Hieronymus Ruggbroder might be a vocal opponent of the Ordo in public, but he could secretly be its leader, leaving a figurehead – perhaps Steinhäger or Magirius – to lead the Inner Council. Or, some hitherto unknown merchant from a minor family might be the secret chief, living a quiet life in public to avoid attracting attention.

For greater dramatic impact, Johannes Teugen could be a talented but completely innocent merchant whose dramatic success since his return from the University has prompted the town's other merchants to band together in order to avoid being driven out of business.

The leader of the Ordo might be planning to frame him for murder, sorcery and other crimes, in order to disrupt his business further. Karl Teugen might have been killed as a part of this plan, or the Ordo might simply be capitalising on his death from natural – but very unpleasant – causes.

An enterprising GM could use all of these ideas, and add new ones, so the Characters are confronted with a daunting array of suspects, with very little time to sort the innocent from the guilty and discover what is going on before the ritual takes place.

Gideon on Guard

At this point the Characters have no idea of how or why the bounty hunter died, but they may have the opportunity to find out later in the adventure. Gideon, the Daemon of Tzeentch working in agreement with Johannes Teugen (see page 112), learned that a bounty hunter had arrived in Bögenhafen and was making enquiries about followers of the Lord of Change. Concluding that this newcomer could be a threat to his plan, Gideon followed him to the building on Garten Weg and, reverting to his Daemon form, ripped him apart before he could do any damage to the Ordo Septenarius.

Gideon has no idea who the Characters are, or what the bounty hunter wanted with them, and at this point it does not care. The fact that it inadvertently saved the very people who will prove to be the biggest threat to his scheme is simply dramatic irony.

RESOLUTION

Rewards

In addition to the standard XP you provide for having a fun time roleplaying, or any you provide for other reasons, XP should be awarded for the following:

- 5–10 points each for avoiding or surviving Adolphus Kuftsos's attack
- 20 points each for defeating Adolphus Kuftsos.

CHAPTER 6
THE SCHAFFENFEST

Our Heroes, having found the inheritance was a sham, likely need some cheering up. Fortunately, one of the Reikland's largest festivals is happening just a stone's throw away: the Schaffenfest!

VISITING THE SCHAFFENFEST

Every spring, folk from across the Reikland flock to Bögenhafen for the Schaffenfest. As well as the extensive livestock market, there are scores of stalls and sideshows of all kinds, making the three-day fair a great attraction and a highlight of the town's calendar. The area between the East Gate and Postern Gate is crowded with livestock pens, market stalls, and sideshows of every description, and the air rings with the cries of entertainers and hawkers.

Whether or not the Characters go in search of the lawyers' office first, they will likely want to visit the Schaffenfest. Josef lets them know that he will be there to attend to his business. Although the Characters may plan to seek their fortunes elsewhere, they are stuck in Bögenhafen for at least a day or two, and the fair is a good way to pass time while they arrange new transport. Besides, everyone also knows a fair is a good place to find employment. A pouch of coins from an odd job bodyguarding or delivering goods helps finance travel plans. If they are particularly lucky they may come across a local noble who is planning an expedition like the one they missed in Altdorf. All things considered, there is no reason to be anywhere else.

Josef (or any passer-by) can give directions to the Schaffenfest: *'Turn left on to the Hafenstrasse and keep goin' straight on to the East Gate. You can't miss it!'* The streets are decorated with coloured bunting, and the main flow of the crowds is eastwards to the fair. The party is soon surrounded by happy, laughing festival-goers, all eager to enjoy what the Schaffenfest has to offer.

Running the Schaffenfest

The Characters can roam the Schaffenfest at their own pace, exploring the fair's attractions and getting into various kinds of trouble depending upon how they react to the fair's many attractions. In the midst of doing this, there are two Key Scenes that must happen for the adventure to proceed, preferably in the following order.

1. **Key Scene: The Drunken Dwarf** — The Characters notice the drunken Dwarf in the stocks outside the Festival Court (see page 63).

2. **Key Scene: The Runaway Goblin** — The Characters witness the escape of a three-legged Mutant Goblin from Doctor Malthusius's Zoocopeia (see page 64).

The party can wander the Schaffenfest freely, enjoying one of the best festivals the Empire has to offer. To help you bring it to life, this chapter presents a selection of Optional Encounters to use as you wish, and also describes five Primary Locations representing places important to the adventure or the festival. Included in the Primary Locations are the two Key Scenes you must present for the adventure to progress. Each Primary Location also offers two optional encounters you can use as you see fit.

Your task in this part of the adventure is to bring the noisy, crowded, bustling fairground to life as the Characters explore the stalls and sideshows, interacting with the events and interesting NPCs, just as people do at a real fair. Describe the atmosphere, including the great mixture of folk brushing shoulders with each other, from dirty beggars to well-dressed artisans, from brightly-clothed entertainers to sombre-looking watchmen — the entire spectrum of Bögenhafen's populace is represented. There are labourers singing loudly and out of tune (having over-indulged themselves at one of the beer tents), babies crying, pedlars hawking their wares, all interwoven with the general hubbub of people enjoying themselves.

The Watch

The Schaffenfest is too large for the Bögenhafen Watch (see page 111) to patrol alone, so many temporary recruits are drafted in to support the State Army soldiers that keep the peace. Because of this, very few are actually good at their job.

The response to someone calling out for the Watch is slow during the busy fair, so it normally takes 2 to 20 (2d10) minutes for a patrol to arrive. Profiles for the Watch are found on page 112.

Arrested!

If any of the party are stopped under suspicious circumstances, arrest can be avoided with a Simple **Challenging (+0) Charm** Test. Alternatively, Characters can bribe the Watch. The price of their cooperation usually varies from 2 to 20 Silver (2d10), depending on the nature of the party's indiscretion. If a patrol leader cannot be swayed (or bribed), the Characters are arrested.

Should the Characters resist arrest with violence, the Watch respond in kind. Such behaviour is clear proof of guilt, and there is no point risking injury to valuable watchmen by attempting to take the offenders alive. The Watch use whistles to summon reinforcements, and the Characters may find themselves outnumbered unless they are able to flee the situation.

You're Nicked, Sunshine!

Those arrested in the Schaffenfest are subject to a different legal procedure from the rest of the town (see page 127). Because the fair is largely composed of travelling people, it can be difficult to obtain witnesses, so a special Festival Court (see page 63) is convened to deal swiftly with all disputes and petty crimes arising from the fair. For the course of this adventure, the sitting magistrate is Chief Magistrate Heinz Richter (see page 66). This court is somewhat more lenient than the normal court, and hands out judgement and punishments on the spot.

Optional Encounters

The optional encounters described here can be used as you see fit for your version of the Schaffenfest, and can be presented in any order. It is not necessary to use them all, and many work as well within the town as at the fair, so can be used later. Any encounters you decide not to use can easily be recycled into any town-based adventure.

Medicine Shows

There are several Medicine Shows dotted around the Schaffenfest. A blend of sideshow and stall, most are run by charlatans whose only concern is to make money by selling some worthless concoction as a panacea. Among the wares advertised by these rogues are, 'Doctor Zeuss's Wonder Tonic', 'Rare Elven Spirit Water', and 'Genuine Norscan Silver Talismans'.

The properties claimed for these products are many and varied, such as '...cures colic, rheumatics, warts, and bad breath', or 'keeps out the cold, evil spirits, and the neighbour's cat...' and so on. As far as these disreputable types go, the precise nature of the product, and the asking price (typically 2d10 shillings), are left to your discretion.

Elvyra Kleinestun

There is one stall, owned by Elvyra Kleinestun (see page 68), where real herbal remedies can be acquired. The fact that most of them are useless unless applied by a Character with Heal Skill is beside the point!

Any Character with Lore (Herbs *or* Plants), Trade (Apothecary *or* Herbalist) or any other Skill you deem relevant, realises her sales pitch isn't nonsense, and can immediately identify her herbs as genuine.

Elvyra is delighted to meet any Character who '*knows their herbs from cowdung*'. Although her goods sell for twice the normal price, she can be bargained down using the Haggle Skill.

If she takes to the Characters, Elvyra suggests that if any of them ever wants to take up some '*serious pharmaceutical studies*', they should visit her home in Weissbruck, where she can provide tuition.

If that holds no interest to them, she says the Characters would be welcome to visit her anyway whenever they happen to be passing through the town.

The party will have the opportunity to do just that, and to help her out of a tricky situation, in the next instalment of the campaign: **Death on the Reik**. Because of this, it is worth ensuring the Characters meet Elvyra. She is a good friend to have at the fair, especially if — or, more likely, when — one or more Characters needs medical attention.

Fortune Tellers

Clairvoyants, palmists, and self-proclaimed prophets generally set up shop in small, dimly-lit tents to tell fortunes for a small fee, generally between 5–16d. The price varies not only from fortune teller to fortune teller, but also according to the fortune teller's estimation of how much the customer can be persuaded to part with. The fortune telling may be done in a number of ways, including palmistry, cards, dice, crystal balls, tea leaves and more. Most fortune tellers employ a number of these methods, each with their corresponding props. Standard predictions concern meeting tall, dark strangers or going on long journeys, but a 'genuine' fortune teller may provide a Character with some useful information.

RUMOURS

These rumours should be used in the same fashion as those on page 15, but represent new gossip that has arisen since the party left Altdorf. Take note of the last rumour, because it's huge, and it's everywhere.

- *Don't buy any horses from the Schaffenfest. The Watch stopped a drover from Averland trying to sell a mare with nine eyes blistered in her mouth! She's now hanging from the East Gate.*
  This rumour helps set the scene in the Empire; you can decide whether it is true or not, and whether it was the mare or the drover who was hanged.

- *The Countess of Nuln's niece had a wizard murder a love-rival at a Black Powder Week party a few weeks ago. But that's typical for Nuln, I hear.*
  Partially true. For more on Gravin Marie-Ulrike, the Countess's niece, see **Rough Nights & Hard Days**.

- *The river Bögen is plagued by mutants. Three barges were sunk on the stretch from Castle Grauenburg in the last month. The graf needs to invest more in riverwardens!*
  True, as the Characters will find out at the start of the next part of **The Enemy Within, Death on the Reik**.

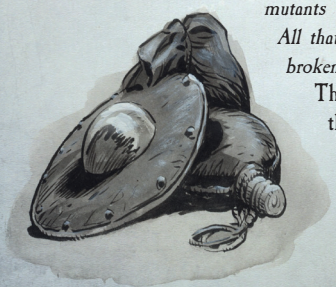
- *There's a tale that a twin-tailed comet was spotted above Lachenbad, but seen nowhere else.*
  This rumour sets the scene for the Empire and the End Times, where portentous events are becoming more commonplace.

- *The Duke of Midwald was found swinging from the High Oak of Bluttal, his eyes pecked free by ravens. His people hung him for having Ulrican sympathies after he returned from Altdorf with three new wolfhounds.*
  This rumour sets the scene of current events in the Empire; you decide whether it is true or not.

- *The Emperor has turned his back on the Colleges of Magic, that's why he commissioned the Imperial Engineers School to build his new messenger towers. It's about time the Emperor saw sense and got rid of those witches!*
  Partially true, as becomes clear in the next part of **The Enemy Within, Death on the Reik**.

- *My cousin recently returned from Altdorf with black hair. But it was always blonde before that. She swears I'm lying, but I'm not!*
  Possibly true. Something is very wrong in Altdorf, and things do change there, as explained on page 32.

- *The hamlet of Stust was overrun by mutants and beastmen from the forests. All that remains are piles of skulls and broken bones.*
  This rumour is for setting the scene; you can decide whether it is true or not. It probably is.



- *Councillor Teugen only attends guild meetings in the evenings. He's had the entire Merchants' Guild timetables reorganised to his nocturnal preferences.*
  This rumour is common across Bögenhafen, but like most rumours regarding Teugen, it somewhat misses the mark. See page 112 for more on Bögenhafen's leading councillor.

- *The mists down the Bögen are getting worse. Mark my words, that means trouble!*
  Probably true. The mists on the Bögen are heavier every year, and trouble is indeed coming to Bögenhafen.

- *The sewers of Bögenhafen are no longer patrolled! What is the town council doing? Things live down there now!*
  This rumour is all too true. The Ordo Septenarius (see page 54) does what it can to ensure its activities below Bögenhafen remain unobserved.

- *Father Huss, a bear of a Sigmarite from the north, passed through Bögenhafen last month and demanded entrance to the High Temple of Sigmar. Who ever heard of a northern Sigmarite? Of course, he was turned away!*
  Partially true. Father Luthor Huss, a Sigmarite, did pass through Bögenhafen recently, and he is from the north. However, the assumption that he was turned away is simple prejudice.

- *If you see a crow, you take it down and nail it to a crow post! Crows are the eyes of the Dark Gods, don't you know. But don't get them mixed up with ravens. You don't want to attract Morr's attention!*
  This rumour sets the scene; you decide the truth of it.

- *I saw a whole regiment of those Trott mercenaries marching south towards Schrabwald. There must be trouble brewing in the Vorbergland.*
  True. There is trouble brewing in the Vorbergland. A recent alliance between House Trott and House Jungfreud has resulted in a significant military build-up near Ubersreik. For more on this, refer to the **Ubersreik Almanacs** and the **WFRP Starter Set**.

- *The Emperor has issued a new edict declaring that there are no Mutants in the Empire. The practice of exiling or slaughtering those unfortunate enough to carry some sort of physical deformity purely because of their appearance is henceforth illegal and punishable by death.*
  This rumour is, somewhat unbelievably, entirely true. It hits Bögenhafen the same day as the Characters arrive, and is the talk of every tavern and beer tent. The reasons why the Emperor would allow such an edict are explained in the last instalment of **The Enemy Within, Empire in Ruins**, and cause significant political upheaval everywhere.

Mystic Megret

'Mystic Megret' has been peering into the future all her life. Her prognostications, whilst not always immediately decipherable, even to herself, are almost always true. Having the party encounter her bright-red and yellow tent provides you with an opportunity to sow various hints and clues about what is going on in Bögenhafen. Depending on when the Characters hear them, Megret's pronouncements may be useful, or they may simply help to build atmosphere. They likely mean nothing at the time, but when they come true the Characters, and the Players, are left with an uneasy feeling. The following are some of Megret's sample predictions. Do not give them all at once, but allow the Characters to come back for more whenever they like, either as a group or individually.

- *I see a dark place. A narrow place, with water. There is death there.*
  This refers to the sewer where Gottri Gurnisson's body will be dumped (see page 75).

- *Beware of a big man, a rich man. He will bring much danger.*
  This is a reference to Johannes Teugen (see page 112).

- *I see a dark man. He is not what he seems.*
  This refers to Gideon, the Daemon summoned by Teugen (see page 113).

- *The sign of the rose is red, dripping blood.*
  A red rose, stylised into a cross, is the badge of the House of Teugen (see page 120).

- *I see seven men, and two. One of the two will destroy the others, and many more besides.*
  The 'seven men' are the members of the Inner Council of the Ordo Septenarius. The 'two' are Johannes Teugen and Gideon.

  This final prediction should not be given until the adventurers have returned from the sewers after discovering Gottri Gurnisson's body.

- *The great killed the small, and the highest serve the lowest. You are in great danger. The Eye is upon you.*
  This is a cryptic reference to the fact that Teugen killed Gottri the Dwarf, and that the ruling classes of Bögenhafen are unwitting pawns of a Greater Daemon of the Chaos God Tzeentch.

Like her father before her, Megret is highly skilled at her profession. She could prove to be a useful mentor if there are any Characters looking to become mystics. Of course, if your party includes such a Character, Megret knows this already, and introduces herself.

Random Events

Either use any event listed here when you feel it is most appropriate, or randomly roll on this table whenever the Characters are wandering the fair and little else is happening. If an event needs an NPC, use the generic Fairgoers Characteristics on page 69, listed as either Burghers, Courtiers, Peasants, Rogues, or Warriors.

Random Events Table

d100	Event/Encounter
01-04	Accusation
05-08	Arrest
09-13	Beer Tent
14-18	Beggar
19-23	Bigotry
24-26	Bodyguard
27-33	Brawl
34-36	Bunko Artist
37-43	Entertainer
44-46	Escaped Livestock
47-52	Fair Games
53-55	Mercenaries
56-90	Stall/Vendor
91-95	Thief
96-00	Watch Patrol

Accusation

A stallholder or other fairgoer accuses a Character of theft and raises a hue and cry; all NPCs in the immediate area (Burghers) attempt to hold the Characters until a Watch patrol arrives to arrest them. There has obviously been some mistake, and provided the Characters do not try to prove their innocence by fighting the Watch, they are eventually released. However, the patrol sergeant is still going to take some convincing.

Arrest

The Characters see someone being dragged off by a Watch patrol, loudly claiming to be innocent. You may like to provide further clues as to the accused's innocence or guilt. If this event is run after the Thief event, the NPC could well be the same one. What action the Characters take, if any, is up to them.

Beer Tent

This location is an improvised tavern, where fairgoers refresh themselves, exchange gossip, and generally take a break from the hubbub. As the day wears on, these places gradually fill up and the customers become rowdier. There is a 10% chance of a brawl being in progress in any beer tent that the Characters pass (see the Brawl event). The most talked about rumour is the Mutant Edict (see page 57).

Beggar

The Characters are accosted by a beggar (Rogue) who asks, pitifully, whether anyone can spare a few pennies. If Characters give the beggar any money, there is a 50% chance that another beggar accosts them during the course of the next three encounters.

If the Characters do not provide any coin, there is a 50% chance the beggar will follow them for 1d10 minutes, shouting abuse.

Bigotry

A crowd of drunken yokels (Peasants) picks on the Characters. The reason why is up to you. It may be because they are from out of town, or because they have an Elf, Dwarf, Halfling, spellcaster or some other easy object of bigotry with them.

There are 1d10+10 yokels, who become increasingly offensive, possibly even throwing rotten fruit or worse. If a fight breaks out, a four-man Watch patrol arrives within 1d10 Rounds, arresting everyone involved in the brawl.

Bodyguard

One of the Characters is shouldered aside by a bodyguard (Warrior) accompanying one of the town's nobles or merchants around the fair (Burgher).

If a fight breaks out, the noble or merchant attempts to use his influence to pin all the blame on the Characters when a Watch patrol arrives after 1d10 Rounds.

A successful **Opposed Charm** Test against the town dignitary convinces the Watch that the Characters were the victims. Clealry the patrol recognises the bodyguard as a well-known troublemaker, for all he is let off with just a caution.

Brawl

The adventurers come across a brawl in progress. Select the participants or roll 1d10 to discover who is involved on the table below.

A four-person Watch patrol arrives in 1d10 Rounds to arrest as many of the participants as possible. In the confusion it is highly likely that one or more innocent bystanders (including one or more Characters) are arrested as well, and dragged to the Festival Court (see page 66).

d10 Roll	Brawl is between:
1-5	Members of the Teamsters' and Stevedores' Guilds (Burghers against more Burghers)
6-7	Townspeople and visiting farmers (Burghers and Peasants)
8-9	1D10 locals (Burghers or Peasants) beating up an Elf
10	Off-duty mercenaries (Warriors) and locals (Burghers or Peasants)

Bunko Artist

In an improvised side-stall, the Characters notice what appears to be a straightforward game of chance. In fact, the game is being run by a charlatan (Rogue).

A combination of sleight of hand, rigged props, and bluffing makes it virtually impossible for the bunko artist to lose. If any Character decides to take up the challenge, they are permitted a **Very Hard (-30) Perception** Test to spot how the game is rigged.

Favourite games include telling which of three shells or cups covers a coin or ball, trying to draw certain cards from a deck (for example: each one higher than the last, all of different suits, etc.), or trying to throw rope or wooden quoits over prizes which are fractionally wider than the quoits.

Entertainer

One or more entertainers (Townsmen) have set up an impromptu sideshow and are busking. Typical sideshows include troupes of actors and mime artists, entertainers with performing animals, escapologists, fire eaters, jugglers, and comics. The precise nature of the sideshow is left for you to decide.

Escaped Livestock

Some livestock have escaped from the market and are stampeding through the crowd.

The animal comes charging from an unexpected direction, and attacks one random Character, who also receives a *Surprised* Condition. The animals are somewhat maddened, and charge right by unless the Characters tackle them, perhaps with use of the Animal Training or Charm Animal Skills. If any of the animals are safely captured, the owner thanks those responsible and offers a 10d reward. If any animals are killed, the owners (Burghers) expect to be paid for their loss, and summon the Schaffenfest Watch if this cannot be settled amicably. The Watch, if summoned, escort everyone to the Festival Court so a fair judgement can be resolved.

d10 Roll	Livestock
1-5	Sheep
6-7	Cow
8-9	Goat
10	Boar

Fair Games

The Schaffenfest hosts various simple sporting events, most of which are sponsored by local taverns and inns who offer prizes of beer and wine to the winners. The events, which include flat races, anchor rolling, greased pole climbing, hammer throwing, tug o'war, and as many more as you care to create, are not centrally organised, so have no fixed location. As the Characters are making their way through the fair, it is common for an event organiser to call out for participants. Do they join in?

- **Flat Race:** Perform an Extended **Average (+20) Athletics** Test, and add your Movement to the **SL** to create a Total each Round. The first to reach the target of **+15 SL** wins.

- **Anchor Rolling:** Perform a **Futile (–40) Strength** Test. Success flips the enormous anchor once. An **Impressive Failure** (**–4 SL**) or worse gives you a *Fatigued* Condition. If you have more *Fatigued* Conditions than your Toughness Bonus, you collapse. A hearty drink or half an hour's rest removes the *Fatigued* Conditions. The first to flip the anchor three times wins.

- **Greased Pole Climbing:** Perform an **Extended Futile (–40) Climb** Test. The first to **+8 SL** wins.

- **Hammer Throwing:** Perform an **Average (+20) Ranged (Throw)** Test and add your Strength Bonus to the SL to determine how far you have thrown the hammer. The Character with the highest total throws farthest and wins. Each Character has 3 attempts.

- **Tug o' War:** Two teams of four, six, or eight pull on opposite ends of a rope in a test of strength. Every team member rolls an **Easy (+40) Strength** Test and they add their SLs together for a team total. The team with the highest SL total wins the bout.

Further, if you have **Rough Nights & Hard Days**, there is also Dwile Flonking and Middenball on offer, as well as any other pub games you would like to add.

Mercenaries

The Characters encounter a group of 1d10+1 mercenaries (Warriors) who have accompanied a merchant to the town. They are off-duty, drunk, and looking for trouble. They start by hurling abuse at the Characters. If a fight breaks out, a four-man Watch patrol arrives 1d10 Rounds later to arrest all those involved in the brawl.

Vendors

Throughout the fair there are numerous small-time hawkers (Burghers), some wandering about with trays of goods around their necks, others tending small stalls. Most of these are locals who view the Schaffenfest as an opportunity to fleece the many visitors to the town. Most of the items for sale are either worthless rubbish or some sort of food (pies, sweetmeats, and similar). Prices are usually between 5d and 2 shilllings.

Goods will generally cost double their listed price since everyone takes advantage of the fair to raise their prices. However, these prices may be reduced with use of the Haggle Skill.

Thief

This event may be presented in one of two ways. Either the Characters see a pickpocket (Rogue) robbing a wealthy citizen (Burgher), or a pickpocket attempts to rob one of the party. In the former case, the Characters may attempt to apprehend the thief themselves, or raise a hue and cry that draws a Watch patrol in 1d10 Rounds.

If one of the party is targeted, you should choose the victim randomly unless one of the Characters has been conspicuously throwing money about. If the thief makes a successful **Opposed Sleight of Hand/Perception** Test, the victim does not notice the loss for 2d10 Rounds.

Watch Patrol

The adventurers pass a four-man patrol from the Schaffenfest Watch (see page 56). It is their duty to patrol the fairground, keeping order and watching out for thieves and other undesirables. If the Characters behave suspiciously in any way they may be stopped and questioned, and if they cause any trouble they will be arrested.

PRIMARY LOCATIONS

The Schaffenfest has an enormous array of different attractions for the Characters to visit. The following are the most important locations to the adventure and the fair, but you should feel free to expand upon these as will be most appreciated by your group.

Perhaps there is a big top where the famous Cuppolalinni Family Circus astounds the gathered crowds? Or maybe two Myrmidian nuns put on an astonishing display of martial skills to attract new members to their order? Or perhaps *Empress Edna*, one of the great comic operas of Guillibert and Solomon, echoes across the Schaffenfest from the Admiral's Crew, a choir of entertainers from Altdorf? It's up to you.

Wrestling Ring

A garishly dressed entertainer stands in front of a roped-off area, inviting hopeful contenders from the crowd to fight a tattooed, and clearly exhausted, champion for a potential purse of 4 Crowns.

'Step right this way and make yourself two crowns! That's right, two whole crowns for no more than a few minutes' mild exertion! All you need do is last three minutes in the ring with my champion! Two crowns if you last three minutes, four if you defeat the champion within that time! You, there! You look fast on your feet! Do you think you could stay out of trouble for three minutes? It's not that long, you know! And you! Yes, you! Why don't you show your friends just how strong you are? Just a two-shilling entrance fee and he's all yours!'

'Come along, friends, who'll take him on? Just a two-shilling investment, and you could have it back 20 or 40 times over in just three minutes! Why, if I were a moneylender, I'd get locked up for charging interest like that!'

If no one shows any interest, someone in the crowd pushes a Character forward and calls out, *'I'll have a go!'* Everyone, of course, thinks it was the pushed Character who called out, and the cheering crowds may be impossible to deny.

A successful **Intuition** Test notes the exhausted appearance of the champion is part of the show; after all, if the champion appears too tough, there would be fewer willing challengers.

If a bout is entered (costing 2 shillings), it takes 18 Rounds for 3 minutes to pass. The only Melee Skill allowed is **Melee** (**Brawling**). The champion (see page 66), circles the challenger warily for the first few Rounds, building Advantage using his Intuition Skill if not attacked. He feigns less skill than he has to avoid discouraging further challengers, so for the first 12 Rounds, if he wins any Round, he counts as scoring only **+0 SL** regardless of how well he wins. After Round 12, he hits hard, seeking to take his opponent out. The first Character to lose all Wounds loses.

- Klaus Schattiger's champion, 'Crusher' Braugen, twisted his ankle in his last bout, so he needs a new champion for the rest of the day. This could be a good earner for a Warrior Character. To simulate the day's work in the ring, perform 5 **Opposed Melee (Brawling)** Tests against a Melee (Brawling) of 40. Total the SL of each Test. If the Total is **+0 SL** or more, the Character earns **1 + SL** shillings. If the total is **–0 SL** or fewer, then the Character owes Klaus 1d10 shillings to cover the day's losses. Regardless of the performance, the Character also loses **1d10 – SL** Wounds (minimum of 1), and must pass a **Challenging (+0) Endurance** Test or gain +1 *Fatigued* Condition, plus a further +1 *Fatigued* Condition per **–2 SL** scored on this Test.
- Rosa Blatt, owner of the Bögen Beer Tent, is scared. 'Crusher' Braugen has been drinking all day in her tent, and for the last three hours has been scowling at her. She approaches the Characters with the promise of free beer for a day if they can remove the intimidating wrestler. Actually, 'Crusher' is smitten with Rosa. He earlier pretended to twist his ankle so he could visit her and offer a flower to express his admiration. But, crippled with self-doubt and fear, he instead drank all day, crushed his flower, and glowered. 'Crusher' responds very poorly to threats, but is receptive to simple understanding. If a Character can somehow organise a date between him and Rosa, he cries tears of simple joy, and agrees to throw a fight the following day.

Livestock Market

The northern section of the Schaffenfest is dominated by a sprawling livestock market. Its thick air is alive with the sounds and smells of thousands of beasts and their busy handlers. It consists of two wide auction rings for larger animals, dozens of secondary rings for smaller and more specialist animals, and an uncounted number of well-guarded livestock pens. All farm animals are available, but sheep, cattle, horses, pigs, and poultry are most common, with donkeys, cats, dogs, and occasionally rarer creatures also on offer.

On the first two days, the auction rings host the Grand Parade, where animals are trooped out by the owners to be judged. The best animals win ribbons for 'Champions' (best animal of each sex within a breed), 'Primes' (best example of a breed), 'Prizes' (best example of each animal), and the 'King' and 'Queen' (best animal of each sex). Possibly for historic reasons, most Kings and Queens of Schaffenfest are sheep. Having an animal win a ribbon can change a farmer's fortunes, for prize animals earn many times their standard price when sold. Because of this, the competition is fierce.

At midnight on day two, as gathered merchants hold their breath in anticipation and tax inspectors look on with arms folded, loud bells ring and 'Geltgrubetag' begins with a roar of bids and counterbids. For the next 24 hours, all livestock sales are tax-free. Folk travel far to benefit from this unique offer, which only applies to domesticated stock physically in the market. In recent years, the day of frenzied commerce has become somewhat of a spectator sport, with folk gathering to watch traders do everything they can to push as many sales through as possible, ferrying animals at speed as the Duke of Saponatheim's agents ensure all trades are conducted legally.

The auction rings are bustling on all three days as stock is brought from the pens and paraded round under the farmers' and buyers' critical eyes. But they are always busiest on Geltgrubestag when the stock is actually sold.

- An almighty screech pierces the air from the livestock market, followed by a terrible racket as disturbed animals panic in their pens and worried farmers flee. If investigated, the Characters find a flapping, distressed Hippogriff caged beside the poultry pens. Not far from it, frowning Gordi Widdensehen, a local monster-hunter of some repute, is being lectured by a tax inspector. '*No, Herr Widdensehen, don't matter what you say, this ain't no giant chicken. And it certainly ain't no "domesticated animal". You can sell it on Geltgrubetag all you want, but you will be paying tax if you do!*'

- Aberich the sheep, a Hopfberg Longhorn owned by Nanci Alschwartz, is almost certain to be crowned King of Schaffenfest. Talya Schwering, owner of Jeph the sheep, a Vorbergland Longwool, is willing to pay to make sure that doesn't happen. After all, if Jeph is crowned, he will be worth ten times what he was before. Maybe twenty! Will any Characters be willing to club Aberich to death for 2 GC? And, should they manage to do the dark deed, how will they react when Jeph doesn't win the ribbon, and Talya can't afford to pay?

Jousting Lists

The more respectable elements of the town are gathered at the Jousting Lists, where preparations are being made for a three-day tourney focusing on jousting, although there is a Grand Mêlée on day three. There are various groups of people discussing the finer points of the sport in a pseudo-sophisticated manner, and any 'commoners' interrupting (likely including the Characters) are greeted with frosty looks. A royal pavilion, packed with nobles from across Reikland, is set up against the town wall before a long wooden barrier with a clump of circular tents at either end. Opposite the pavilion are wooden stands from which commoners can spectate. Various knights, squires, and men-at-arms are readying themselves among the tents, and two mounted knights are tilting at each other.

The joust is between the extended retinue of Graf Wilhelm von Saponatheim, the local liege lord of this part of the Reikland, and that of Grand Duke Leopold of Middenland, who is visiting the Reikland with a significant group of retainers. It is not an open contest, so outside challengers are not welcome. Squires seeking employment with one of the knights receive a patronising rebuttal. Characters who stray from the commoner stands and are not obviously from the upper classes find themselves repeatedly moved on by the Town Watch, soldiers, or household guards, and are insulted by drunken young rakes as well. If the Characters respond in kind, they will find themselves arrested.

If you want more information about the core Characters in House Saponatheim, refer to **Appendix 1: Welcome to Bögenhafen** and **Rough Nights & Hard Days**.

- Primus von Bildhofen is terrified. He does not want to joust, no matter what his father, Grand Duke Leopold, demands. When a servant reports she's spotted someone who could almost be Primus's double, physically, a brilliant idea springs to mind: Primus could send the Character jousting in his place! After all, his armour is fully enclosed, so no one would ever know his duplicity. Really, what could possibly go wrong?

OPTIONS: THE LUCKY DWARF!

Players who know of Gottri's fate may decide to spend a lot of time with Gottri, either to keep him safe or to try to learn who is going to murder him and later dump his body in the sewers (see page 70). Gideon later chooses Gottri as a sacrifice to summon the Guardian Daemon because the Dwarf is alone and friendless, and will not be missed. However, if Gideon sees the Characters watching over the Dwarf, it picks another victim, meaning a different body is discovered later.

- A fine feast is being prepared by the royal pavilion to celebrate Grand Duke Leopold's presence in Bögenhafen. When the Characters note a Saponatheim servant acting suspiciously, then clearly pouring something into the gilded punch bowl, do they do anything?

Festival Court and Stocks

The Festival Court is a large tent with the town's coat of arms hanging outside. It is set up for the duration of the Schaffenfest to hear grievances that arise during the fair, and administer justice on the spot. Two Bögenhafen State Army halberdiers flank the entrance. They have orders only to admit those who have an interest in a particular case — generally the plaintiff, the defendant, and any witnesses.

Inside the tent are two more halberdiers and Chief Magistrate Heinz Richter, who hears a constant stream of petty cases all day. If the Characters happen to listen in to any of them, improvise any details required, perhaps using the Optional Encounters (see page 73) as inspiration.

Any Character accused of a crime, rightly or wrongly, is dragged to the Festival Court to be tried. The accused can either make a **Challenging (+0) Charm** Test or an **Easy (+40) Lore (Law)** Test to explain their side of the case, which is one step harder if the Character resisted arrest. The plaintiff then Opposes this with the same Test options. Richter will then make a judgement by making a **Challenging (+0) Intuition** Test. The winner of the **Opposed** Test between the defendant and plaintiff can then modify Richter's final SL either up or down with their SL. If Richter ends up with a success (**0+ SL**), he determines the truth of what happened and makes the appropriate judgement. If Richter fails his Test, he instead gets the judgement wrong.

Any Character found guilty of a crime is fined a sum between 1 and 20 Shillings, according to the nature of the crime. Characters who are unable to pay their fines are placed in one of the two sets of stocks until nightfall or until the stocks are needed for another prisoner — a period of 1d10 hours. Any Characters in the stocks are pelted with rotten fruit and worse, thrown by a small but enthusiastic crowd of urchins. The Character must pass a **Very Easy (+60) Endurance** Test every hour. The first failed Test gives the Character +1 *Fatigued* Condition that is removed by a good night's sleep in a bed. Any further failed Tests result in the loss of 1 Wound.

- As the Characters pass the Festival Court, a Halfling darts by and runs into the crowd. *'Stop him!'* yells a soldier as he trips over his halberd and lands face-first in the mud. The Halfling — 'Innocent' Lowhaven — has Movement 3 with Athletics 39. If the Characters pursue him, use the Pursuit rules and set the initial Distance to 2. If caught, Innocent immediately gives up. If the Characters refuse his bribe of 6 shillings to forget they saw him, he returns to the court with no complaint. *'Me, I'm Innocent, guv! An' I never tell a lie.'* Richter supplies a reward of 1 shilling for his capture. Smiling, Innocent then remarks that, *'I will not forget, or forgive, your part in this, mate!'*

- *"Ere, mate, have you got any spare crap? We've run out for throwin' at the criminibles. We ain't got money or anyfin, but we'll use it well!'* The enterprising urchins aim to sell any offerings the Characters provide for 1d to anyone looking to pelt those in the stocks.

Key Scene: The Drunken Dwarf

Passing by the stocks outside the Festival Court, the Characters find one of the two sets of stocks occupied by Gottri Gurnisson, a somewhat inebriated Dwarf. A small group of urchins taunts the unfortunate captive, throwing rotten fruit and various other objects at him.

If anyone comes within earshot, Gottri begs pathetically to be lent the 2 shillings he needs to pay his fine and be released. If any Character pays his fine, he will fawn drunkenly over his deliverer in a most embarrassing manner, swearing friendship for life and telling all and sundry what a good friend he has found.

After a little while, though, he turns the conversation to his favourite topic: drink and how he might come by the next one. Play this role to the hilt, stressing how crude, embarrassing, and foul-smelling the Dwarf is, and generally making the Characters regret having paid his fine.

Those who join Gottri for a drink and try to learn his story, braving the hostile stares and muttered comments of everyone else in the beer tent, may learn that he was expelled from the Dwarven Engineers' Guild for some invention that he cannot explain coherently, and that he has been drowing his sorrows ever since.

The only way the Characters can rid themselves of Gottri is to give him enough money to buy himself a drink. If any Character does this (for any reason), the Dwarf immediately heads for the nearest beer tent without a thank-you, his face a fixed mix of determination and sadness.

Later, there is a 20% chance that Gottri is drinking his way through any beer tent the Characters encounter after the Dwarf is freed from the stocks, and a cumulative 10% chance that he is back in the stocks whenever they pass the Festival Court again.

The Characters probably end up giving Gottri a small amount of money to buy a drink just to be rid of him. If they should decide to keep Gottri with them, you should arrange for him to slip off unseen towards the end of the day, since he appears later in the adventure in quite different circumstances (see page 66).

Doctor Malthusius's Zoocopeia

A semi-circular rope enclosure stands against the town wall marking out the edges of Doctor Malthusius's Zoocopeia. At the back are two wagons, one of which has a banner on the side proclaiming *'Doctor Malthusius's Zoocopeia! Strange creatures from all korners of the worlde! The marvellous, the bizarre, the disgusting. Brought to you at enormous ekspense! No other like it in the worlde!'* The other wagon is a flatbed with a pile of stout wooden cages on it, all covered in oiled tarpaulins. Odd sounds come from within. Leaning against it are stacked a variety of signs for advertising the show, which will presumably be staked around the ring of rope.

When the Characters first pass Doctor Malthusius's Zoocopeia, it is closed. The good doctor is inside his wagon, making preparations. His companion, the seedy-looking Dwarf named Grunni, is checking the cages. If any come too close, Grunni shoos them away: *'Oi! We ain't bloody started yet. Come back in an hour. The Doctor will see you then!'*

- Grunni is hiring folk to wander the Schaffenfest holding a sign stating: 'Doctor Malthusius's Zoocopeia. Come see the bottomless maw!' He will pay 1 shilling if the sign is carried for the day.
- Witch Hunter Alprecht Kassel is in town and is interested in the Zoocopeia. He wants to know if Doctor Malthusius has captured any Mutants and kept them, a crime punishable by death. To find out, Kassel will hire folk less likely to raise suspicion than himself to investigate the travelling show. And if Mutants are found, Kassel intends to use the intelligence to blackmail Malthusius into joining his cause as one of the Silver Spires, a secretive cult dedicated to Tzeentch.

Key Scene: The Runaway Goblin

The Characters' attention is drawn by the swelling crowds of excited onlookers, and the thunderous tones of the show-owner who is busily drumming up a crowd.

'Roll up, roll up,' he cries, 'In just one hour you will witness the most original and astounding display of zoological curiosities ever placed on exhibition in the entire length and breadth of our glorious Empire!'

'Welcome to Doctor Malthusius's Zoocopeia! Gathered together for your education, entertainment, and edification from the far corners of the known world at incalculable expense! The unusual! The bizarre! Yes, even the faintly disgusting! You will never see its like again, my friends, not if you live to see a thousand years!'

If the Characters elbow their way to the front of the crowd, they see most of the cages are covered with tarpaulins. A strange creature that appears to be a small, three-legged Goblin peers out of a cage. It is huddled miserably in a corner, arms folded, tethered to a stake by a chain attached to an iron collar. While Doctor Malthusius is gathering his grinning crowd, Grunni skulks around the cages, preparing for the show to begin. The Goblin, upon seeing the approaching Dwarf, panics, and yanks hard at the iron collar about its neck, desperate to get away. And then the collar snaps…

Having broken the poorly forged iron collar, the skinny Goblin squeezes through the bars of its cage, and is off. As the crowd gasps and screams, the panicking creature runs straight at the Characters, who may make a **Challenging (+0) Melee (Brawling)** Test to catch it. If the Goblin evades the Characters, it is captured by other members of the crowd.

In either case, Doctor Malthusius is extremely grateful for the help in recovering his exhibit, and gives each Character (plus any members of the crowd who assisted) 1 shilling each, inviting all to watch his show for free.

Once everyone is calmed, Grunni starts takes the 1-shilling entry fee as he lets the excited folk into the roped ring. Once everyone is in, Doctor Malthusius checks the crowd for Witch Hunters. Once happy, he takes centre stage as Grunni brings forth various oddities and curiosities for his audience to view. He shows an array of extraordinary creatures, including *'the Horrendously Hairy Horror of Hochland!'* (a long-haired ape bought in Marienburg), *'the Dastardly One-eyed Dog of Diesdorf!'* (an actual Mutant with a single eye in its forehead, and quite illegal), *'the Immeasurable Maw of the Middle Mountains'* (a relatively small Squig), and *'the Ghastly Three-Legged Goblin of the Grissenwald!'*

As Grunni leads the Goblin out, it suddenly turns, bites his hand, and makes another break for freedom. The crowd panics, getting in the way and effectively preventing any Character from pursuing the Goblin before it vanishes into a small hole in the town wall behind Malthusius where an iron grating has rusted away to nothing. The Characters have no realistic chance of preventing this escape.

Soon, a Watch patrol of State Soldiers arrives to determine the cause of the disturbance. By the time it arrives, Grunni has already returned most of Mathusius's exhibits to their cages; besides the Goblin, of course. If the Characters don't volunteer what happened, Malthusius steps forward and theatrically explains the most recent events, carefully avoiding any mention of the Goblin being a Mutant. *'Of course, my exhibits sometimes get out of hand. But we are very careful that all our displays are completely legal. 'Tis naught more than a Goblin, fine sirs!'* If the Characters mention the extra leg, the soldiers frown, and Malthusius grins as innocently as he possibly can.

Realising that it's more than they can handle, the soldiers soon escort Doctor Malthusius, Grunni, and the Characters to the Festival Court, where Magistrate Heinz Richter hears their reports. Doctor Malthusius immediately offers the Characters a reward of 5 crowns for the safe return of the Goblin, saying that he is *'a concerned member of the citizenship, and it is important I play my part in securing this menace!'* Richter nods, impressed with such civic talk, and also offers the Characters the same amount from the town's purse for clearing the Goblin out of the sewers. He also adds, if the Characters captured the Goblin once before, that '*Since you have caught it previously, it should not be too onerous a task.'* By the time the case has been heard, and a course of action has been decided upon, it is nearly dark and the fair will be closing for the night. If the Characters accept the job, they are offered accommodation at the town's expense at the Journey's End (see page 135), a comfortable inn near the East Gate.

Once the Characters drop their baggage at the inn, they are expected to start work immediately. Richter only delays the search if one or more of them is wounded and needs a night's rest to recover. Only thin Characters with the *Contortionist* Talent can enter the sewers by the route used by the Goblin, and they cannot carry any trappings with them if they do this. Other Characters are led to a manhole cover and let down into the sewers from there (Point A on the sewer map on page 71).

RESOLUTION

Rewards

As well as XP for good roleplaying and fun times at the end of your gaming session, XP should be awarded for the following:

- 5 points for facing 'Crusher' Braugen
- 10 points for defeating 'Crusher' Braugen
- 5 points for having your fortune told by 'Mystic' Megret
- 10 points for freeing Gottri Gurnisson
- 5–10 points for recapturing the Goblin when it initially attempts escape
- 5–10 points for dealing with a difficult Random Event
- 10 points for agreeing to track down the Mutant Goblin.

As always, if you wish to grant an award for other feats, use the listed XP amounts above as a guideline.

NON-PLAYER CHARACTERS

The Wrestling Ring

The Ring Master

Dark-haired Schattiger is typical of the small-time entertainers who work the fairs of the Old World. He is of indeterminate age, probably somewhere between 30 and 50 years old. He dresses in garish clothes with bright clashing colours.

On stage, his voice is mellifluous and deep, sounding almost upper-class, and he punctuates every utterance with grand arm gestures. Off stage, he has a somewhat nasal, whiny Hochlander accent and he swears frequently.

KLAUS SCHATTIGER – HUMAN CHARLATAN (BRASS 5)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	34	36	30	35	45	34	35	33	43	53	13

Skills: Charm 68, Drive 44

Talents: Blather, Criminal 1, Public Speaking

Traits: Armour (Leathers) 1, Prejudice (The Clever), Weapon (Dagger) +5

Trappings: 1 GCs 15/10, Cart, Chest (containing 5 GCs 107/56), Clothing (colourful), Dagger, Key (for chest), Leather Jack (under clothing), Mule, Sand-Glass (times 3½ minutes), Wrestling Ring (collapsible)

The Wrestler

'Crusher' Braugen is a brute of a man that could intimidate a wall. When working, he strips to the waist and stands in the middle of the ring waiting for his next challenger. He breathes heavily, just as Klaus showed him, ensuring he always appears to be on the verge of exhaustion. He and Klaus have enjoyed a mutually beneficial partnership for years — Schattiger draws the crowds and looks after the cash, while Braugen roars in the ring and does the fighting. The two trust each other implicitly, but the rest of the world is fair game. Out of the ring, Braugen is a sensitive, deliberate man with a soft Middenlander accent.

'CRUSHER' BRAUGEN – HUMAN PIT FIGHTER (SILVER 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	57	28	54	52	41	33	29	23	30	27	18

Skills: Dodge 53, Endurance 74, Intimidate 74, Melee (Basic) 62, Melee (Brawling) 67

Talents: Dirty Fighting 2, Iron Jaw, Reversal

Traits: Weapon (Fist) +5

Trappings: Crushed Rose, Tattoos

The Festival Court and Stocks

The Festival Magistrate

Councillor Heinz Richter is in his 50s and has neat, grey hair and pale-blue eyes. He tries hard to look stern, but cannot conceal his basic good nature and kindheartedness. He is well-dressed and has a marvellous lawyer's wig, as befits his position. During his university days in Nuln, Richter was a picture of muscular health, but now his once well-built frame is soft and flabby, spoilt by too many years of good living.

Richter is no fool, and cannot easily be bluffed or bamboozled. He speaks with careful, clipped tones that betray his expensive education. If any of the Characters know Lore (Law), and are civil, Richter takes a shining to them, and could even become a potential long-term ally or mentor. If the Characters have come from Ubersreik and know Osanna Winandus, Richter will be delighted. He has been sharing letters with the quick-witted barrister, and will be keen to enquire after her well-being.

HEINZ RICHTER – HUMAN JUDGE (GOLD 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	23	25	36	52	60	25	49	62	58	59	18

Skills: Art (Writing) 59, Charm 74, Consume Alcohol 57, Endurance 72, Entertain (Speeches) 74, Gossip 69, Haggle 69, Intuition 90, Language (Classical 72, Guilder 77), Lore (Bögenhafen 72, Law 82, Theology 72), Perception 75,Research 82, Secret Signs (Guilder) 70

Talents: Bookish 4, Doomed (*By Cat or by Dog, it comes in the Fog*), Etiquette (*Guilder, Scholar*), Gregarious 3, Read/Write, Savant (*Law*), Savvy, Sharp, Wealthy 3

Traits: Weapon (Sword) +7

Trappings: Amulets (Verenean), Gavel, Robes (Lawyer), Signet Ring (Lawyers' Guild), Sword of Office, Town Seal, Wig

The Drunken Dwarf

Gottri is flabby, filthy, has matted greying hair and a matted beard, and has bloodshot brown eyes. He is a smelly, disgusting creature, whose earlier engineering life is long behind him. When the Characters first see him, he seems an object of pity, but should they free him, their opinions will likely change when Gottri reaches for his next drink. And his next. His beard and clothing are stained with rotten fruit, and he scratches at lice incessantly. When in the stocks, he is only semi-conscious, with a chalk-board hung around his neck bearing the words 'DRUNKARD AND VAGRANT'. He speaks in slurs and is prone to drunken diversions that make very little sense.

GOTTRI GURNISSON – DWARF BEGGAR (BRASS 0)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	43	39	37	49	23	23	19	35	42	17	15

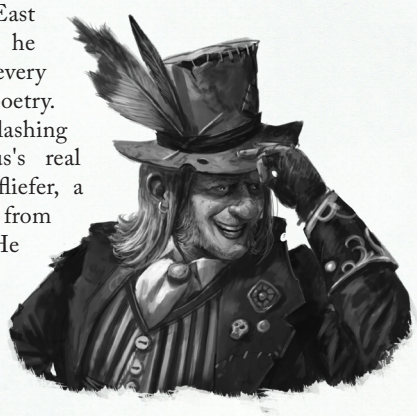
Traits: Addict (Alcohol), Animosity (Children), Hatred (Greenskins), Infestation, Night Vision, Prejudice (Folk who refuse to help him, the Watch), Weapon (Fists) +3

Trappings: Fleas, Rags

The Zoocopeia

'Doctor Malthusius'

He may not be the tallest man, or the most handsome, but his eyes glitter. Doctor Malthusius has shoulder-length, shiny blond hair and a dazzling smile. He is gaudily dressed, like many of the performers at the fair, but his clothes are old, faded, and worn. However, for all he is somewhat seedy-looking, Malthusius is a natural entertainer with a gift for hyperbole that never fails to attract attention. His accent is deeply East End Altdorf, but he somehow makes every word sound like poetry. Behind all the flashing smiles, Malthusius's real name is Hans Pfliefer, a notorious conman from Middenheim. He fled the city over a decade ago with the Watch hot on his heels. He is quietly proud that there is still a bounty of 5 GC on his head.



HANS PFLIEFER – HUMAN ENTERTAINER (SILVER 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	27	28	29	36	23	33	39	35	35	61	11

Skills: Charm 76, Entertain (Storytelling) 73, Haggle 71, Ranged (Entangling) 33, Sleight of Hand 49

Talents: Attractive, Criminal 3, Mimic, Secret Identity

Traits: Prejudice (People who think they are better than him), Ranged (Whip 6) +4, Weapon (Dagger) +4

Trappings: Chest (containing 4 GCs 38/56), Clothes (gaudy but worn), Dagger, Key (for the chest), Whip, Zoocopeia

The Faithful Assistant

Slate-eyed Grunni is much more seedy-looking than his employer. He constantly scratches at his dirty-grey beard, muttering to himself and sneering as he goes. He is full of self-pity, and takes out his disgruntlement on the Zoocopeia's exhibits by poking them viciously with the pointed stick he always carries. He grew up in Altdorf, and his gruff accent reflects it, but he'll be happy if he never sees that city again.

GUNNI – DWARF MENIAL (SILVER 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	44	27	49	62	26	26	35	33	51	13	27

Traits: Animosity (Lowhaven Halflings), Hardy, Hatred (Greenskins), Magic Resistance, Night Vision, Prejudice (Everybody), Weapon (Dagger +6), Weapon (Pointy Stick) +4

Trappings: Dagger (Filthy, it has the Infected Trait), Pointed Stick

The Mutant Goblin

The three-legged Goblin in the Zoocopeia is a rare creature. Whether it's because Greenskins cull their own numbers, or they are simply more resistant to the depredations of Chaos, it is not common to find them mutated. Captured by mercenaries in the Grey Mountains, this Goblin is stunted, confused, and miserable, and wants only one thing: to be away from Grunni at any cost. Whenever the Dwarf is close, it flinches and its eyes widen in terror.

Doctor Malthusius knows that keeping a Mutant is illegal (or, at least, was — news from Altdorf suggests this has changed), but he has never let the legality of a situation get between him and a heavy bag of coins. Should he be confronted about this, he will claim he thought the creature was some form of Lesser Goblin, a little known species with three legs rather than two. He will feign shock and horror should anyone claim the Goblin is actually a Mutant.

MUTANT GOBLIN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
6	25	35	25	25	30	50	35	20	10	20	5

Traits: Afraid (Dwarfs, Elves), Animosity (Everyone), Fast, Infected, Mutation (Extra Leg, Profane Urgency), Night Vision, Size (Small), Weapon (Teeth and Claws) +5

Optional Encounters

The Pharmacist

In her late 30s with light-brown hair and dark-blue eyes, Elvyra has an engaging, outgoing personality. Beneath her glib exterior lies a penetrating mind with great enthusiasm for her profession. She can talk shop all day and most of the night, and is always delighted to make the acquaintance of anyone with similar interests. She tends to regard physicians as stuck-up bookworms with little practical knowledge, and followers of Verena as simpering idiots with more faith than intelligence, so any such Characters must show they are truly interested, and preferably knowledgeable, before she warms to them. She speaks with an easy Reiklander accent and has a soft spot for orphans, gin, and wyrdroot.

ELVYRA KLEINESTUN
HUMAN MASTER APOTHECARY (SILVER 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	31	24	27	53	59	36	69	65	64	62	18

Skills: Bribery 72, Charm 82, Dodge 41, Drive 74, Consume Alcohol 73, Cool 74, Endurance 58, Entertain (Acting 72, Storytelling 77), Evaluate 75, Gamble 70, Gossip 90, Haggle 80, Heal 85, Intuition 79, Language (Classical 80, Guilder 70), Leadership 67, Lore (Medicine 80, Plants 80, Reikland 70), Melee (Basic) 34, Perception 74, Secret Signs 75, Sleight of Hand 51, Trade (Apothecary 89, Poisoner 89)

Talents: Blather, Coolheaded, Concoct, Craftsman (Apothecary), Criminal 2, Doomed (*A sister thine, shall unleash a crime*), Etiquette (Criminals), Fast Hands, Field Dressing, Master Tradesman (Apothecary), Luck 2, Pharmacist, Read/Write, Resistance (Poison), Savvy, Sharp

Traits: Prejudice (Bookish folk), Weapon (Dagger) +4

Trappings: Bandages (10), Chest (containing 6 GCs 17/6), Dagger, Drugs and Herbs (availability as a City), Guild Licence, Key (for chest), Healing Draughts (10), Market Stall (Collapsible), Trade Tools (Apothecary)

The Mystic

A slight woman in her 50s with greying-blonde hair and slate-grey eyes, 'Mystic Megret' has toured the backways of the Vorbergland for the last 20 years. She moves from town to town, making what money she can from her fortune telling, like her father did before her. Knowing the punters like an authentic experience, Megret usually wears a black wig and adopts a terrible Sylvanian accent when reading fortunes. She also likes to roll her eyes into her head and waves her hands around flamboyantly. All unnecessary, but it gets results. Her natural accent, like her true character, is very down-to-earth Reiklander.

MEGRET SEE – HUMAN SAGE (BRASS 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	22	34	30	37	40	49	50	48	54	51	17

Skills: Animal Care 58, Athletics 54, Charm 76, Charm Animal 69, Consume Alcohol 42, Cool 74, Dodge 64, Endurance 47, Entertain (Acting 74, Fortune Telling 71, Storytelling 66), Evaluate 53, Gossip 79, Haggle 74, Intimidation 50, Intuition 65, Melee (Brawling) 27, Lore (Vorbergland) 56, Perception 65, Outdoor Survival 58, Stealth (Rural) 54

Talents: Acute Sense (Sight), Attractive, Detect Artefact, Doomed (*A surprise ye shalt have*), Hardy, Holy Visions 4, Luck 3, Nose for Trouble, Read/Write, Petty Magic (Animal Friend, Bearings, Eavesdrop, Sly Hands, Warning), Savvy, Second Sight, Sixth Sense 3, Suave, Rover, Well-prepared 4

Traits: Prejudice (Those who ignore her), Weapon (Dagger) +4

Trappings: 34/12, Amulets (large selection), Bedroll, Jewellery (cheap and gaudy), Pack of Cards (Reiklander Tarock), Slingbag, Tent (blue and white)

Escaped Livestock

The following Characteristics describe common farm animals of the Reikland. If you feel an animal is not enough of a challenge, or are presenting the same encounter for a second time, use the listed Optional Traits, or the Generic Creature Traits (see **WFRP**, page 310).

BOAR (VORBERGLAND HOG)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
6	30	–	35	40	30	15	–	15	10	–	12

Traits: Armour (Hide) 1, Bestial, Horns (Tusks), Night Vision, Skittish, Stride, Weapon +6

Optional: Belligerent, Frenzy, Infected, Infestation, Tracker, Trained (Broken, Entertain)

COW (STIMMIGEN DAIRY CATTLE)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	30	–	35	35	20	20	–	10	10	–	20

Traits: Armour (Hide) 1, Bestial, Horns, Size (Large), Skittish, Stride, Weapon +5

Optional: Belligerent, Disease (Packer's Pox), Infected, Infestation, Trained (Drive, Broken)

Fairgoers

Should you need any Characteristics for the various attendees at the Schaffenfest, use one of the following generic Character Profiles. Feel free to embellish these as required with Generic Creature Traits (see **WFRP**, page 310).

ROGUES

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	30	40	30	30	40	40	45	35	30	40	12

Traits: Weapon +6

Optional: Disease (any one), Infected, Infestation, Ranged +5 (10), Stealth

WARRIORS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	40	40	40	30	35	30	30	40	30	16

Traits: Weapon +7

Optional: Belligerent, Champion, Disease (any one), Ranged +9 (60)

GOAT (BOOTED ROTTGEIST)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
6	30	–	25	30	25	50	–	15	15	–	20

Traits: Armour (Hide) 1, Bestial, Horns, Night Vision, Skittish, Stride, Weapon +5

Optional: Belligerent, Infected, Infestation, Trained (Broken, Entertain, Guard, War)

SHEEP (HUGELTAL LONGWOOL)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	25	–	25	35	20	30	–	5	10	–	7

Traits: Armour (Hide) 1, Bestial, Size (Small), Skittish, Stride, Weapon +2

Optional: Disease (Packer's Pox), Horns, Infected, Infestation, Trained (Broken)

BURGHERS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	30	30	30	35	40	40	40	40	35	45	12

Traits: Weapon +5

Optional: Disease (any one)

PEASANTS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	30	40	40	45	30	40	40	30	35	30	15

Traits: Weapon +3

Optional: Disease (any one), Hardy, Infestation, Ranged +8 (50), Tracker

CHAPTER 7
INTO THE DARKNESS

Our Heroes head into the sewers in search of the escaped Mutant Goblin. There they stumble across the secret temple where Johannes Teugen plans to conduct the ritual he believes will save his soul.

ENTERING THE SEWERS

Unless the Characters squeeze into the sewers through the same hole used by the Goblin, they are let in through the manhole marked A on the sewer map. The stench hits as soon as the cover is removed, and grows progressively worse as the Characters descend. A vertical shaft leads downwards into blackness. Although there are conveniently placed footholds, the slime-coated shaft does not inspire confidence.

After descending almost 8 ft, the shaft opens into a primary sewer channel. To reach the walkways running to either side of the central effluent channel, the Watch provides an 8-ft-long ladder. It has hooks at one end, and must be lowered down the shaft, hooked into the lowest foothold, and manoeuvred so its base rests on one of the walkways. This is a tricky task. The first Character into the shaft must make an **Average (+20) Athletics** Test to position the ladder and climb safely down on to the walkway. Failing the Test means that the Character slips and falls into the sewage. Falling Damage is halved from 7 yards to 4 yards because of the cushioning effects of the town's stinking waste!

Once safely down, the Characters find themselves in a major sewer running east and west, at a junction with another major sewer running south-east towards the city wall.

ADVENTURING IN THE SEWERS

Bögenhafen has two types of shaft in its sewers: Major and Minor.

Major sewers (shown by a heavy line on the sewer map) have two walkways, each 3ft wide, on either side of a 5ft wide effluent channel. The channel is usually some 5ft deep, and filled at least half-full with the worst Bögenhafen has to offer. The curved ceiling reaches 10ft above the walkways at its highest point. The walkways are only wide enough to allow Characters to proceed in single file.

Minor sewers (shown by a narrow line on the sewer map on page 71) are simple pipes, 5ft in diameter with a sewage flow normally about a foot deep. These are relatively easy, though smelly, to negotiate.

There are two types of junctions in the sewer system. Where a minor sewer flows into a major sewer, the junction is beneath the walkway and the walkway is not interrupted. Where two major sewers meet, the walkway is interrupted, requiring the Adventurers to improvise a bridge of some kind or to make a leap of 5ft to cross.

Movement in the Sewers

There is effectively no risk involved in moving along the sewers at Walking speed. Any Character moving faster must succeed with a **Challenging (+0) Athletics** Test (taken as a Free Action) before taking the extra Movement, or fall into the effluent.

Characters who wish to cross the effluent channel must leap or wade. Because of the cramped conditions, there is only room for a run-up if the Character runs diagonally across the effluent channel, a leap of 4 yards. If the Test is failed, the Character falls into the effluent channel.

MEANWHILE, ELSEWHERE...

While the Characters were occupied at the fair, Teugen met with a trade contact who provided him with the final component necessary for his ritual – an ancient scroll, looted from a distant tomb. But time is running out, for the seven years of power granted by his contract with Gideon shortly expires...

With the scroll safely under lock and key, Teugen had Gideon pick up Gottri Gurnisson from the stocks (see page 66), where he was languishing after his encounters with the Characters. The Dwarf was brought to Teugen, lured by promises of free drink, and then sacrificed in order to summon a Daemon to guard the sewer temple. The Daemon's orders are to destroy any living thing (except Teugen or Franz Steinhäger) that enters the temple. After the summoning was concluded, Gottri's corpse was dumped into the sewers and has drifted to Location 3 on the sewer map. Meanwhile, the escaped Mutant Goblin fled into the sewers. Reaching the hidden temple, it squeezed through the grille on the door, hoping to hide there for a while. Unfortunately for the Goblin, it was killed and eaten by the Guardian Daemon.

Characters wading in the sewage flow must take an **Athletics** Test before their Turn in Combat (or every minute outside Combat) in order to avoid slipping and falling over. Characters who wish to go along minor sewers must wade.

Getting Mucky

It is quite possible that Characters will fall into, or wade through, the sewage. The sewage-drenched halve all Fellowship-based Tests until they clean themselves and their clothing. Only Characters shorter than 4ft run any risk of drowning if they fall in the effluent channel of a major sewer. Roping the Characters together avoids this.

Infected Wounds

The sewers are unsanitary, to say the least. After any encounter where a Character suffers any Wound loss while in the sewers (other than those suffered from Falling) each affected Character must succeed at an **Easy (+40) Endurance** Test or gain a Minor Infection (see **WFRP**, page 187); if this Test is an Impressive Failure (**–4 SL**) or worse, the Character instead suffers a Festering Wound (see **WFRP**, page 187).

Further, if a Character should suffer a Critical Wound when in the sewers, even if Critical Deflection is used (see **WFRP**, page 299), a **Challenging (+0) Endurance** Test must be attempted. On a success, the Character gains a Minor Infection. On a failure, the Character instead develops a Festering Wound.

Diseases

As long as the Characters stay out of the effluent, they are likely to escape the sewers without contracting something nasty. However, it is quite different should they take a dip. Exposure to the sewage comes in two forms: Wading, and Immersed. Wading is moving through the effluent, but keeping your head above the muck. Immersed means your head has gone under.

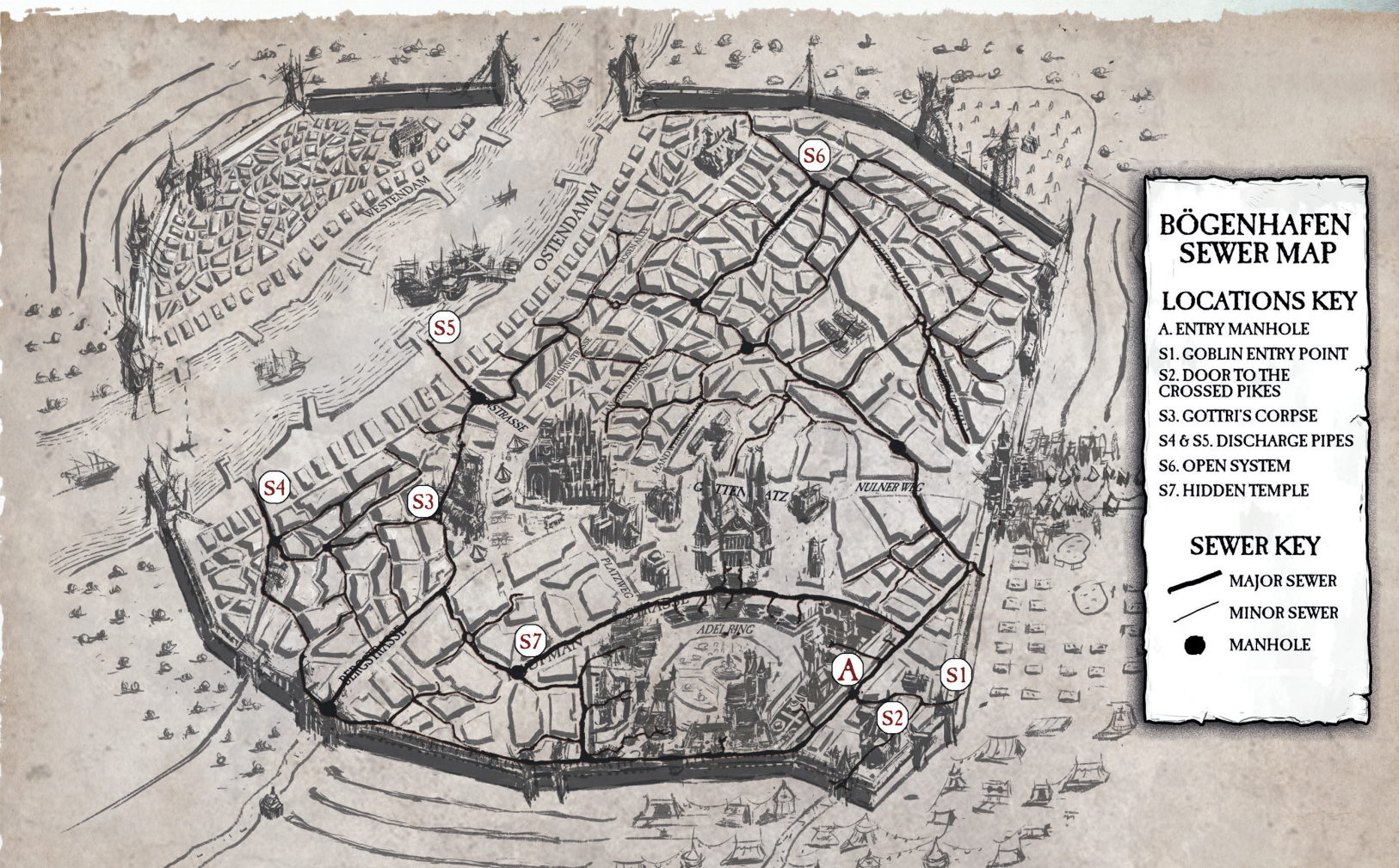
After every half an hour, or part thereof, of Wading, take an **Average (+20) Endurance** Test. If passed, nothing happens, beyond being rather soiled. If failed, the Wading Character contracts Itching Pox (**WFRP**, page 187).

If Immersed, take a **Difficult (–10) Endurance** Test. If passed, nothing beyond the horror of a sewage-dunking happens. On a **Marginal Failure** (**–0 SL**), the Itching Pox is contracted. On a Failure (**–2 SL**), contract the Galloping Trots (**WFRP**, page 187). On an **Impressive Failure** (**–4 SL**) or worse, the Bloody Flux is contracted (**WFRP**, page 186).

Sight, Sound, and Smell

The sewers are unlit. Even Characters with the *Night Vision* Talent cannot see unless they carry a source of light such as a torch or a lantern.

Sound echoes and carries for twice as far as normal in the sewers, so there is a +10 modifier to all sound-based **Perception** Tests.



Lastly, the smell in the sewers is, to say the least, unpleasant. Upon entering the sewers, all Characters must succeed at an **Average (+20) Endurance** Test or suffer the effects of the *Nausea* Symptom (see **WFRP**, page 189) until they leave the sewers. Any *Stunned* Conditions gained from this last until the end of the next Round.

OPTIONAL ENCOUNTERS

In addition to the locations marked on the sewer map, you may wish to throw in a few more hazards and encounters to keep things interesting. The following Optional Encounters are presented to help you recreate the atmosphere of the sewers and are not intended to provide heavy opposition for the Characters. The most important thing is to communicate how dark, damp, and smelly the place is, using strange, distant echoes and nearby splashes to unsettle everyone.

To use the Optional Encounters, you can either roll 1d10 every ten minutes or so with a result of an 8 (representing the 8-pointed star of Chaos) indicating an encounter, or you can simply use them you see fit. Having determined that an encounter is to take place, you can either choose one or generate one randomly using 1d100 on the Random Event Table.

Be wary of slavishly sticking with random events — for example, three successive methane pockets is stretching the bounds of probability somewhat!

Also, it may be a good idea to decide on the encounters you wish to use before play starts, rather than during, otherwise the Players will be alerted that something is about to happen as you spend time reading the list and trying to select an appropriate event.

1D100 RANDOM EVENT TABLE

Major Sewer	Minor Sewer	Encounter
01–05	01–10	Amoeba
06–15	11–15	Bats
16–25	16–40	Deadly Mould
26–35	–	Rats
36–40	–	Thief
41–50	41–70	Methane Pocket*
51–80	–	Dangerous Walkway*
81–00	71–90	Unseen Obstacle*
–	91–00	Hole*

*: You should mark the location of these encounters on your sewer map, as they will be in the same place should the Characters return. Obviously, a methane pocket does not remain if it is ignited.

Random Events

These random encounters and hazards are meant to be inconvenient rather than dangerous, and you should not be afraid to amend Test results or reduce Damage caused if the Characters are having a hard time. The events of this Chapter should worry, frighten, and infuriate the Characters rather than kill or seriously wound them.

Amoeba

On a number of occasions, as the Characters make their way along the sewers, you should draw their attention to inexplicable ripples on the surface of the effluent. They might even see a sewer rat, swimming down the middle of the channel, abruptly disappear beneath the surface. Having built up the tension in this way, run the following encounter with a sudden and dramatic start.

The sewage in the channel suddenly heaves, and a nauseating stench assails the Characters' nostrils as a phosphorescent, obscenely slimy tentacle bursts from beneath the surface and lashes out at the lead Character. It does not make an attack at this stage, but attaches itself to the wall or walkway in order to haul a huge, bloated, amorphous body out of the channel. If any Character waves a naked flame at it, the thing backs off and then retreats into the channel with a great splash. Otherwise it flows forward relentlessly, forcing the adventurers to give ground or be enveloped in its slimy body.

Bats

The Characters disturb a colony of bats roosting on the roof of the sewer. The bats panic and form a milling cloud. Each of the Characters is subject to one attack at **WS** 30 with the *Weapon +2* Trait, modified by Armour and Toughness Bonus as usual. After this, each Character must pass an **Average (+20) Dodge** or fall into the sewage flow while trying to avoid the screeching bats, and also gaining a *Prone* Condition.

Deadly Mould

A patch of Red or Yellow Mould is growing on a wall of the sewer (equal chance of each type). It can be identified with an **Easy (+20) Lore (Plants)** or **Challenging (+0) Lore (Herbs)** Test. The Characters spot the mould before they come to it. In a major sewer, the Characters can only avoid triggering the mould's spore release by crossing to the other walkway. If this encounter takes place in a minor sewer, there is no way the Characters can pass the mould without triggering the spore release. If triggered, the mould fills the sewer with a cloud of spores for 5 yards to either side of the original patch.

- **Red Mould:** The spore cloud lasts for 3 Rounds. Characters in the affected area must make a **Challenging (+0) Endurance** Test or gain 1 *Blinded* Condition, plus a further +1 *Blinded* Condition per **–SL**.

- **Yellow Mould:** The spore cloud lasts for 1d10 Rounds. Characters in the affected area must make an **Average (+20) Endurance** Test or gain 1 *Blinded* Condition, plus a further +1 *Blinded* Condition per –SL. Also, all Characters lose 1 Wound for every Round spent in the cloud, disregarding modifiers.

Rats

The adventurers disturb a swarm of Rats. It comes boiling down the sewers toward the Characters, delivering 1 attack at **WS** 25 with the Weapon +4 Trait against each Character in passing, before disappearing into various small holes and crevices. Boots count as 1 Armour Point against this attack.

After this, each Character must pass a **Challenging (+0) Dodge** Test or fall into the sewage flow while trying to avoid the squeaking Rats, and also gaining a *Prone* Condition.

Thief

This encounter may be introduced in a similar fashion to the Amoeba. At various times, the Characters might hear an echoing footstep, or a distant cough. Eventually, the Characters see a dark figure ahead. It notices the party almost immediately, and runs. The Characters have disturbed a thief using the sewers to move undetected beneath the town. The thief heads for the nearest manhole, quickly losing the Characters before escaping into the streets of Bögenhafen. Or, if you prefer, the thief leads them — via a roundabout route — to the Crossed Pikes tavern (see page 87).

Methane Pocket

A pocket of methane has gathered in a section of the sewer that is slightly higher than elsewhere. The Characters first become aware that they are walking up a slope, and then notice the air is beginning to smell even fouler than usual.

Any Character who has completed a miner or rat catcher Career automatically knows what this means. Others do if they succeed at an **Average (+20) Lore (Engineer)** or **Lore (Geology)** Test, or pass a **Challenging (+0) Intelligence** Test if you deem a Character has any other Skill or Talent that is appropriate. The pocket of gas is flammable and there is the danger of an explosion unless torches, lanterns (apart from Davrich lamps), and other naked flames are extinguished.

The gas pocket is 2d10 yards long, occupying the full width of the sewer. The chance of an explosion is a cumulative 10% for every yard a Character travels through the gas pocket with a naked flame. If an explosion occurs, the gas ignites with a sudden flash and a loud bang. Every Character loses 1d10 Wounds, modified by Armour Points and Toughness Bonus like normal, and must succeed at a **Challenging (+0) Endurance** Test or gain a *Prone* Condition. Additionally, all Characters gain (Toughness Bonus – **SL**) *Deafened* and *Stunned* Conditions, and 1 *Ablaze* Condition.

If the Characters do not realise what has caused the explosion, do not explain. Tension is increased if the party are left wondering whether it was attacked by a trap, magic, or worse.

Unseen Obstacle

At this point, there is a chance that the leading Character either trips over a small iron rod, or bangs their head on a torch bracket jutting out into the passage. Alternatively, there might be a discharge pipe at foot or ankle height. In all cases, make a secret **Challenging (+0) Perception** Test for the lead Character, which is one step harder if the Character is moving faster than Walking speed. If the Test is failed, the Character does not spot the danger until too late. Failing to spot the obstacle means the Character trips badly; loses 1d10 Wounds, modified by Armour Points and Toughness Bonus like normal; and gains a *Prone* Condition. Further, the Character must succeed at a **Challenging (+0) Athletics** Test or fall into the sewage flow.

Dangerous Walkway

The walkway on one side of the sewer is especially dangerous at this point. Perhaps there is a gap of 1d10 yards where it has crumbled away, or maybe it is unsound and collapses under pressure, or there could be a slippery stretch. If you choose one of the latter two options, the lead Character must pass a **Challenging (+0) Perception** Test to notice the danger in time. Otherwise the Character slips or the walkway collapses underfoot. In both cases, success at a **Challenging (+0) Athletics** Test avoids a fall into the sewage.

Hole

There is an unseen pothole in the sewer beneath the Character's feet. The lead Character must succeed at a **Hard (–20) Athletics** Test to not slip into the hole. If failed, the Character's foot is caught, and the Character must take a *Prone* Condition. Further, if the Test is an Impressive Failure (**–4 SL**) or worse, the Character also suffers a Torn Muscle (Minor) injury to a random Leg Hit Location as the ankle twists badly. This cannot be avoided with Critical Deflection.

PRIMARY LOCATIONS

The following primary locations are important to the adventure. Their locations are marked on the sewer map.

Goblin Entry Point

This is the narrow shaft the Goblin used to enter the sewers. There are a number of similar 'breathing' shafts perforating the town walls. They prevent the build-up of dangerous pockets of methane gas in the sewer system, and their outlets are covered by iron grilles. The grille at the end of this shaft has rusted away to nothing. The shaft is 12 inches square in cross section, and the *Contortionist* Talent, and a slender frame, is necessary for any Character wishing to enter.

The Goblin cut itself as it wriggled down the narrow passage. A successful **Very Easy (+60) Track** or **Average (+20) Perception** Test, modified according to the best available light, can spot this bloody trail.

Light Source	Modifier
Lantern	-10
Candle/Lamp	-20
Torch	-30

If the Goblin's trail is found, it can be followed with little trouble to the Hidden Temple, where it vanishes. The tracking Character must make another **Very Easy (+60) Track** or **Average (+20) Perception** Test to pick the trail up again whenever it crosses an obstacle such as a gap in the walkway.

Door to the Crossed Pikes

Set into a narrow archway in the slime-covered sewer wall is a rickety and jerry-built wooden door. Its edges are defined by a strip of light coming from the far side, but peering through these gaps reveals nothing and no sounds can be heard.

The door opens inwards, and is securely locked (**D -20, SL 2; TB 5, W 4**). A successful **Challenging (+0) Perception** Test reveals a strange symbol scratched into the brickwork beside the door. Any Character succeeding at an **Average (+20) Secret Signs (Thief)** Test knows it indicates a safe house. On an Impressive Success (**+4 SL**), the Character also recognises the safe house is likely run by the Ranaldan Crooked Fingers order as a place to hide people and goods from the authorities. The brick bearing the sign is loose, and there is a key to the door hidden behind it.

The door leads to the cellar of the Crossed Pikes tavern (see page 87). If the Characters are tempted to enter, perhaps because they have followed the thief mentioned in the Optional Encounters (see page 73), they quickly land in trouble with the owner of the Crossed Pikes, Franz Baumann, and are made to promise to keep the entrance to the sewers a secret. However, this is a good way of introducing the adventurers to the local criminal underworld!

Uninvited Guests

If the Characters enter from the sewers, they have to find the hidden key, use an *Open Lock* Spell, or break the door down (**TB 3, W 8**). On the cellar side, the door is concealed behind a stack of empty crates that fall over with lots of noise if the door is broken down. The rest of the cellar is piled with barrels and more crates. Three men sit among them. One is dark-haired and wiry: Baumann. One is tall and broad with a goatee: Reinhold. The third is compact with dark hair: Reinhardt. They look surprised when the Characters enter the cellar, but do not appear to be unduly worried and make no aggressive moves unless they are attacked.

'Come in, why don't ya?' says Baumann. *'Have a seat.'* He points at a chair with a dagger he was using to clean his fingernails.

If any of the Characters have not yet entered, Baumann calmly calls them into the room. When they are all inside, he pulls a hidden lever, and a pit opens up under all of them. The party drops through a hole in the floor. As they are taken completely by surprise, they have no chance to react as a dozen Ranaldans leap on them, bind them securely and stick sacks over their heads. They are all then carried upstairs into one of the bedrooms...

Once in the room, the sacks are removed and the Characters are disarmed and gagged. Reinhold and Reinhardt perform this operation, while Baumann sits against the door, still cleaning his fingernails with the dagger.

'Ah,' he says, *'that's better. Now we can talk — or rather, I can talk, and you can listen. But where are my manners? I'm Franz, and my two friends here are Rein and Rein. They're twins.'*

'Pleasure to meet you, ain't it, Rein.'

'It certainly is, Rein. For us, at least.'

'Now you see,' Baumann continues, *'we have something of a problem. That door you found may not be much to look at, but we like it. It's funny how you can become attached to things. Call us selfish if you like, but we're really quite possessive. We don't really want to share it with anyone. If people keep wandering in and out of it willy-nilly... well, it will just wear out, won't it? And that would be a shame. In fact, we'd be quite upset.*

'So, we're not quite sure what to do. My two associates here tell me they'd like to beat you to a pulp and drop you in the sewers with a bag of bricks round your neck. But that wouldn't be very nice. They do tend to get excitable when they're upset about something. I'm sure you'll understand and forgive them, won't you?

"No," I said to myself when I saw your faces. "These people are reasonable. I'm sure they'll understand." So, I'm going to ask you to look on it as our little secret. You can keep a secret, can't you? I'm sure you can. And I have great confidence in my judgement. I get that from my mother, you know. She was very gifted in that direction.

So, I'd be very disappointed if I turned out to be wrong, and so would my two friends here. And all of our other friends. We're very lucky people, you know: we've got lots of friends. I suppose we're just naturally sociable.

'Now, will you promise to keep our little secret? Just for me? It would make me very happy if you promise.'

The Characters have very little choice here. If they refuse to cooperate they are indeed beaten to a pulp and dropped in the sewers attached to bags of bricks. If the Characters agree to keep quiet about the door, Baumann congratulates them on their wise decision, pointing out that he knew all along that they could be trusted and that he wouldn't do this for just anybody.

Then, the Characters are led back into the sewers, where they find their weapons in a bundle a little way down the walkway. As the door is shut behind them, Baumann calls after the Characters that his friends will be keeping an eye out, and that they have *'nasty, suspicious natures, you see'*, and that they *'hate to be disappointed'*. With that, the door closes, and a series of scraping sounds are heard from behind it as crates are moved to block the doorway and ensure the Characters cannot regain entry.

Gottri's Corpse

As the Characters approach this point in the sewers, they see a sizeable blockage in the effluent channel ahead. The party's approaching light disturbs a dog-sized Rat sitting on the blockage — its beady eyes glare at them, then it dives into the sewage and swims away (or, if you wish, you can turn this into a combat encounter using the Giant Rat in **WFRP**, page 315, perhaps with the *Brute* or *Elite* Creature Traits added if you wish it to be particularly vicious). On closer inspection, the obstruction is seen to be the eviscerated corpse of a bedraggled, male Dwarf.

If the Characters fish the torn body from the flow of sewage and inspect it, it is immediately recognisable as Gottri Gurnisson, the drunken Dwarf who was in the stocks at the Festival Court (see page 63). If the Characters did not visit this location, one of them (chosen at random) vaguely remembers seeing the Dwarf at the fair, possibly in a beer tent.

The body is horrifically mutilated, and shows evidence of many knife-cuts. One arm is missing, and appears to have been torn or bitten completely off. The chest is torn open, and the heart is missing.

If the Characters saw Adolphus Kuftsos the bounty hunter's mutilated body (see page 50) they can attempt a **Challenging (+0) Perception** Test. If successful, they note the wounds on the Dwarf's body are similar. On +3 **SL** or more, the Characters suspect the wounds on both bodies were made by similar creatures, but not by the same individual; the thing that attacked the Dwarf was slightly larger.

If the Characters try to trace where the body came from by following the effluent upstream, they eventually arrive at the junction near the Hidden Temple.

It's possible they may conclude that the body was dropped down a manhole. However, if a Character succeeds at an **Average (+20) Track** Test or **Difficult (–10) Perception** Test and investigates the manhole shaft closely, it is obvious the cover has not been disturbed for at least three days. **Note:** any Character wishing to inspect the manhole cover needs to climb the slippery , which stands over the middle of the effluent channel. This requires a successful **Futile (–40) Climb** Test or the ladder by which the adventurers originally entered the sewer.

Discharge Pipes

At these points the sewer discharges into the Hafenbach and Bögen rivers. The walkways disappear and the effluent channel narrows to a pipe just 2ft wide. There is normally a gap of 6 inches between the surface of the effluent and the top of the pipe.

Open System

At this point, the sewer rises above ground and turns into an open channel flowing through one of the poorer areas of the town.

Hidden Temple

The Mutant Goblin's trail ends at a stout wooden door set into the wall of the sewer. There is a small opening with iron bars at about eye height, through which can be dimly seen a large cellar. A smoky torch burns in a wall bracket, casting flickering shadows around the room. Traces of green-black Goblin blood are found on the iron bars. A successful **Average (+20) Perception** Test reveals a bare Goblin footprint halfway up the door.

Any Character with the *Sixth Sense* Talent or a Channelling Skill feels distinctly uneasy about this place, but is unable to say why. Any Character with the *Magical Sense* Talent can see traces of *dhar* — roiling, tainted black magic — in the chamber, but is not able to detect anything further. Characters with the *Holy Visions* Talent can feel the influence of the Dark Gods in the room ahead. The door (**TB 4, D 12**) is bolted on the inside. Lying on the floor by the door is a pile of broken and chewed bones, the only identifiable one being a three-socketed pelvis…

By entering or bringing light into the cellar, the Characters can see the stone-lined room is a temple of some kind. A large octagram is painted on the floor in dark-blue paint and a silver candlestick bearing an unlit black candle is positioned at each point. An engraved circle of copper, about 3 inches thick and 15ft in diameter, lies inside the octagram.

In the centre of the copper ring, a seven-pointed star with a beast's head and the words 'Ordo Septenarius' is written. The beast's head is partly obscured by a large, dark stain (the Goblin's blood).

OPTIONS: FREE THE DAEMON!

Instead of having the Guardian Daemon trapped in the Hidden Temple awaiting the Characters' inevitable arrival, you could free it. Replace the Guardian Daemon's Territorial (Hidden Temple) Trait with Territorial (Sewers). Now ramp up the creepiness of the sewers by having the Daemon whisper from the shadows, taunting them, insulting them, mocking them. Instead of finding Amoebae or Ranaldan Thieves, the party find a slew of mutilated corpses, many with bloody smears leading in the direction of the Hidden Temple. When the Characters eventually arrive (or are driven towards) the Hidden Temple, have the Daemon appear as it slams the door behind them and locks them in, cackling. Then it starts flinging blue fire through the door's grate!

Alternatively, you could have the Daemon trapped in the Hidden Temple as normal, but capable of whispering in the darkness of the sewers. It seeks to attract as many mortals into the Hidden Temple as possible to kill them. And eat them. The Goblin didn't find its way to the Daemon by chance. It was lured there. Just like the Characters following it...

An iron cabinet stands against the back wall and a small pool of a dark liquid has collected on the floor in front of it. In the far corner (in front of a secret door) lies a large, silk handkerchief embroidered with the monogram — 'F.S.'

The Characters barely have time to take all this in — the bones, the octagram, the cabinet, the scrap of cloth (Franz Steinhäger's handkerchief) — before a stream of thick, foul-smelling, black smoke flecked with blue and pink suddenly begins to issue from the centre of the octagram. The smoke rapidly coalesces into a horned, fang-filled creature with multiple glowing eyes, four beclawed arms, and multiple lash-like tongues. The entity howls as it coalesces, and magical energies whip out in all directions, lighting the room in blue and pink coruscating light. A Daemon. Any Characters succeeding at a **Challenging (+0) Lore (Theology)** or **Easy (+40) Lore (Chaos)** Test will recognise this as a manifested Horror of Tzeentch, a servant of the Chaos God of Magic and Change.

The Daemon does not attack the Characters immediately. Though still struggling with the material plane, it has quickly grown fond of its new physical existence, and particularly enjoyed eating the Goblin. It is bound to protect the Hidden Temple, and recognises that it cannot do so if destroyed, so violence is its last option, not its first. So, it gibbers on the spot, hissing and roaring to frighten the Characters away as pink energies run along the length of its disturbing body as new eyes, mouths, and tentacles sprout and disappear on its head.

Cool Tests to resist the Fear and Intimidation attempts are required. If this doesn't cause the Characters to flee or attack, the Daemon reluctantly attempts to talk with them. It speaks Language (Daemonic), but is somehow understood. It explains that it can't let the Characters stay, and that it tried to explain this to the three-legged thing, but it wouldn't listen.

So, it ate it. It claims that if the Characters do not leave, it will summon more Daemons to drive them away. This is a bluff, but the Characters have no way of knowing this. The Daemon does everything in its power to make the party retreat.

If the Characters destroy the Daemon, they can explore the room. The cabinet is locked (**TB** 3, **W** 5). If the Characters open the cabinet, they find a bloodstained sacrificial knife lying on a silver tray (value 2 GC) and a scroll bearing the *Manifest Lesser Daemon* Spell.

The Characters cannot find the secret door, which is bolted and barred from the other side. This exit leads, via a flight of stone stairs, to Franz Steinhäger's offices (see page 89).

OUT OF THE SEWERS

When the Characters emerge from the sewers, they should have uncovered some traces of sinister goings-on in the town. There are various things they may try to do next, and this section covers most of the more likely possibilities.

However, given it is likely to be late at night, there is little they can do immediately. With the exception of the Watch barracks (see page 92) and various inns, most establishments are closed. Persistent knocking might rouse people from their beds, but any NPC disturbed in this way will be angry, and unlikely to be of any help until the morning. Especially angry NPCs might go as far as to empty a pot of night soil over the Characters for their trouble!

Home to Bed

It should not be long before the Characters realise their best course of action is to turn in for the night and take up their investigation in the morning. Quite apart from the difficulty of finding any co-operative NPCs at this hour, you might consider requesting **Challenging (+0) Endurance** Tests. Those who fail take a *Fatigued* Condition that is not removed until they rest.

Depending on events, the Characters might be based at the Journey's End Inn, or they might return to the *Berebeli*, which is moored at the docks.

The Journey's End Inn

Adventurers staying at the Journey's End and covered in sewer soil are ordered to leave the inn by the landlord. They may only return once they have had a bath — or at least a dip in the river, which is very cold at this hour. There is nowhere open that offers a bath, so the river is their only choice — or a malodorous night outside in the chill spring air.

In the morning, the Characters are presented with a bill for 10/–, covering the room where they left their luggage for the night. If they protest about this, the innkeeper explains that the escaped Goblin was caught and killed in a warehouse on the docks, about an hour after they entered the sewers. Since they failed to recover it according to their agreement with the Festival Court, they must pay for their accommodation.

The adventurers may attempt an **Opposed Haggle** Test to reduce the bill (using the rules found in **WFRP**, page 291 in Bargaining and Trading), and each hot bath they request adds 1/– to the total. Until they pay up, the Characters are not allowed to remove their luggage, and this 'request' is backed up by a couple of large and brutal-looking bar staff.

No one in the inn knows exactly where the Goblin was killed, but they will suggest that the adventurers call on the Town Hall for more information (see page 85).

The *Berebeli*

The Characters may wish to return to Josef's barge, the *Berebeli*. Josef has been drinking wine all evening and does not appreciate being disturbed. He objects to the sewer stench even more strongly. Soiled Characters are thrown overboard unless they are wounded — but the sight of them thrashing about in the water soon dispels Josef's bad temper, and he helps them aboard, laughing loudly, and lets them stay for the night.

RESOLUTION

Rewards

In addition to your typical award for having a great roleplaying session, XP should be awarded for the following:

- 5 points for falling in the sewage
- 5 points for finding Gottri Gurnisson's body
- 10 points for befriending the Crooked Fingers
- 5–10 points for dealing with a difficult Random Event
- 5 points for finding the Mutant Goblin pelvis
- 5–20 points for dealing with the Daemon in the Hidden Temple.

As ever, use the listed XP amounts above as a guideline if you wish to provide other XP awards.

NON-PLAYER CHARACTERS

The Sewer Creatures

Amoeba

Amoebae are formless masses of jelly-like slime. Commonly called 'jellies' or 'blobs', Amoebae are normally found in the sewers, swamplands, and riverlands of the Old World, feeding on anything organic they encounter, be it flora or fauna. They are drawn to body heat and disturbances in the water when hunting, and can send out tentacle-like pseudopods to drag opponents into their bodies for digestion.

They are completely mindless, simply following their instincts wherever that leads them.

Organic material is digested once absorbed into an Amoeba's body. Tough to digest material, such as bone and cartilage, can float inside their bodies for days, and sometimes weeks, betraying any recent victims. Amoebae cannot digest metals or minerals, which pass through their bodies unaffected.

It is recommended to use the supplied Characteristics for any Amoeba encountered in the sewers to ensure it's not a particularly dangerous opponent. If you feel the party could do with facing a greater threat, use some of the Optional Traits or the Generic Creature Traits found in **WFRP**, page 310.

AMOEBA

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	30	–	40	40	–	20	10	–	–	–	16

Traits: Absorb, Amorphous, Amphibious, Engulfing, Mindless, Painless, Swamp-Strider, 2 Tentacles +6, Weapon +6

Optional: Size (Large–Enormous), 3+ Tentacles, Tracker, Venom (Average–Hard)

The Guardian Daemon

A gift of Tzeentch, the Guardian Daemon is one of the Lord of Change's Heralds, an expendable slave to darkness that exists only to further the Great Plan of the Chaos God of Change. It shimmers and crackles with magic, its many-limbed form shifting and warping from one moment to the next. This recently summoned Daemon has orders to keep anyone from entering the Hidden Temple except for senior members of the Ordo Septenarius. Although it has been in the material plane for a very short while, it has already decided that it enjoys the simple pleasures of breathing, feeling, and eating. Because of this, it will do whatever it can to avoid death whilst fulfilling the duties it has been commanded to perform.

If it talks, the Guardian Daemon's voice comes in giggling fragments as a hundred mouths open across its body to offer sweet temptations. The largest mouth in its head is only used for snarling and eating, and has whip-like tongues that lash out at any who draw too close.

HERALD OF TZEENTCH

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	39	49	49	39	39	59	39	49	99	19	19

Traits: Corruption (Moderate), Daemonic 8+, Fear 2, Horns +8, Painless, Territorial (Hidden Temple), Unstable (Outside the Hidden Temple), Weapon +9

The Crooked Fingers

The Management

Baumann is a lean man in his mid-30s with greasy hair and brown eyes. He is 'the management' of the Crossed Pikes and a ranking member of the Ranaldan Crooked Fingers. He is a likeable rogue who prefers to avoid violence if possible. However, if he feels his crew are in danger of being compromised in any way, he is not quite so peaceful. He is well connected in the town's underworld, and thanks to a web of blackmail, threats, and 'special arrangements' he has a surprisingly wide sphere of influence at all levels.

For any Character who befriends him, he makes a very useful patron, source, or mentor. He speaks with an easy, street Reiklander accent, and frequently cleans his fingernails with his dagger.

Note: Baumann has no Blessings or Miracles of Ranald. Like most in the cults, he is not a blessed priest, but he is a ranking member of the Crooked Fingers Order.

Rein and Rein

Twins Reinhold and Reinhardt work for 'the management', and, whilst not especially bright, they are completely loyal and do whatever is asked of them. Reinhold is tall and broad, with dark hair and a goatee; Reinhardt is shorter and compact, with equally dark hair and a small moustache. Both have a steady and unnerving gaze, as though they are considering multiple ways to hurt whomever they are looking at — which they usually are. Each calls the other 'Rein', and they talk to each other frequently as a way of intimidating others, discussing various forms of violence.

'I don't fink he wanted to do that, did he, Rein.'

'No, that was very unwise, Rein. Perhaps we should teach him an lesson what is 'oly?'

'Do you mean an 'oly lesson in how to cry like a Shallyan nun, Rein? Why, I fink I agree. So, how do you fink we should make this man, who is clearly in need of a religious education, cry?'

REINHOLD AND REINHARDT – HUMAN THUGS (BRASS 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	50	30	50	50	30	20	25	25	40	25	19

Skills: Intimidate 70, Melee (Basic) 60, Melee (Brawling) 70

Talents: Menacing*

Traits: Armour (Leathers) 1, Prejudice (Folk smarter than them), Weapon (Cosh) +9

Trappings: Basic Weapon (Cosh), Dagger, Knuckledusters, Leather Jack

* This Talent only applies when the two Reins act as a pair

FRANZ BAUMANN – HUMAN PRIEST OF RANALD (GOLD 1)

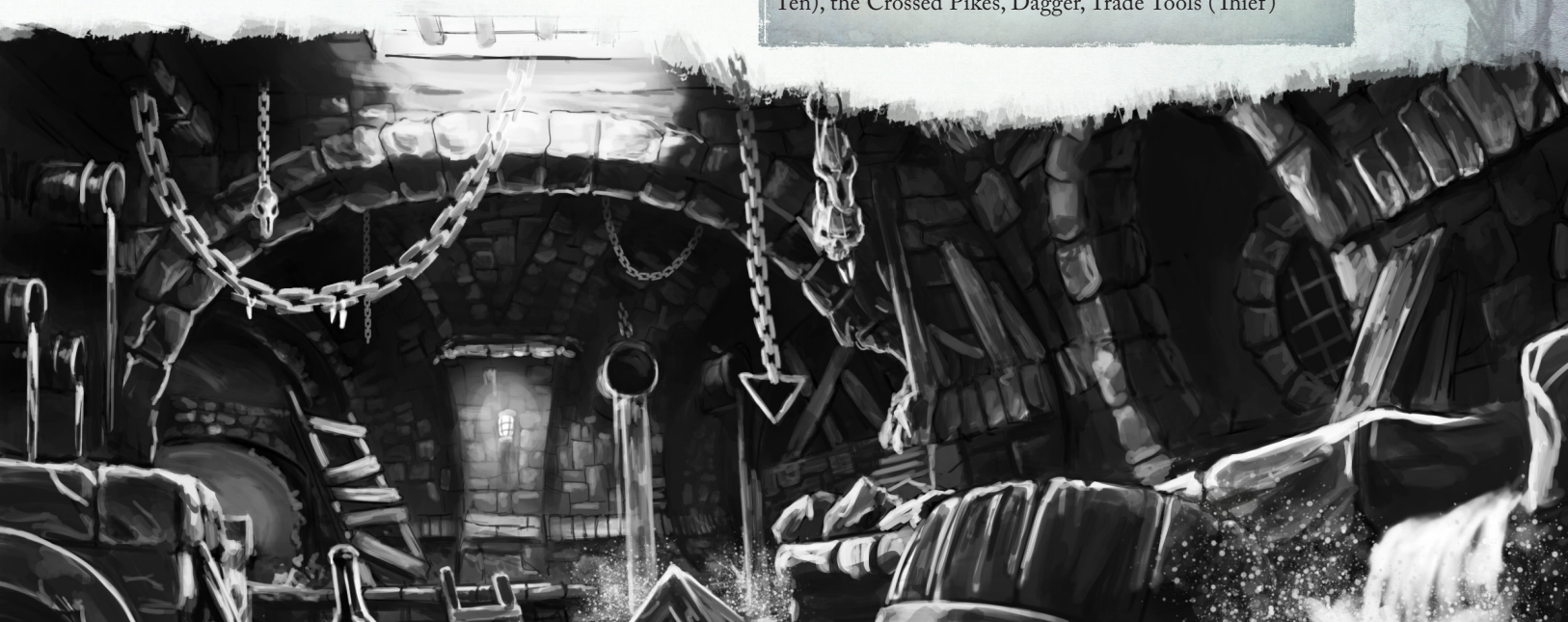
M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	31	24	27	53	59	36	69	65	64	62	18

Skills: Athletics 86, Charm 83, Climb 52, Cool 90, Endurance 65, Entertain (Storytelling) 78, Evaluate 60, Dodge 71, Endurance 60, Gossip 81, Haggle 65, Intimidate 47,Intuition 72, Leadership 81, Lore (Theology) 70, Melee (Basic) 45, Perception 73, Pray 78, Research 60, Stealth (Urban) 71

Talents: Acute Sense (Touch), Alley Cat, Ambidextrous, Blather 2, Break and Enter 3, Criminal 7, Doomed (*From the darkness it comes*), Etiquette (Criminals) 2, Fast Hands, Flee!, Read/Write, Savvy, Shadow, Strike to Stun, Suave

Traits: Armour (Leathers) 1, Weapon (Cosh) +7

Trappings: Basic Weapon (Cosh), Book (The Riddles Ten), the Crossed Pikes, Dagger, Trade Tools (Thief)



CHAPTER 8
CHASING SHADOWS

Our Heroes, having discovered a secret Chaos Temple beneath the streets of Bögenhafen, return to find no one believes it exists. When the Characters uncover the truth as to why, they are soon roped into a race against time to save not only themselves, but all of Bögenhafen.

THE INVESTIGATION BEGINS!

This part of the adventure puts the Characters into the role of detectives. During the course of their investigation, they might call at many different locations. Often, they are required to make successful Tests to get information: if, through simple bad luck, they cannot gain enough information to piece the story together, they may become stuck and discouraged. Don't worry if this happens — there are NPCs aplenty to help the party as they wander around the town, and everything should become clear with a nudge or two. For example, Doctor Malthusius can be used in this way, and tips for doing so are provided. It is quite acceptable to drop a few hints if the Players are having difficulties, but you should avoid making things too easy.

Where To Go First?

The Characters' first likely stop is to see Magistrate Richter at the Festival Court. If they have heard the Goblin was killed in a warehouse, they likely want more information. They possibly also want to show Richter the three-socketed pelvis they found as evidence that the creature died in the sewers.

However, just because that's the most obvious step, it does not mean the Players will take it. To help you plan for what they may do, this chapter presents all the Primary Locations the Characters are likely to visit as they dig into the story behind the Hidden Temple. Of course, it's not possible to cover every conceivable route the Characters take as they investigate, but if you read through the Primary Locations and **Appendix 1: A Guide to Bögenhafen** (see page 118), you will have more than enough information to work through any issue you may face. If the Players choose an unexpected path, remember to use your discretion and initiative in reacting to anything the Characters try to do, taking into account all of the NPCs' motivations and the timeline of events.

Tracing Locations Above Ground

If the Characters made a map while in the sewers, they may be able to trace sewer locations above ground. If the mapping Character has Art (Cartography), then a successful **Challenging (+0) Navigation** Test locates a sewer location from above, with a second located with an **Impressive Success** (**+4 SL**) or better. If no Character can make maps, well, it's much harder.

In order to find any particular location, the Character who made the map must make a successful **Futile (–40) Navigation** Test to find a single location.

The locations the Characters are most likely to try to trace are the Steinhäger offices (see page 89) above the Hidden Temple (see page 76), and the Crossed Pikes (see page 87) above the door to the Crossed Pikes (see page 74). Manholes can also be traced above ground, provided that they have been marked on the Characters' map.

Stake-outs

The Characters may decide to stake out a location. Some of the more likely locations, and what is seen there, are detailed in the descriptions throughout this chapter. When watching an area, an **Average (+20) Stealth (Urban)** Test should be made every hour (more frequently in some areas) to avoid arousing suspicion and being moved on by the Watch.

EVENTS

As the Characters embark on their investigations, the world continues to revolve, and the NPCs continue with their plots.

The following events occur in the order listed unless you determine the Characters' actions cause some of the NPCs to change their plans.

Other events and encounters can also take place if you wish. If you add more, it is suggested you only provide enough to convey the impression of a bustling town going about its business, but not so many that the Players become distracted or overwhelmed.

Day 1

Doctor Malthusius

The Characters should encounter Doctor Malthusius during the first day of their investigations. They may decide to call on him to tell him what they found in the sewers. If they do not, you can have Doctor Malthusius run into them in the town or near the Festival Court.

Malthusius is sure they did their best to recover the Goblin, and holds no grudge against them. He invites them to his caravan and offers them brandy and tobacco. Malthusius has heard that the Goblin was killed in a warehouse by the river, and is rueful at the loss of his best exhibit. He realises that the townspeople would not have been interested in taking it alive, but he is baffled that the Town Hall clerk steadfastly refuses his requests that they return the body to him. He wants to have the Mutant

TOWN GOSSIP

The following gossip can be gathered from NPCs in Bögenhafen. No one person can provide it all; the Characters have to talk to a number of NPCs, both major and minor, before they can gather all the information here. None of the information is particularly secret, and can usually be secured with a successful **Average (+20) Gossip** Test.

The Merchants

- The addresses of the major Merchant Houses on the Adel Ring (see page 90) are known by most townsfolk. On the Adel Ring, each estate has its family's symbol prominently displayed on the gateposts.
- Councillor Magirius is a member of the Merchants' Guild. His family is the most prominent of the lesser merchant houses of the town. Magirius is often to be found at the guild.
- Haagen, Ruggbroder, Steinhäger, and Teugen are the town's leading merchant families. The information given in the section Merchant Families (see page 119) is common knowledge.
- Johannes is head of the Teugen family, a leading councillor and the master of the Merchants' Guild. He was born 50 years ago, the second son of Friedrich and Gunnhilde Teugen. His elder brother Karl became the head of the family on Friedrich's death, and Johannes went to study at the University of Nuln as a scholar. On Karl's death two years ago, Johannes returned to Bögenhafen and took over the family business – dramatically reversing the decline which the family's fortunes had suffered under Karl's leadership.

Gideon

- Only wealthier citizens with mercantile contacts will even have heard of Gideon. They believe him to be a distant cousin of Johannes Teugen. He first came to town with Teugen when he returned from Nuln.

The Ordo Septenarius

- Most deny having heard of the society, whether or not they know of its existence. If a Character with the Secret Language (Guilder) Skill seeks out junior merchants, a successful **Challenging (+0) Gossip** Test yields the same information about the society's charitable activities that Magirius supplies (see page 99).

Goblin stuffed and mounted as a static display. He cannot imagine why the locals refuse to hand the Goblin's body back to him, since it could be of no conceivable use to anyone else.

If the Characters tell him about the Hidden Temple and suggest the Goblin was killed there by a Daemon, Malthusius is disbelieving at first. Are the Characters sure that what they saw wasn't a trick of the shadows and echoes? A successful **Average (+20) Charm** Test (or the sight of the Goblin's pelvis) convinces Malthusius that the Characters are serious, and then he starts to think.

'So that must have been why the authorities refused to hand over the body. There wasn't one after the Daemon had finished with it!'

Malthusius doesn't take any direct role in investigations. He explains he avoids making powerful enemies, and doesn't want Witch Hunters interrupting his show. And, anyway, he is moving on when the fair ends. At the same time, the prospect of Daemons in a seemingly ordinary town like Bögenhafen worries him. He is torn between a desire to do something about it and his conviction that it is wise to avoid such things.

If he can help without running any personal risk, he does so gladly. If the Players are at a loss as to what to do next, Malthusius can be used to feed a couple of leads. Unfortunately, he cannot provide any contacts. He can also suggest that the library in the Temple of Verena (see page 93) may have some useful information.

If Gottri is mentioned, Malthusius offers to ask around at the fair. By the end of the day, he uncovers that the Dwarf was seen shortly after sunset, heading into the town in the company of a young man wearing livery including a red cross or flower.

Madman in the Square

The Characters overhear a conversation about a madman standing in one of the town's squares. Apparently, he is ranting and raving and making all sorts of pronouncements of doom. He is not in the square if the Characters go there, but he returns on Day 2.

Day 2

The Prophet of Doom

The Characters encounter a filthy-looking wretch with long, straggly hair by the name of Ulthar. He stands in one of the town squares amid a small crowd of people, shouting and shaking his fist at nothing in particular.

Most of the time he yells the same four lines: *'Doomed! We are all doomed! Chaos is upon us! The signs are everywhere!'*

However, occasionally, his rantings take a different line: *'I see seven, and I see nine, all they have will be mine, mine, mine!'* or, *'The star within the circle is the sign of Death!'* and, *'Beware the man who is not a man!'*

If the Characters approach Ulthar, he stares closely at one of them — ideally, the Character who resembles Kastor Lieberung. *'The Mark is upon you!'* he yells, with sudden vehemence. *'Beware the bringers of Chaos!'* Then he turns and runs into the crowd, heading for Kringler's Ferry (see page 126) and the Pit (see page 132).

If the Characters follow Ulthar, they need to make a **Challenging (+0) Perception** Test or they lose him in the crowd. If they succeed, they just have time to see him board the ferry, which leaves before they can reach it. Otherwise, they can make enquiries in the crowd, perhaps using the Gossip Skill, and find out that he lives in the Pit. Finding him there requires a successful **Bribery** Test and costs at least 3 shillings.

If and when the Characters find Ulthar's hovel, there is no reply to their knocks. On entering, they will find his twisted body on the floor, his throat ripped out. Gideon became aware of Ulthar's pronouncements and silenced him. Searching the body, the Adventurers find only fleas and a medallion bearing the House of Teugen's insignia, which Karl Teugen gave to Ulthar on his death bed.

If the Characters saw Adolphus Kuftsos's mutilated body outside the fake lawyers' office on Garten Weg, a successful **Challenging (+0) Perception** Test means they find Ulthar's wounds disturbingly familiar.

The Evil Eye

During the afternoon, Gideon watches the Characters closely. Any Characters with the *Sixth Sense* Talent have a feeling of being watched, but are unable to determine who is watching them. Any minor NPC the Characters question this afternoon has a good chance of being dead by the time they return with more questions, but they never see Gideon.

The Invitation

While watching Friedrich Magirius or Franz Steinhäger, the Characters notice a piece of parchment fall from the suspect's pocket. Magirius or Steinhäger are unaware that this has happened. The Characters are able to pick it up and read it. Give the Players **Handout 8: Hour After Sunset**.

This event can be used in a number of different ways. For example, if the Characters are not actually watching either of the above, but happen to be watching their houses or places of work, they could see the note lying in the road or just inside the gates.

HANDOUT 8: HOUR AFTER SUNSET

An hour after sunset at my house.
All members of the Inner Council will attend.

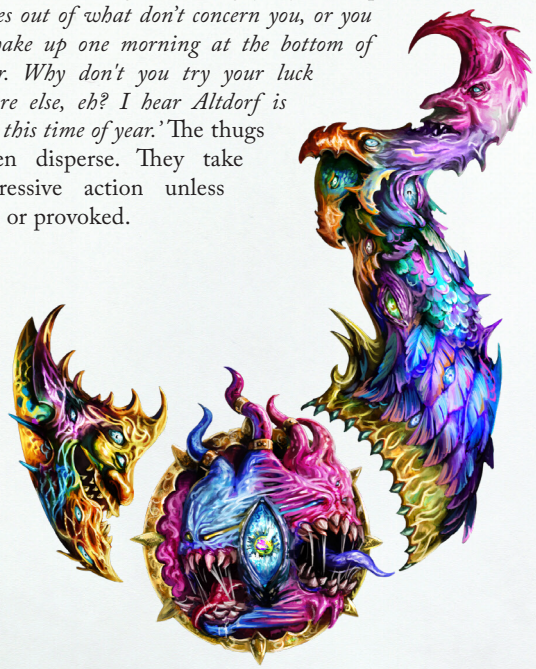
Johannes Teugen

Hired Muscle

Just after nightfall, nine men converge on the Characters from all directions. All are dressed in rough, tattered clothing, and they are carrying clubs, chair legs, and similar weapons. If the adventurers are indoors at the time, they are approached by only one of the thugs, but the others stand threateningly in the background. Teugen has hired the thugs to scare the Characters off. None of the thugs knows who they are actually working for. They are following instructions from Gurney at the Stevedores' Guild (see page 94).

On a successful **Average (+20) Perception** Test, it is noticed that some of them wear cheap metal pendants showing a rope-and-pulley emblem. A successful **Easy (+40) Lore (Bögenhafen)**, **Average (+20) Lore (Reikland)**, or a **Challenging (+0) Intelligence** Test (with a bonus of +20 for Characters who have completed a stevedore or merchant Career) identify the emblem as being that of the Stevedores' Guild.

Once the Characters are surrounded, one of the thugs speaks: *'We've got a message for you. Keep your noses out of what don't concern you, or you might wake up one morning at the bottom of the river. Why don't you try your luck somewhere else, eh? I hear Altdorf is lovely at this time of year.'* The thugs will then disperse. They take no aggressive action unless attacked or provoked.



Day 3 – The Day Before the Ritual

Note: If the Characters are making good progress, the events listed for this day can be used on Day 2.

The Meeting

In the evening, Teugen asks the Inner Council of the Ordo Septenarius to assemble for a meeting at his house on the Adel Ring (see page 90) an hour after sunset. Teugen calls the meeting to finalise the ritual with his Inner Council. The Characters may have found out about the meeting from a letter dropped by Friedrich Magirius or by Franz Steinhäger (see page 101), or they might be spying on the Adel Ring as the Inner Council members assemble for the meeting. At this time of night, there is a certain amount of activity in the Adel Ring. It is not just Magirius, Steinhäger, Teugen and the rest of the council abroad at this hour. The Watch patrol can be seen doing their duty of protecting the citizens, and they ignore the occasional group of rowdy young rakes leaving for a night on the town. Others are crossing the Adel Ring for dinner engagements, generally accompanied by servants with torches and cudgels to ward off footpads. Romantic assignations, and possibly even a duel, may also be taking place in the park.

This 'background noise' is left to your discretion. Refer to the Adel Ring on page 90 for inspiration. You could add extra hazards in the form of aggressive young blades, overzealous bodyguards, and suspicious Watchmen. You could even add some possible red herrings: for example, several people may come out of the Magirius or Steinhäger houses — most of them bound for perfectly innocent destinations.

The Characters could have trouble identifying Franz Steinhäger or Friedrich Magirius in the twilight, leading to a certain amount of confusion. If the Characters accost any of the NPCs, there is a good chance that they will be taken for footpads and dealt with accordingly. Use your discretion here — keep the Characters on their toes, but avoid putting them in impossible situations they cannot escape.

Friedrich Magirius returns from his work at the Merchants' Guild, and remains in his house (see page 90) for about an hour. He then leaves carrying a package containing his Ordo Septenarius robes, and crosses the Adel Ring to Teugen's house (see page 90). If the Characters approach him, Magirius wishes them a good evening and continues on his way. If they make it impossible for him to avoid them, he explains that he is going to dinner with his friend, Councillor Teugen, and could they please make way. If the Characters persist, he calls for help and tries to push his way past.

Franz Steinhäger emerges from his house (see page 120) ten minutes after Magirius. He is accompanied by his two bodyguards, and he too carries his robes. If the Characters try to stop or question him, he will assume that they are footpads and call for help while his bodyguards (use the Thugs profile on page 79) move to protect him.

Over the next half hour, after Magirius and Steinhäger have entered the house, another five visitors arrive. All are on foot and well-dressed, and each carries a bundle. Some are in the company of bodyguards, and nearly all come from houses near the Adel Ring.

The Characters should be discouraged from gatecrashing this meeting, as it's clear there are many well-armed folk in attendance. Until the last visitor arrives, the gates are open and two servants stand by them. If the Characters try to enter through the gates, they are politely, but firmly, turned away by the servants.

They claim a private event is taking place, and that strangers are not welcome. If the Characters insist on staying, two bodyguards wearing sleeved chain mail coats suggest they are not wanted. If the group persists and tries to push through the gates, the bodyguards attack, backed up by another two who have been waiting on the other side of the gates.

Once the last guest has arrived, the servants close and lock the gates. Two bodyguards stay here while the other two patrol the grounds. There are three guard dogs that are then released. These do not bother the bodyguards or the servants, but anyone else in the grounds is fair game. Details of the grounds can be found on page 120.

During the meeting, Teugen tells the Inner Council that the secret temple has been discovered and abandoned. So the ritual will take place on the following evening, in a new location, which will be revealed to them later. Further instructions will be forthcoming nearer the time. Remember, the others think the ritual is to tamper with market forces and make them all rich; Teugen plans to sacrifice the rest of them to save his soul; and Gideon knows that it will create a tear into the Realms of Chaos on the site of the town. After the meeting, Friedrich Magirius has doubts about the ethics of Teugen's plan, as Teugen mentioned that a human sacrifice would constitute part of the ritual. After struggling with this for a while, Magirius decides to contact the Characters (see page 99).

Day 4 – The Day of the Ritual

The Watchers

Two thugs (use the Thug profile on page 79) follow the Characters during the day and, if they persist in their enquiries, nine thugs will return and attempt to catch the Characters in a secluded spot. They plan to beat every member of the party unconscious, strip them of any valuables, and dump them into the river. If the Characters manage to fight off the thugs, they return again later.

Once fighting begins, each Round there is a 50% chance that the town Watch arrives after 1d10 Rounds. If this happens, the thugs flee. The Characters may be best advised to run too, or they have to talk fast if they want to avoid arrest for breach of the peace and public affray.

PRIMARY LOCATIONS

There are several places in Bögenhafen where the Characters may look for further information. They do not need to visit them in any particular order, except where a clue found in one place leads to another.

MEANWHILE, ELSEWHERE...

The Characters' actions have been noted. Gideon tells Teugen that the Goblin was eaten by the Guardian Daemon. Teugen's investigations into what happened quickly uncover the Characters' excursion into the sewers. Teugen and Gideon, realising the Hidden Temple can no longer be used, decide to conduct their ritual in one of Teugen's warehouses on the Ostendamm. The exposed temple is stripped bare and its contents moved to the new location; replacements are acquired for any object the adventurers took from the Hidden Temple.

Teugen then prepares to thwart any enquiries the Characters may make. He informs the Town Council, the Captain of the Watch, and Magistrate Richter that the Goblin was cornered and killed in a warehouse belonging to the Steinhäger family. He uses his influence to discourage official investigations. He also primes Friedrich Magirius, a member of the Ordo Septenarius, to expect enquiries and to convince the Characters that nothing is amiss.

The Festival Court

The most obvious location the Characters visit early is The Festival Court, as the party will want to claim its reward for dealing with the Goblin. The court is in session until the third day of the Schaffenfest. After that, all court proceedings revert to the Town Court (see page 127).

When the Characters arrive at the Festival Court, Magistrate Richter is presiding over a case involving two brawling labourers and is unable to see them. His clerk, Andrea, asks why the Characters are here, and tells them to call back in 15 minutes.

When the Characters are finally shown in to see Magistrate Richter, he explains that the Goblin was crushed by falling crates in a warehouse on the Ostendamm about an hour after the party entered the sewers. He offers them his commiserations for their wasted time and effort. Richter does not know where the Goblin's body is, and as far as he is concerned the case is closed. He listens attentively to anything the Characters have to say, but does not believe their story unless they have proof.

If asked, Richter can direct the adventurers to the warehouse (No. 4, counting from the west end of the Ostendamm; see page 103) and inform them that it is owned by the Steinhäger family. If the Characters tell him that the temple is under the Steinhäger offices — he looks shocked and promises to look into this.

If shown the handkerchief from the secret temple, he can confirm that it bears Franz Steinhäger's monogram. If the symbol of the Ordo Septenarius is described to him, he will tell them that he has no idea what it means.

Richter is not authorised to pay the Adventurers any money. If pressed, he directs them to the Town Hall.

Gottri's Body

If the Characters have brought the Dwarf's filthy body with them, Richter is disgusted and insists that they remove it from his presence immediately. He suggests they take it to the **Mourners' Guild** (see page 94) for a proper burial. As far as Richter is concerned, it is obvious that Gottri was slain by cut-throats and flung into the sewer. He can tell the Characters that Gottri was in and out of the stocks all day for drunkenness and causing a public nuisance, and was finally released about dusk. Richter does not know what happened to him after that.

If the adventurers ask around about Gottri, a successful **Average (+20) Gossip** Test reveals that the Dwarf was last seen going into the town accompanied by a servant wearing the Teugen family livery.

Richter's Reward

If Richter is told about the Goblin or the Hidden Temple, he goes to the Town Hall to see Teugen after the Characters leave. He tells Teugen all he has been told and asks for advice. Teugen tells him that he will look into the matter, and asks Richter to return to the Court.

If the Characters return to see Richter later, Andrea tells them that the magistrate fell ill and has gone home. Magistrate Gorvintz is now presiding over the court, and is very busy at the moment. On no account will Magistrate Gorvintz agree to see the adventurers unless it is to sentence them to hard labour!

On a successful **Gossip** test, Andrea tells the Characters that the captain of the Watch called to see the magistrate earlier. She does not know exactly what went on, but Magistrate Richter was pale and shaking afterwards. If asked, Andrea tells the adventurers that Richter lives in chambers in the Town Courts (see page 127).

If the adventurers return to question Andrea after speaking to the captain of the Watch (see page 92), she will tell them there was something strange about the captain when he came to visit Richter. He seemed very amused after he left, which is most unlike him as he is seldom seen to smile.

Richter's Chambers

Magistrate Richter lives alone, sharing his creaky apartments with his housekeeper, Gertie, who opens the owl-carved door to the Characters when they arrive. Gertie is 57 years old and has served the magistrate for 20 years. She dotes on Richter and is very concerned that he has fallen ill.

She only lets the Characters in if they make a successful **Challenging (+0) Charm** Test; if any Character is an Apothecary, Physician, or a Priestess of Shallya, the Charm Test is instead **Easy (+40)**. If successful, the Characters learn from Gertie that Richter has not been ill for many years, and that Doktor Reinhold Heichtdorn is in with him now.

BAD MOON RISING

Two moons orbit the Warhammer world: Morrslieb and Mannslieb. Morrslieb, the smaller of the moons, is also known as 'the Chaos moon', and is composed entirely of Warpstone that was thrown into the sky following a catastrophe in the unfathomably distant past. The moon has an erratic orbit, sometimes close, sometimes far, and is known to react to the activities of the Ruinous Powers. As the Chaos god Tzeentch and its minions prepare to destroy Bögenhafen to create a Chaos Gate in the midst of the Empire, Morrslieb goes through many changes that can be seen from the ground. The following events are entirely optional. You may find them useful in creating a sense of impending cosmic doom, but you may also find them a little too theatrical.

Day 1

Morrslieb rises full. This is universally known as a bad omen. The folk of Bögenhafen look to the sky in distress as the small moon bathes the town in sickly green light.

Day 2

On the second night, Morrslieb is again full and also significantly larger than normal. It almost appears to stop above the town, not orbiting like normal. As the night progresses, a grinning skull appears on the moon. It is indistinct at first, but has unmistakable features by dawn. To many inhabitants of Bögenhafen, the moon's face seems odd but is of no great cause for concern – it's certainly not the first time it's happened. For others, it's disturbing. Some refuse to leave their houses at night, whilst other take to the streets to claim the end is nigh!

Day 3

When Morrslieb appears on the third night, it is even larger and the skull face more pronounced. It seems to hang low above the town, and in any reflections (in pools, puddles, glass, and similar), it appears impossibly close, as if it were scraping the tallest buildings. As the night progresses, the skull face sometimes appears to move.

Occasionally, in reflections, some folk swear they see the moon licking its lips with a huge, green tongue. Many hide away in fear at this, but a few treat it as a spectacle to be witnessed, and stand outside watching the swollen moon, hoping to catch sight of something extraordinary. Those staying outside for longer than half an hour in this moonlight have to Test for a Minor Exposure to Corruption (see **WFRP**, page 182).

Day 4 and Beyond

If the adventure continues for more than three days, the moon continues to stare at the town, casting its foul light everywhere, which continues to be a Minor Exposure to Corruption. If Teugen's ceremony is stopped, an expression of disappointment crosses the moon's face and it shrinks visibly over the course of the night until it has become a tiny, green crescent in the sky once more. If the ceremony is completed and a Chaos Gate is opened, the moon's mouth widens into a silent howl of triumph. It stays in this happy skull form, massive and full above Bögenhafen, until the Chaos Gate is closed. Further, it now acts as a source of Moderate Exposure to Corruption to all potential targets within 99 miles of Bögenhafen, and it only takes 10 minutes for this to take effect. Mutation spreads quickly.

After a few minutes, the doktor appears and, after telling Gertie to keep Richter warm, leaves. The physician has no time to talk to the Characters — '*Frightfully sorry, I have another patient to see!*' — and hurries back to the Physicians' Guild (see page 94).

Magistrate Richter is stricken with Purple Brain Fever (see page 145), induced by Gideon. His eyes bulge from his head and his tongue is swollen. He is delirious and will likely die soon. A successful **Difficult (–10) Lore (Medicine)** Test identifies the disease and the cure. Unfortunately, the necessary ingredients are not available in the town. If she is told, Gertie hopefully suggests the Character inform Doktor Heichtdorn of the diagnosis, and is very thankful for their intervention.

The Town Hall

At the Town Hall, the Characters are met by a surly-looking clerk, Mehralmann Arbeitwert. If asked, he informs them that the Goblin was killed in a warehouse the previous night. Since they failed to capture it, the Town Council is not prepared to pay any money for their part in the proceedings.

The Characters may attempt to persuade the clerk to pay them. On a successful **Challenging (+0) Charm** Test (don't forget any Fellowship modifiers if they have not cleaned up first!) the clerk tells them to wait, and disappears into one of the inner rooms for 2d10 × 10 minutes.

If the Characters are still around when he comes back, he says that he has been authorised to cover their accommodation expenses, and gives them 10/– each. This sum is not negotiable, and further bargaining attempts do not increase it.

THE TEMPLE AND THE RED HERRING

The initials on the handkerchief are red herrings, intended to draw the players toward Franz Steinhäger and away from Johannes Teugen. If Teugen is no longer the villain of your adventure (see page 112) – and especially if the role of Franz Steinhäger has also changed – the ownership of the warehouse and the initials on the handkerchief may need to be changed. Perhaps these false clues even point to Johannes Teugen instead?

The clerk does not know anything more about the fate of the Goblin and refuses to find out for the Characters: '*Ain't nuffin to do wiv me.*' If the Characters ask to see Magistrate Richter, or anyone else in authority, they are directed to the Festival Court (see page 64).

If the Characters attempt to impress Arbeitwert with tales of monsters in the sewers, they are treated with open scorn. Adventuring folk are known for their tall tales, and the clerk assumes the Characters are fishing for some kind of official commission to clear these alleged monsters from the sewers.

If the Characters mention the Hidden Temple, the clerk takes down any particulars they care to give him. Arbeitwert is sceptical and scathing of their find and only enters a partial account of it into the record. He believes the Characters are lying and says so in the report. After filling in the report, the clerk leaves and keeps them waiting for 1d10 + 10 minutes while he tries to establish who should deal with the report. At the end of this time he asks the Characters to call back the following day.

The Following Day

The clerk ignores them for ten minutes as he writes in a ledger. When he eventually looks up, he says, '*The Council thanks you for your help. Your allegations are being looked into. Good day.*' He returns to his ledger and is reluctant to speak to the Characters any further. Teugen has instructed him to assure the party that the authorities are looking into the matter, and to discourage it from investigating further. If Steinhäger is mentioned, the clerk suggests that it is not a good idea for outsiders to slander prominent town councillors.

If the Characters insist on talking to someone in authority, successful use of **Charm** or **Intimidate** sends Arbeitwert scurrying away. He returns another 10 + 2d10 minutes later and ushers the group into an office, saying that Councillor Teugen has kindly consented to see them.

Councillor Teugen

The Characters follow the clerk along a wood-panelled corridor to a stout oak door with a nameplate marked 'Councillor Teugen'. After knocking, the clerk waves the party into the gloom beyond.

Entering or peering into the room, the Characters see the curtains are drawn, leaving the office dark. Councillor Johannes Teugen sits behind a large mahogany desk. Until the Characters' eyes adjust to the half-light, all they can see is his large form silhouetted against the closed curtains.

Teugen greets them pleasantly. '*Good day. Please come in and close the door behind you. My apologies for the darkness, but I have a terrible headache.*' Teugen motions to chairs by his desk.

As the Characters sit down, Teugen reaches for a goblet of dark-red liquid with a white, pasty hand. As he raises the goblet to his lips, a successful **Challenging (+0) Perception** Test notes that Teugen's eye-teeth are rather long and pointed. A gold chain bearing a medallion with his family's crest hangs around his neck.

OPTIONS: THE VAMPIRE BLUFF

Veteran players know that Teugen is not a Vampire, and will likely refuse to be led astray by appearances. That is fine: this throwaway joke is entirely optional, and you are free to ignore it even with an all-new party. However, when dealing with Grognard players, you should take every opportunity to subvert their expectations and strip the Players of the sense of security that their previous experience gives them: to which end, the following ideas may be useful.

A Bloody Nuisance

Perhaps Teugen really is a Vampire, or maybe a Mutant with all of a Vampire's outward traits having been granted that rather dubious gift as a sign of Tzeentch's favour, or as a joke from Gideon. While Teugen tries to control his vampiric urges and temper when dealing with the Characters, he might not succeed, especially if attacked. An unexpected attack would certainly surprise a Grognard player. Perhaps a failed Cool Test in a moment of stress (or temptation: he may have a weakness for the young and attractive like the Vampires of song, story, and cliché) may turn him into a raging monster. Use the profile in **WFRP**, page 330, as a guide for your upgraded Teugen.

If you do this, you need to make sure that Gideon has a back-up should Teugen fail, such as relying on another Ordo Septenarius member to complete the ritual to open the Chaos Gate.

Signs of Corruption

Perhaps, instead of seeming to be a Vampire, Teugen appears to be something else. Perhaps he really is something else, but he has been able to hide his true nature from his fellow merchants and his subordinates in the Ordo Septenarius. He may have one or two minor Mutations that are easily hidden, but which the Characters, having encountered Mutants before, are able to spot. His long robes might hide a cloven hoof, or a nervous lick of the lips when pressed might reveal a forked or barbed tongue.

Whatever his Mutations might be, it is important that they are very minor and easily concealed, so that it is plausible that no one in the town has noticed them. It is easy for him to deny them if the Characters manage to have their report taken seriously by someone in authority. Remember that Teugen is a wealthy and respected citizen, with much more local credibility than a ragtag band of trouble-makers.

Despite appearances, Teugen is not a Vampire. He is drinking wine, and his pale skin and sharp teeth have arisen from his years of dabbling with corrupting *dhar*. You can encourage the Characters to embarrass themselves by brandishing holy hammers and blessed water or ripping open the curtains, or the matter can be downplayed as Teugen offers them wine from the same decanter he used to fill his own goblet.

It is Teugen's intention to convince the Characters that their concerns are being investigated and that they need not concern themselves any more with this matter. Surely, they trust the Town Council to take care of this affair?

In a pleasant manner, Teugen repeats what the clerk has already said. He explains the reward was conditional on recovery of the Goblin, which they failed to do. If the party mentions the Hidden Temple, or any other sewer discoveries, Teugen smiles in a faintly patronising manner (revealing his teeth again), and explains that it is a common practice for householders to maintain private shrines in their cellars.

As for a Daemon? Well, that is obviously ridiculous. Teugen is sure the Characters were simply deceived by tricks of the light and distorted echoes in the sewers' dismal environment.

If the Ordo Septenarius is mentioned, Teugen explains that he is indeed a member of the charitable institution. He says, somewhat apologetically, that he does not have time to talk about it now. He recommends the Characters see Councillor Magirius at the Merchants' Guild, who, he is sure, will be happy to answer any questions.

He then excuses himself as he has much to do, and rings a small brass bell that stands on his desk. The clerk appears to show the party out.

On future visits to the Town Hall, the Characters are unable to get past the clerk. If they are insistent, four members of the Watch appear to escort them from the building.

The Town Records

The town records, which are stored in the Town Hall, are not available to the Characters. Teugen uses his influence to restrict access to members of the Town Council only, and all attempts to complain about this are rebuffed.

Watching the Town Hall

Various people come and go throughout the day, and most of the staff leave just before dusk. Teugen always leaves at the same time after dusk and goes directly to his house on the Adel Ring.

The Sewers Revisited

The adventurers may re-enter the sewers by any manhole they discover. A successful **Challenging (+0) Perception** Test is necessary to find a manhole cover beneath the dirt and rubbish in the road. Further, there is a chance that the Characters attract suspicion as they search for and take up the manhole cover. Roll a 1d100; if the result is less than or equal to the number of characters in the party x 10, roll on the table below. Once the manhole is open, the adventurers can climb down into the sewers as described on page 70.

The Hidden Temple

The door from the sewers has been repaired (assuming it was previously broken down by the Characters) and is bolted from the inside. The Hidden Temple has been completely stripped of all its contents, and the octogram on the floor has been obliterated. A successful **Challenging (+20) Perception** Test turns up traces of paint and flecks of copper left behind by the sawing-up of the copper circle, but this is hardly the damning evidence the party may be looking for.

The Crossed Pikes

This unremarkable-looking, two-storey tavern is close to the Watch barracks (see page 92), and is popular with off-duty watchmen. Unknown to the majority of its patrons, it is a meeting place for the Crooked Fingers, a religious order sworn to Ranald, God of Thieves, Luck, and Trickery. Franz Baumann, a devout Ranaldan with a rather mean streak, runs the inn. It is the first stopping-off point for criminals who have been sprung from the cells. The Watch suspects that an organised gang of criminals has a bolt-hole somewhere in the town, but has never thought to look so close to home.

The Crossed Pikes is open from noon until midnight. During opening hours, all the bars are full and staff are continually shuttling back and forth between the bars and the back rooms. Baumann is assisted by various bartenders, and also has Reinholdt and Reinhardt, his twin 'bouncers', nearby at all times.

1d100 Roll	Result
01–90	A passer-by stops and asks the adventurers what they are doing. An **Average (+20) Charm** Test should be made if the Characters concoct a convincing story – if it's unconvincing, increase the Difficulty as you see fit. If the Test is failed, the passer-by reports the party to the Watch. In this case, a Watch patrol will appear on the scene in 2d10 minutes. See the next result for the Watch's reaction.
91–00	A patrol of four watchmen appears (see page 98), and they question the Characters. A **Challenging (+0) Charm** Test should be made if the Characters concoct a convincing story. If it's unconvincing, increase the Difficulty as you see fit. If the Test is failed, the patrol accuses the Characters of loitering with intent. The penalty is a fine of 2d10 shillings. Failure to pay results in arrest and confiscation of the characters' goods. These items are returned once the Characters pay their fine.

In addition to the staff, 2d10 of the customers are members of the Crooked Fingers, ready to support Baumann if he should need help.

It is quite possible that the first sight the Characters have of the Crossed Pikes is of its cellar, if the secret sewer entrance was found that gives the Crooked Fingers access to and from the barracks' cells (see page 128). If the Characters miss the secret door, they may be directed to the Crossed Pikes by any underworld NPC. In this case, they enter the inn through the front door like most of its other patrons.

A Drink at the Bar

If Characters drop into the Crossed Pikes — either because they have already made contact with the Crooked Fingers after an unexpected sewer encounter (see page 70), or perhaps because they are trying to make contact with local Ranaldans — they are served by Franz Baumann. He engages them in casual conversation, mentioning the runaway Mutant Goblin among other things.

If one of the adventurers has the Language (Thief) Skill, the Characters notices Baumann using the language, and may attempt an **Average (+20) Charm** Test (the Test is 1 step easier for Character with the *Etiquette* (*Criminals*) Talent). If successful, Baumann takes a shine to the Character and supplies the following information at a cost of 20d for each item. This amount may be reduced by a successful **Opposed Haggle** Test.

- The sewer entrance to the hidden temple is under the Steinhäger offices (see page 89). It was installed between a year and 18 months ago.
- Members of the Steinhäger family and other merchants have been seen going into the office at all hours of the night on several occasions over the past six or eight months.
- Members of the Crooked Fingers using the sewers have heard strange noises coming from the general direction of the door. The noises include chanting in some unfamiliar language, and the occasional scream.
- No one in the Crooked Fingers has seen anyone or anything coming out of the temple's sewer door, although mutilated bodies have been found occasionally in the sewers downstream of the door. They have nearly always had their hearts cut out.
- Several beggars have died in a similar way over the last year, their bodies usually dumped in the river.
- Gottri Gurnisson was known to the Crooked Fingers. He was an alcoholic itinerant who had been in town for a couple of months.

If the Characters make enquiries about the door in the sewers below the inn, they are invited into the back of the inn, where they are shortly joined by another eight men. While cleaning his nails with his dagger, Baumann explains the 'door' situation (see page 79) along with the ever-faithful Rein and Rein.

The Steinhäger Offices

The Steinhäger family is one of the major merchant houses in the town. It is led by Franz Steinhäger, who is also a member of the Inner Council of the Ordo Septenarius. Franz's brother Heinrich can also be found here, as can Franz's son Albrecht.

The only way the Characters can speak to Franz Steinhäger is by calling at his office (see page 90). Characters who stop Franz on the streets receive a very unfriendly reaction from him and his two bodyguards.

Heinrich would be very interested in discovering his brother's involvement in the Ordo Septenarius and would attempt to use it to discredit his brother and take over the family business. Franz's son, Albrecht, is aware of his father's involvement but believes the Ordo Septenarius to be a harmless inner society of the Merchants' Guild.

The offices are in an imposing single-storey building. The family's badge, a barrel with the letter 'S' branded into it, hangs outside. All the rooms in the building are wood-panelled.

The building contains an office and living quarters for the doorkeeper, a reception room, a conference room, offices for the clerks, and offices for Franz Steinhäger, his son Albrecht, and his brother Heinrich.

There's a version of the map without the secret door marked is on page 155.

Watching the Building

Staking out the office yields little of interest — merchants and other people come and go throughout the day. Heinrich's bodyguard calls to collect him just before dusk and the two leave with the rest of the staff at dusk. Franz and Albrecht leave shortly after nightfall, in the company of Franz's two bodyguards, and return to their house on the Adel Ring (see page 90).

An Appointment?

A porter guards the offices night and day. During the day Franz, Heinrich, and Albrecht can usually be found here. Also in the building are Franz's two bodyguards, the Chief Clerk Matthias Wertz, and three junior clerks. At night, all doors are locked, and the building is occupied only by the porter and his dog.

The Characters cannot gain access to the Steinhäger offices without having some business (real or pretend) that might interest House Steinhäger. Without a good reason to visit, a successful **Challenging (+0) Charm** Test is necessary to be shown in by the doorkeeper. The Characters are let into one of the reception rooms, where they are kept waiting for ten minutes. They are then shown in to see Franz Steinhäger.

When the Characters see him, Franz is feeling somewhat disgruntled about the break-in at the Hidden Temple and has no wish to 'waste time with fools'. He orders the Characters from his office if they mention anything relating to the temple or if they fail any Charm Test. He leaves instructions that the Characters are not to be allowed in to see him again after this.

During any interview with Franz, the Character with the highest Perception Skill notices the symbol of the Ordo Septenarius on the bottom of a sheet of parchment. A **Challenging (+0) Perception** Test is required to make out the signature and the visible writing. Franz rapidly covers the letter if he thinks anyone has noticed it. The text of the letter is reproduced here. You should reveal as much or as little as you feel the Character was able to see (taking into account the fact that the Character was reading the note upside-down), and only give **Handout 9: 'All Goes Well'** to the Players if the Characters are able to steal the note somehow.

Heinrich Steinhäger

Having failed to make much progress with Franz, the Characters may decide to talk to Heinrich Steinhäger, Franz's brother. An appointment can easily be made with him after they have seen Franz, as Heinrich likes to know all that goes on. Alternatively, the Characters may decide to talk to Heinrich as he makes his way home in the evening.

Heinrich looks similar to Franz, appearing as a younger, brown-haired version (42 years old). Heinrich is jealous of Franz. He wishes to depose him and take over the family business. He is most interested in any evidence that the adventurers can provide of Franz's involvement in any illegal activities.

Heinrich should appear to the Characters as the only person in Bögenhafen who believes their tale, but he does so only to further his own ends. Heinrich will lead the Characters on if possible, he will express shock and disgust at anything they tell him. He is genuinely horrified at talk of a Daemon under the offices. After listening to the Characters and spurring them on about the iniquities of it all, he points out that there is little the authorities can do, largely as the authorities appear to be in league with Franz!

However, if Franz were to meet with a fatal accident (and accidents will happen!), then not only will Bögenhafen be safe, but the Characters would also be handsomely rewarded. Heinrich is willing to pay 15 GC to each Character for his brother's demise, but can be Haggled up to 20 GC.

If the Characters do murder Franz, Heinrich is the first to inform on them. Paying all that gold would be a waste of his money, and the Characters are obviously deranged.

Breaking In

The Characters may try to break into the building at night. The windows are shuttered and locked from inside and all the doors are locked and sturdy (**D** –20, **SL** 4; **TB** 3, **W** 10). The guard dog has a free run of the courtyard at night. If the Characters make any noise entering the building, the dog hears them on a successful **Average (+20) Perception** Test. If so, it begins to bark loudly, waking the porter after 1d10 Rounds. If the Characters break any of the doors down, the porter inevitably hears that. Once awake, the porter comes to investigate, and once he sees what is going on, he attempts to inform the Watch. A four-man Watch patrol will arrive in 10 + 1d10 minutes and attempt to arrest the Characters for burglary.

Franz Steinhäger's Office

Hidden behind one of the wooden panels in Franz's office is a locked door (**D** –30, **SL** 4; **TB** 5, **W** 15) that opens on to a flight of stairs, leading down to a cellar where the Hidden Temple (see page 76) is situated. The door can only be found with a successful **Difficult (–10) Perception** Test. No one else in the building is aware of its presence.

HANDOUT 9: 'ALL GOES WELL'

All goes well; the temple is ready for use. When the Schaffenfest ends, our plan comes to fruition at the twelfth bell. Soon we will all be rich.

Teugen

The drawer to Steinhäger's desk is locked (**D** –20, **SL** 6; **TB** 2, **W** 4) and contains a list of Steinhäger warehouses (Nos. 1–7) along with their contents (various inexpensive trade items — cheap wine, timber, and similar goods). Underneath this is a bronze medallion and sheets of parchment, all with the Ordo Septenarius emblem on them. Also, in here is **Handout 9: 'All Goes Well'**, the letter that was previously on Steinhäger's desk.

If the Characters remove the drawer, they notice a leatherbound book hidden behind it. The book belongs to Teugen and has his name on the front. It is written in Language (Magick) and contains the following Dark Magic Spells: Blast, Corrosive Blood, Dark Vision, Fearsome, and Push.

A safe is hidden behind a map of Bögenhafen. It is locked and contains two chests, each individually locked (**D** –40, **SL** 8**L**; **TB** 9, **W** 20), each containing 100 GC. Underneath one of the chests is an unsigned note from Teugen to remind Steinhäger that a beggar will be brought into the temple to consecrate it.

Heinrich Steinhäger's Office

Heinrich's desk is not locked. If the Characters look, they will find a letter addressed to a Herr Schultz in Altdorf. The letter expresses disgust at Franz's running of the business and bemoans Heinrich's bad luck at being born two years later than his brother.

The Adel Ring

The Characters may make enquiries at the homes of any of the town's great merchant families. At each house a porter meets the Characters and a successful **Challenging (+0) Gossip** Test is required to gain any information, modified by the Characters' appearance and manner. If the Characters have the *Etiquette* (*Servants*) Talent, they gain a bonus of +20 to this Test. If successful, the Characters learn the information given under Merchant Families (see page119) for each house they visit. On no account are the Characters allowed to enter the houses.

If the party enquires about the Ordo Septenarius at any house other than that of Ruggbroder, they are instructed to go to the Merchants' Guild and to ask to see Councillor Friedrich Magirius. This happens regardless of the results of any Gossip or other Test as Magirius has left instructions that anyone enquiring about the society is to be sent to him immediately.

The Teugen House

The Teugen House is set back from the road in its own grounds. The walls around the grounds are 15ft high and stone. It requires a successful **Impossible (–50) Climb** Test to cross the wall (remember the *Scale Sheer Surface* Talent will negate the Difficulty, and climbing equipment could also help). The gates are also 15ft high, but can be climbed with a successful **Average (+20) Climb** Test. During the day, the gates are open and visitors can call at the house. At night the gates are locked (**D** –10, **SL** 5) and three guard dogs roam the grounds. There are always four bodyguards at the house to deal with any intruders.

Any nighttime incursions into the grounds attract the dogs, who bark and rush to attack. The Characters have time to run back to the walls before the dogs arrive, but if a Character has a lower Agility than the Dogs, one attacks as the Character climbs back over the wall. If the Character suffers any Wounds, the Dog bites deep and tries to drag the Character down. Perform an Opposed Strength Test. If the dog wins, he drags the Character off the wall for a 2 yard fall; otherwise the Character can make an escape.

If the Characters are still in the grounds, the bodyguards rush in a Round later, drawn by the dogs' barking. Any Character caught by the guards is thrown out of the main gate after a good beating, with a stern warning not to come back. If the bodyguards cannot subdue any Characters within 5 Rounds, six club-wielding servants from the house reinforce them.

Anyone caught a second time by the bodyguards is handed over to the Watch to be charged with attempted robbery and assault.

There is little to be gained from simply watching the house. Neither Teugen nor Gideon go out during the night. However, around midnight, any Characters watching see a flash of pink light at an upstairs window, and what is perhaps the silhouette of writhing tentacles. This glimpse of Gideon changing form is not repeated, no matter how long the adventurers watch the house.

The Ruggbroder House

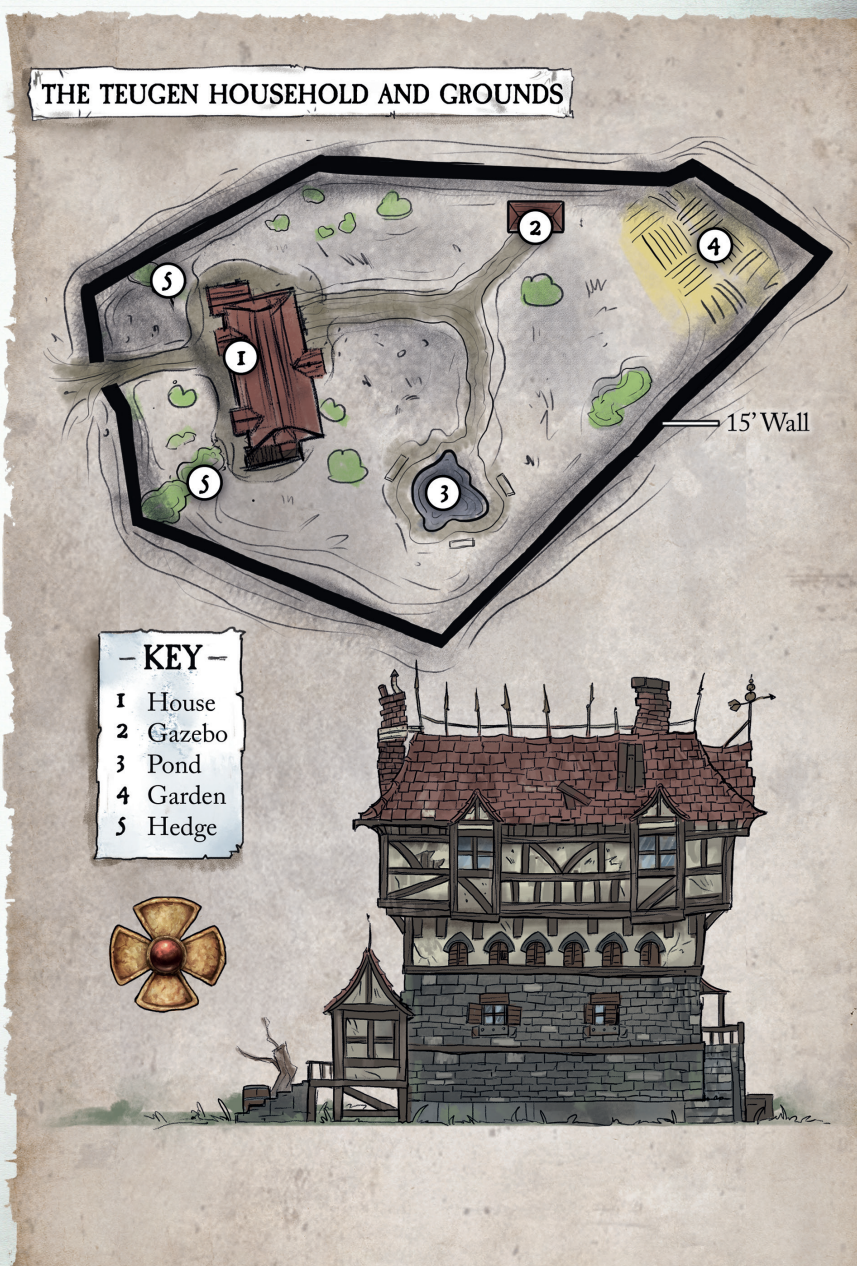
Enquiring at the Ruggbroder House about the Ordo Septenarius results in no information. House Ruggbroder is opposed to the Ordo Septenarius, and the servants have no inkling of its existence.

Herr Ruggbroder can only be contacted at home and does not receive visitors. The Characters need to write a letter of introduction if they wish a meeting with him, and the servants make that clear to any Character with the *Etiquette (Nobles* or *Servants)* Talent.

A successful **Average (+20) Art (Writing)** or **Difficult (–10) Intelligence** Test (for a Character with the *Read/Write* Talent) writes an acceptable letter, but it must also make it clear that there is information available that may be useful to the Ruggbroder family. If both of these conditions are met, the adventurers receive a letter in return, asking them to call at the Ruggbroder House that evening.

Arriving at the house, the Characters are shown in to meet Heironymus Ruggbroder. Heironymus is deeply troubled by the existence of the Ordo, and fears that it is out to destroy him and his family. He knows of the involvement of Teugen, Franz Steinhäger, and Friedrich Magirius, and he is interested in any additional information the Characters may have. He is most interested if the group can provide any firm evidence that the Ordo has been involved in sorcery of any kind. He will offer 5 GC for information and promise 25 GC for conclusive evidence.

Ruggbroder uses any evidence provided by the Characters to discredit those families involved. He lays any evidence in front of Graf von Saponatheim in Castle Grauenberg (see page 139). This takes a few months to resolve as the graf has a complicated relationship with the Town Council in Bögenhafen. The graf eventually seizes the properties of those involved, and splits it between himself and Ruggbroder, leaving Ruggbroder as the only major merchant house remaining in the town. Assuming Teugen's ritual fails, of course (see page 112).



The Steinhäger Warehouse

At the Steinhäger warehouse, the adventurers are met by a seedy-looking fellow with a nervous twitch. This is Anton Breugel the warehouseman. Anton is an alcoholic and reeks of cheap booze. He is guarded in his dealings with the Characters and is visibly disturbed at being questioned by them. Unless the adventurers make a successful **Challenging (+20) Charm** Test (an offer of a bottle of alcohol adds +60 to this Test) he tells them to '*Push off and don't come back or I'll call the Watch.*' If the Test is successful, Anton describes how he beat the Goblin to death with a club. This contradicts the story given him by Steinhäger and passed on to the PCs by Magistrate Richter, but Anton prefers this one as it shows him in a more heroic light. He cannot of course substantiate his story, and if asked for evidence of the fight, or for the Goblin's body, he realises he has said too much and insists they leave.

Accidents Will Happen

The evening after the Characters visit the warehouse, Gideon murders Anton. The body is pulled out of the river in the morning. It is assumed that he fell in the river while drunk and then drowned.

The party hears about this as it goes about its business, or if it returns to the warehouse. None of the townfolk are surprised at Anton's death: he was a well-known drunk and it was only a matter of time before he had an accident.

The Schaffenfest

The fair lasts for three days: on the fourth day, the adventurers may encounter people packing up their belongings and preparing to move on.

After the fourth day, the area will be empty. General enquiries at the fair will prove fruitless, as no one here knows anything about the Ordo Septenarius. For details of the information available from Doctor Malthusius, see page 64.

The Watch Barracks

If the Characters try to make a report here after they come out of the sewers, they are questioned by the sergeant on duty, who makes notes and asks them to call back on the following day.

If the Characters bring Gottri Gurnisson's body here, it will be handed over to the Mourners' Guild for burial. The Watch assume Gottri was killed by robbers and dropped into the sewers through a manhole. As far as they are concerned it is an open and shut case.

Should the adventurers call back they will be referred to the Town Hall (see page 127).

The Watch Captain

After Magistrate Richter is taken ill (see page 54), the Characters may wish to speak to Reiner Goertrin, the Watch Captain. Reiner, a professional soldier, is a busy man and does not suffer fools gladly. It requires either the *Etiquette* (*Noble*) Talent or a successful **Challenging (+0) Charm** Test to see him, in which case the Characters are shown in immediately.

If they babble on about temples, Goblins, and Daemons, Reiner loses patience and demands they make their report to the Watch Sergeant and not waste his time. Questions about his activities also incense him, but a successful **Difficult (–10) Charm** Test cools him down long enough for the Characters to ascertain that he was in his office on the day of Richter's illness, and he didn't meet the magistrate. Failing the Test results in them being thrown out.

Should the Characters talk to the Watch Sergeant, a successful **Challenging (+0) Gossip** Test reveals that the Captain was in his office on the day that Richter was taken ill (Characters with the *Etiquette* (*Soldiers*) Talent gain a bonus of +20 on this Test).

The Temples

When visiting temples, the Characters may resort to prayer for answers. Also, if approaching the clergy, any Fellowship-based Test is 1 step easier if a Character has the *Etiquette (Cultists)* Talent.

Praying for Guidance

The gods are watching Bögenhafen closely. Successfully appealing to the gods (see *Little Prayers* in **WFRP**, page 204) at a temple results in a 'message' coming as an unbidden thought or feeling. If a Character has the *Holy Visions* Talent, this 'message' comes in strongly, and without any need to pray.

You should add bonuses as you feel are appropriate to the *Little Prayers* Test if the praying Character is especially pious, has made an appropriate donation lately (see **WFRP**, page 204), or has the Pray Skill.

If you prefer, the god's presence and concern may manifest further. Perhaps a sudden breeze snuffs out candles, sconces light without any visible cause, or a statue cries tears. Should a priest witness such a minor miracle, its veracity is quickly ascertained, and the blessed Character is likely to be approached to join the cult. This could be a good way to initiate a Career change if a Character wishes to join a cult.

The following are some sample 'messages' the gods may send.

- **Bögenauer**: My river will run dry and trade will stop. Move, now, lest all be forever poisoned.
- **Handrich**: Bögenhafen heads for disaster. Wealth and comfort will be replaced by poverty and misery.
- **Morr**: Those who lust for profit bring inestimable death. None will survive here.
- **Myrmidia**: A great strategy unfolds. The rich who believe they bring greater wealth by their deeds are instead being played to their deaths.
- **Ranald**: Dangerous lies are told: one lied to one, who lied to seven, who lied to seven by seven.

- **Rhya**: The grinning moon laughs as all falls impotent, sterile, and dead. Act, lest this land be lost.
- **Sigmar**: The Empire is threatened here. This town is being infiltrated by the Great Enemy.
- **Shallya**: Greed is a sickness spreading a great disease into the heart of the Empire!
- **Taal:** The town is hunted. If it falls, all is corruption and I will never reclaim this site.
- **Ulric:** Prepare! The weak, seeking short-cuts to strength, are deceived. They bring war and destruction to this realm.
- **Verena:** Magic does not change the rules of commerce. Instead, it unjustly breaks the laws of reason.

The Temple of Bögenauer

The Characters cannot find a priest at the Temple to Bögenauer (see page 130). The temple itself is filled with offerings to the god, given in the hope he allows a bountiful Schaffenfest. Disturbingly, a vague feeling of foreboding overcomes the Characters if they enter the temple. This feeling grows as Teugen's ceremony approaches, but never becomes overpowering.

If a Character with the *Holy Visions* Talent enters the temple, they receive a harrowing vision of Bögenhafen collapsing into a howling vortex of magic as a Chaos Gate opens in the middle of the town. Daemons are everywhere, and screaming townsfolk form their banquet. As suddenly as it arrives, the vision is gone, resulting in a *Prone* Condition for the Character.

The Temple of Shallya

Marlene Rubenstein is the sole representative of the Temple of Shallya (see page 131). She sees to the day-to-day running of the temple and its infirmary, and also organises a soup kitchen attached to the Mercy House in the Pit (see page 132).

She is aided on a regular basis by 12 women from the town, who she calls her 'Congress of Doves'. There is only a 35% chance that she is at the temple or the soup kitchen when the Characters call, as she spends large amounts of her time visiting the sick in their homes.

If the Characters meet her, they find her very friendly. If asked about the Ordo Septenarius, she tells them that it often makes donations to the temple. If asked who makes these donations, she names Friedrich Magirius (see page 99) and Franz Steinhäger (see page 97), and notes their benevolent natures.

The Temple of Verena

The Temple of Verena (see page 132) is run by Mother Greta Harbokka. Greta is 45 years old and has lived in Bögenhafen all her life. She is very knowledgeable regarding the town and its inhabitants. Characters enquiring here can get general information on the four major merchant families and on Johannes Teugen.

Mother Greta answers any polite questions without need of a Test. If asked about the Ordo Septenarius, Greta explains it is the title of a semi-secret organisation operating mainly within the Merchants' Guild. She thinks that its title implies that it may be based around the number seven in some way. She knows that donations have been made in this name to the temples of Shallya and Bögenauer. She first became aware of the organisation about two years ago.

As well as talking to Greta, Characters may use the temple's extensive library. A Character must have *Read/Write* Talent in order to use it. A successful **Average (+20) Research** or **Hard (–20) Intelligence** Test gleans one of the following pieces of information.

Each attempt, whether successful or not, takes two hours if the Character has the Research Skill, four hours otherwise. Greta does this on the Characters' behalf if they provide a suitable donation (10 shillings or more, or maybe a book containing rare lore), or if they pass a **Very Hard (–30) Charm** Test.

- **The Merchant Families:** For information on the four big merchant families, see page 119. A separate roll is required for each family.

- **The Grinning Moon:** References in the library refer to Morrslieb, the second moon and its suspected relationship to Chaos, including the following piece of information: *'Lo! When the Beloved of Mórr doth GROW and its SKULL GRINS unnaturally, the Time of Change has come! The Great Mutator shall then take His pleasure and mortals will feed His hunger.'*

- **Karl Teugen:** A journal can be found in the library. It was written in a wild and shaky hand by Ulthar the Unstable (see page 97), but he did not sign his work: *'Karl Teugen is suffering from a strange illness, the physicians have failed to help him and soon he will die. I tell them that Daemons walk and he has been taken, but they do not listen!'* This is followed by another entry. *'Karl Teugen died today, his face was purple and his eyes bulged from his head. His tongue hung from his face like a great, bloated snake. The Mark of the Ruinous Powers is upon him and upon all of Bögenhafen!'*

Greta knows nothing of the journal, but does know that Karl Teugen died and his brother, Johannes, came to run the family business. If asked who might know more, she will suggest the Physicians' Guild (see page 94) or the Mourners' Guild as good places to look.

The Guilds

There are several guilds the Characters may have reason to visit as they investigate what's happening in Bögenhafen. During the course of their enquiries into the guilds, should any Character need to make a Fellowship-based Test, the *Etiquette (Guilder)* Talent makes the Test 1 step easier.

The Stevedores' Guild

Calling at the Stevedores' Guild (see page 124), the Characters are met by Gurney Dumkopf, a huge hulking man who runs the guild. Gurney knows who his true friends are, and does not betray Teugen. The merchant paid good money for pressure to be put on the Characters, and has always been a good employer in the past. How Gurney reacts depends on whether the Characters succeed in a **Challenging (+0) Charm** Test or not (Characters in the Stevedore Career gain a bonus of +20 to this Test). If they do, he is friendly and jovial, but will not expose Teugen. Should the Characters get too pushy, eight thugs appear from a back room and Gurney asks the adventurers to leave, smiling as he does so. If the Test is failed, Gurney tells them, '*Get lost if you don't want to get hurt*'. Refusing to comply with his request results in an attack from the eight thugs.

The Metalworkers' Guild

A successful **Average (+20) Charm** Test here will reveal that the Metalworkers' Guild (see page 125) was requested to make a ring of pure copper, 15ft in diameter. It was fashioned for Teugen about two years ago, not long after he first arrived from Nuln. He claimed it was something he would use in his studies.

The Physicians' Guild

Presumably enquiring about Magistrate Richter's health or the demise of Teugen's brother, the Characters are shown in to see Reinhold Heichtdorn, guildmaster of the Physicians' Guild (see page 135). Heichtdorn is a busy man and quickly throws the Characters out unless they can impress him. A **Challenging (+0) Charm** Test secures begrudging help. An **Average (+20) Lore (Medicine)** Test is better, as Heichtdorn likes talking shop. Finally, if the Character can provide Heichtdorn with a complete diagnosis of Richter's disease, the guildmaster is very impressed. If given information as to the required treatment, Heichtdorn promises to arrange it. If treated correctly, the magistrate continues to be delirious for a week, after which time the symptoms slowly recede and he will be fit and well after a further three weeks.

If he is impressed with the Characters, Heichtdorn tells them that he has seen this disease before: when Karl Teugen died two years ago. If the Characters have not been able to diagnose the disease and recommend appropriate treatment, Heichtdorn confesses to being stumped and seeing no hope for Richter's recovery. He expects the Magistrate will die within the week, by which time he will have turned purple and his tongue will be so swollen it will fill his whole mouth.

The Mourners' Guild

At the Mourners' Guild (see page 129), a successful **Average (+20) Gossip** Test (cultists of Morr gain a bonus of +20 to this Test) reveals that there has been an unusually high number of paupers' burials in the last few months. The deceased are generally beggars and are often severely mutilated and sometimes missing vital organs — often the heart. Enquiries about Karl Teugen elicit the following response:

'A lovely rich purple he was when he came in, and his tongue was deep and red, and stuck right out of his mouth. And his eyes were huge — like eggs, they were. It took us two days to make him respectable; we were lucky 'cause we had a dead beggar at the time so we weren't short o' bits to pretty 'im up.'

The Merchants' Guild

The Merchants' Guild (see page 128) has a clerk sitting at a front desk carved with imperial crosses and coins. A successful **Average (+0) Gossip** Test provides information about the primary Merchant Houses in Bögenhafen (see page 119). Difficulty modifiers should be imposed according to the appearance and behaviour of the Characters. For example, lower-class characters find the Test 1 step harder, while those dressed as merchants find it 1 step easier.

If the Characters ask after the Ordo Septenarius, they are asked to wait. After 15 minutes, they are shown to see Friedrich Magirius, the guildmaster.

He stands up as the Characters enter, introduces himself, and asks them to sit. Magirius then enquires politely what the Characters' interest in the Ordo Septenarius might be, and listens to any story they care to tell him. Magirius gives no indication of whether or not he believes what he is told. When the Characters finish their tale, Magirius stands up, still smiling.

'It seems to me that this is no more than an unfortunate series of misunderstandings. If you will do me the honour of dining with me, I'll explain the whole business to you. I can assure you that there is nothing sinister about this at all.'

If the Characters are willing, Magirius then takes them to the Golden Trout Club (see page 129); if not he looks disappointed and refuses to talk any more, simply wishing them a good day. You should make it clear to the Characters that they have clearly insulted Magirius by refusing his offer. Should they reconsider, Magirius gladly takes them to the Golden Trout, otherwise he shows them out.

Should the Characters ever stake out the Merchants' Guild, various people come and go throughout the day, but no one of particular interest. Towards dusk, Magirius leaves the Guild along with most of the other people working there, and goes to his house on the Adel Ring (see page 90).

The Golden Trout

The Characters are very unlikely to visit the Golden Trout before Magirius invites them there. Assuming they are attending with Magirius, they are welcomed at the door by the porter, and Magirius leads the Characters to the dining room. He then invites them to sit and order whatever they like from the club's extensive menu.

He makes polite but irrelevant conversation over the meal, talking about the wool and wine trades, asking the Characters for their impressions of the town and the Schaffenfest, where they are from, and similar small talk. Magirius politely but firmly steers conversation away from any discussion of the Hidden Temple and the Ordo Septenarius, saying that he is happy to explain everything after the meal.

Once the meal is over, Magirius orders a decanter of brandy and begins to explain the society.

'I can see how this series of misunderstandings has arisen. I suppose it's only natural, since we prefer to keep the society's undertakings confidential.

'The Ordo Septenarius is a club, if you like, and most of the members are drawn from the merchant families of the town. There are 49 members in all — 42 ordinary members and an Inner Council of 7.

'We represent the elite within the Merchants' Guild, and co-operate with each other in order to reap the greatest profit for all. We make donations to the temples, and run a soup kitchen in the Pit for the relief of the poor in association with the Temple of Shallya.

'There are various reasons why we prefer to remain nameless — many of our members are town councillors, like myself, and many more are in a position to stand for office if they choose. People in those positions would be open to accusations of bribery and electioneering if they were to engage in these charitable activities openly, and it would be a shame if the poor were to suffer because we were afraid to do anything for them.

'Also, our co-operation in mercantile ventures is bound to incite a certain amount of bad feeling amongst our competitors. As things are, people are aware that some cooperation is going on, but they don't know who is involved; thus, they cannot openly accuse any individual of malpractice or take any reprisals. And their suspicions tend to work against them, giving us an even greater advantage.

'So, you understand our need for secrecy. There are many who would reap great political advantage by discovering the membership of the Ordo, and some of our junior members might be tempted by their offers. We need to offer them some... encouragement to abide by the rules of the society. Because of this the workings of the Ordo are wrapped in a certain amount of ritual — or, should I say, the semblance of ritual, with various ceremonies, oaths, and grades of initiation. I find that nothing concentrates the mind on thoughts of allegiance like participation in ceremony and the promise of promotion.'

Throughout the conversation, Magirius dismisses talk of daemonic presences in the sewers and the terrible rites that must accompany them. He firmly believes that there is nothing evil about the Ordo and seeks to impress this on the Characters.

If the Hidden Temple is mentioned, he explains that it is no more than a meeting room, devised by Councillor Teugen to impress the lesser members of the Ordo, and is really not something to worry about. He snorts at any mention of a Daemon, and passes off such experiences as tricks of the light and the Characters' overactive imaginations. After all, he has been in the cellar, and everything seemed fine to him when he was last there.

Magirius does not answer any questions about the membership of the Ordo Septenarius, nor divulge any further information about the society. If the Characters press the point, he tells them that he has already given them a complete explanation — which he was under no compulsion to do — and repeats that the society requires a certain amount of secrecy, which he may already have compromised.

The meal over, Magirius leaves the Characters outside the Golden Trout and returns to his guildhall. There he leaves instructions that he is not to be disturbed again by the Characters, no matter the urgency.

Once the Characters have left the Golden Trout with Magirius, they are not readmitted to the exclusive club unless they are the guests of another member of the club.

The Characters will not be able to question any of the staff unless they are particularly persistent and approach them outside the Trout. However, the staff know little of the affairs of the club's members, and what they do know is treated in the utmost confidence.

THE RITUAL DRAWS CLOSER

As the Characters conduct their investigations across Bögenhafen, unknown to them, the day of the dark ritual draws ever closer. But, even if the party's inquiries are not going well, everything changes on the day of the ceremony itself.

Magirius, having learned that the ritual he believed to be benign involves human sacrifice, breaks ranks and approaches the Characters — a single act that seals everybody's fate, for good or ill.

RESOLUTION

Rewards

As well as your usual Experience point awards for good roleplaying and having fun, XP should be awarded for the following:

- 5 points for discovering the Hidden Temple i beneath the Steinhäger Offices
- 10 points for befriending the Crooked Fingers (if not previously completed)
- 5–10 points for each location where useful information is gained
- 5 points for receiving one or more holy visions
- 30 points for going to the Golden Trout with Magirius.

If you wish to grant extra Experience points for other events, use the listed XP amounts above as a guideline to build your own awards.

NON-PLAYER CHARACTERS

On the Streets

Hired Muscle

There are various thugs in Bögenhafen that may accost the Characters. Most are stevedores in the employ of Teugen or hired muscle supporting one of the other influential NPCs. In most cases the thugs are grim, brutal, and speak with a lower-class accent.

Character Profiles are supplied here for typical thugs and for their brutish bosses. If your Players do not have many (or any) combat-capable Characters, you should stick to using the basic thugs. However, if you feel the party needs more of a challenge, throw in a thug boss or two, and maybe even add some of the Generic Creature Traits (**WFRP**, page 310) to personalise the group.

THUG (BRASS 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	30	40	40	25	35	30	25	30	25	15

Traits: Animosity (Those in their way), Belligerent, Weapon (Basic) +7

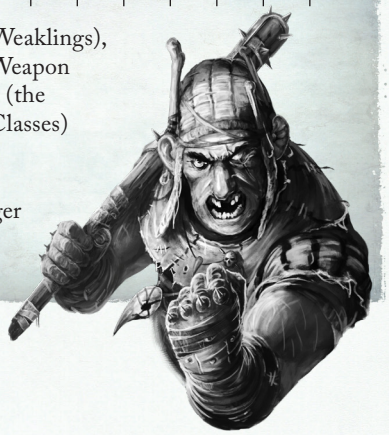
Trappings: Basic Weapon, Dagger

THUG BOSS (SILVER 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	55	30	50	50	35	35	30	35	40	45	24

Traits: Animosity (Weaklings), Belligerent, Hardy, Weapon (Basic) +8, Prejudice (the Middle and Upper Classes)

Trappings: Basic Weapon, Dagger



The Prophet of Doom

In his 50s with a grey beard and long, straggly grey hair, Ulthar used to be a friend of Karl Teugen, Johannes's brother, but his mind did not survive watching his friend die in tremendous pain (see page 94). Ulthar has seen better days: his skin is pocked, his nails broken and yellowed, his teeth a snaggly mess, and the less said about his various infestations, the better. However, if the Characters can get through to him, behind the ragged exterior and his shattered sanity lies an educated man with a once-sharp mind.

Ulthar squats in an abandoned hovel in the Pit (see page 132), where he survives as best he can. His accent is surprisingly well-schooled given his appearance, but it slurs in places as his eyes dart from left to right. He coughs a lot, often mumbles, and is thoroughly miserable. He is also very suspicious of those dressed as merchants.

ULTHAR THE UNSTABLE – HUMAN BEGGAR (BRASS 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	33	29	31	43	26	37	31	47	25	23	13

Talents: Alley Cat, Beneath Notice, Blather 2, Read/Write, Super Numerate, Panhandle 2, Speed Reader 4, Stone Soup 3

Traits: Infestation (Several), Weapon (Staff) +7

Trappings: Begging Bowl, Blanket (half rotten), Book (A heavily annotated Deus Sigmar), Cup (Chipped), Fleas and bugs of all kinds, Pet (Karl the Cockroach), Staff (Crude)

House Steinhäger

The Merchant Prince

Franz Steinhäger is short, grey-haired, and corpulent, and waddles as he walks. He sees Teugen's plan as a means to get rich quick.

Once the ritual is completed, he hopes to depose Teugen and take over the running of the Ordo Septenarius. To aid in this he is currently learning the basics of magic from Teugen and Gideon, which he was surprised he could learn at all (in truth, it's the Chaotic influence of Gideon changing Steinhäger's soul, making it now possible for him to learn magic).

Both Teugen and Gideon suspect Steinhäger's plan, but see no reason not to play him along until his demise at the ritual. Steinhäger speaks with a gruff Reiklander accent, and frowns perpetually.

FRANZ STEINHÄGER – MERCHANT PRINCE (GOLD 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	43	34	39	43	56	24	27	64	61	46	21

Skills: Animal Care 69, Bribery 66, Channelling 66, Charm 71, Consume Alcohol 63, Cool 76, Drive 29, Gamble 71, Evaluate 86, Gossip 74, Haggle 71, Intimidate 49, Language (Bretonnian 82, Classical 74, Guilder 74, Magic 69, Wastelander 87), Lore (Empire 84, Magic 69), Perception 66, Secret Signs (Guilder) 74

Talents: Blather, Briber 4, Coolheaded, Dealmaker 3, Doomed (*From below It comes*), Etiquette (Guilder) 3, Hardy, Petty Magic (Magic Alarm, Magic Lock), Read/Write, Savvy, Schemer 3, Suave, Very Resilient, Wealthy 10

Traits: Prejudice (The Poor), Weapon (Cosh) +9

Trappings: House Steinhäger, Merchant Clothing (Best Quality)

The Doorkeeper

Gerhard, a thin man with shocking-white hair and deep-grey eyes, has served the Steinhäger family for the majority of his 63 years. He is very loyal and does his utmost to stop any break-ins. However, he is not suicidal and surrenders or flees if things are looking bad. His accent is unrefined and he speaks with a wheeze.

GERHARD SCHUTZ – GUARD (SILVER 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	43	25	27	36	47	26	29	29	32	23	11

Traits: Animal Care 44, Charm Animal 39, Dodge 39, Perception 57, Melee (Basic) 53

Traits: Prejudice (Sneaky People), Weapon (Club) +6

Trappings: Basic Weapon (Club), Candle (and stick), Keys (to every door in the mansion except the cellar door)

The Guard Dog

Schutz is accompanied by Fang, a large black dog with sharp teeth. However, for all Fang is a Telland Pit Bull, one of the fiercer breeds of Dog, she is much less intimidating than she looks. Ruled by her stomach, she befriends any Character who offers her food or who passes an **Average (+20) Charm Animal** Test.

FANG – TELLAND PIT BULL

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
6	40	–	25	30	30	35	–	15	40	15	11

Traits: Bestial, Bite +5, Night Vision, Skittish, Size (Small), Stride, Tracker, Trained (Broken, Guard), Weapon +5

The Watch Barracks

The Watch Captain

Goertrin is tall and lean with hair the colour of bleached bone, and a face that is almost cadaverous in its thinness. He is currently concerned with ensuring that law is maintained at the Schaffenfest, and has little time for anything else. He has a brisk manner and is very used to intimidating people of lower social status, which is most people. He has a firm upper-class accent and interrupts anyone that talks for too long. He just doesn't have time to waste talking about inconsequential matters.

REINER GOERTRIN
WATCH CAPTAIN (GOLD 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	43	34	39	43	56	24	27	64	61	46	21

Skills: Charm 62, Cool 69, Dodge 66, Intimidate 65, Intuition 70, Leadership 62, Lore (Bögenhafen 71, Law 61), Melee (Basic) 75, Perception 65

Talents: Commanding Presence, Disarm 2, Fearless (Criminals), Hardy 2, Menacing, Noble Blood, Public Speaker 4, Strike Mighty Blow, Strike to Stun

Traits: Armour (Sleeved Mail Shirt and Helmet) 3, Hatred (Criminals), Prejudice (Lower Classes), Weapon (Sword) +7

Trappings: Basic Weapon (Sword), Helmet, Medallion (gold, with Bögenhafen's coat of arms), Sleeved Mail Shirt

The Merchants' Guild

The Guildmaster

Guildmaster Friedrich Magirius has neat grey hair, sky-blue eyes, and a short, forked beard. He appears distinguished and kindly, and always has a ready smile even when he is feeling exasperated. Magirius heads one of the smaller merchant families of the town, but he works hard and has secured himself the position of town councillor in Bögenhafen.

Friedrich has been thoroughly duped by Teugen's golden promise to make Bögenhafen the primary trade centre of the Empire. It is a goal that he supports completely, and it blinds him to the dangers into which he walks. He genuinely believes that Teugen means only good for the town, and will be incredulous if the Characters tell him any different.

Magirius tells the facts as he sees them, but does not reveal anything of the ritual Teugen plans to magically bring Bögenhafen to prominence. As Tuegen says, few people understand magic, and Magirius has no interest in falling foul of another's out-of-control superstitions. Magirius speaks with an easy, middle-class Reiklander accent, and has seemingly time for everybody.

FRIEDRICH MAGIRIUS – BURGOMEISTER (GOLD 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	33	27	41	52	46	39	38	47	49	66	12

Skills: Charm 86, Evaluate 67, Haggle 81, Language (Guilder) 67, Lore (Bögenhafen 52, Law 57)

Talents: Wealthy 4

Traits: Weapon (Fists) +4

Trappings: Merchant Clothing (Finest Quality), Rings (Jewelled, worth 3 GC and 12 GC)

CHAPTER 9
THE DARKEST HOUR

Our Heroes put together the last pieces of their investigation, and find themselves hot on the heels of an evil wizard. However, the Characters are framed for murder and soon the entire town is chasing them. Can our Heroes avoid being arrested and disrupt the wizard's plans? Or will a gate open to the Realm of Chaos, destroying Bögenhafen and changing the Empire forever?

UNLEASHING THE RITUAL

This chapter covers the events of the day of the ritual. These are in addition to the events listed on page 83 in the last chapter. You should be careful with your timing so those events do not clash with the ones described here.

You can delay unleashing the events of this chapter if you feel the Characters need more time to make further investigations. But, from this point on, you should be building up the pace towards the climax. Once the events of this chapter are set in motion, it is important that the ritual takes place that evening so that the climax of the adventure occurs near or around midnight.

AN UNEXPECTED VISIT

In the morning of the day of the ritual, Magirius seeks the Characters out. He looks pale and worried — a marked contrast from his appearance at the Golden Trout. He insists on being taken to a place where they will not be disturbed or overheard, and only then does he reveal the cause of his agitation.

'When Teugen came to us from Nuln, he told us that, with our help, his sorcery could influence the economy of the Empire. Bögenhafen would become great again — greater even than Marienburg — and we would all become rich beyond our wildest dreams. That is why the Ordo Septenarius was established, and the lower ranks are no more than a smokescreen.

'Everything was going according to Teugen's plans until you discovered the temple under the Steinhäger offices. I was instructed to reassure you — to make you go away, so that preparations for the ritual to make us all rich could carry on.

'The ritual will take place tonight. I don't know where yet, but I will get word to you as soon as I can. Teugen said that a human sacrifice is necessary to prepare the new temple, and that was too much for me. I didn't realise anyone would have to be killed. You must help me. Going to the authorities is useless as Teugen and the Inner Council control them all. You are my only hope.'

Magirius then gives the Characters the letter that had accompanied the scroll acquired by Teugen on the day of their arrival in Bögenhafen. Give the players **Handout 10: Herzen's Letter.** Magirius then leaves, promising to contact them as soon as he finds out the new location of the ritual. He refuses to let the party accompany him as he dares not be seen with the Characters.

A MESSAGE

In the late afternoon, a message is delivered to the Characters, wherever they happen to be in the town. The messenger is a servant in Magirius's livery. He hands over a rolled-up piece of parchment bearing the town seal (**Handout 11: Magirius's Note**), and leaves without a word.

Any Character who has spent any time in a Burgher career, or with any *Etiquette* Talent knows that messengers and errand-boys generally hang around in the hope of a tip after delivering a message — the messenger's swift and silent departure seems odd.

The young servant is, in fact, Gideon in disguise. The Daemon killed Magirius when it realised that the merchant guildmaster's nerve had broken and that he could no longer be trusted. It is attempting to frame the Characters for this murder, as they soon find out when they arrive at Magirius's house (see **Handout 10: Herzen's Letter** and **Handout 11: Magirius's Note** on page 153)

MEANWHILE, ELSEWHERE...

The previous evening, Teugen told the Inner Council that the ritual would take place at a new location, which was to be revealed at a future time. He also revealed that arrangements had been made to obtain a suitable victim for a sacrifice to consecrate the new temple. Magirius is appalled at this new revelation, and coupled with a very disturbing letter that he found in Teugen's office, he decided to leave the Ordo. However, Magirius is no actor, and Teugen and Gideon are aware of his disaffection. They have decided to use him to dispose of the Characters. Or, at least, to keep them out of the way while final preparations are made for the ritual...

HANDOUT 10: HERZEN'S LETTER

Black Peaks,
Grissenwald,
Near Nuln.

My Dear Friend,

Here is the scroll you require for the ritual you mentioned in your last letter. Do not forget that the temple for such an undertaking must be sanctified with fresh blood.

As ever, I am filled with awe at the heights (or should I say depths) to which your learning now reaches. It seems like only yesterday that we two dilettantes begged tutelage of the High Master, and now you stand on the threshold of the abyss itself. If you manage to find the time to record your researches, do write with details of how the ritual progressed. Perhaps one day I, too, might follow in your illustrious footsteps.

Your friend,

Etelka Herzen

HANDOUT 11: MAGIRIUS'S NOTE

From the Town Hall, Office of Councillor Magirius.

I must see you urgently. Please come to my house on the Adel Ring as soon as you are able.

Magirius

MURDER MOST FOUL

When the Characters reach Magirius's house (see page 90), the door is opened by Gideon, still appearing as the 'servant' who delivered the message. No matter how quickly the Characters travelled to the house, the servant arrives before them.

The servant confirms that Councillor Magirius is expecting the Characters, and shows them to his study, knocking on one of the heavy oak doors and motioning them to enter.

At first glance, the study appears to be deserted. It is dominated by a huge oak desk, and a heavy wooden chair is overturned behind it. Under the desk, and only visible from behind it, lies the body of Friedrich Magirius. His throat has been cut, and a widening pool of blood soaks into the carpet.

As the Characters look at the body, they notice traces of drying blood on the side of the desk — a last, desperate message from Magirius, scrawled in his own blood as he lay dying.

The message consists of the letters 'WHSE' and a number: a 1, followed by a digit that trails off and might be a 3 or a 7. A search of the desk's drawers turns up nothing of interest, apart from a silver letter-opener (value 15 shillings). Searching Magirius's body yields a purse containing 4GC 17/– and two gold rings, worth 3GC and 5GC.

Magirius was trying to tell the Characters that the ritual will take place in Warehouse 13 (see page 112). If the Players have difficulty interpreting the message, allow each Character an **Average (+20) Intelligence** Test. If none of the Characters succeed, any citizen they ask knows that 'WHSE' is a standard abbreviation for 'Warehouse'.

OPTIONS: THE NERVE THAT FAILED

Veteran players may recall that Magirius is the member of the Ordo's Inner Council whose nerve fails, and who tells them everything before being horribly murdered (see page 102). They may also remember that the party will be framed for his murder by Gideon, who visits them posing as a servant. Knowing those facts, it's easy to derail the adventure at this crucial juncture. You can ensure this doesn't happen with either of the following changes.

Greed Will Out

Magirius is made of sterner stuff than in the original adventure. His nerve does not break, and he instead remains loyal to Teugen and the Ordo.

Under cover of a promised confession, he lures the Characters to the new temple, where the entire strength of the Ordo Septenarius lies in wait – Teugen, Gideon, the other members of the Inner Council, and the 42 regular members – ready to overpower the Characters, strip them of all equipment, and keep them bound until the evening of the ritual. Then, the party will form the sacrifice.

The Evil Villain Revisited

As explained before (see page 54), Magirius could be the head of the Ordo instead of Teugen. In that case, it might be Teugen whose nerve fails, and who tries to warn the Characters. If you are feeling kind, he might succeed; otherwise, Magirius lures the party to a secluded location with the promise of a confession, leaving Teugen's mutilated body there. Once the Characters have arrived, he sends a Watch patrol to investigate a reported scuffle at that spot.

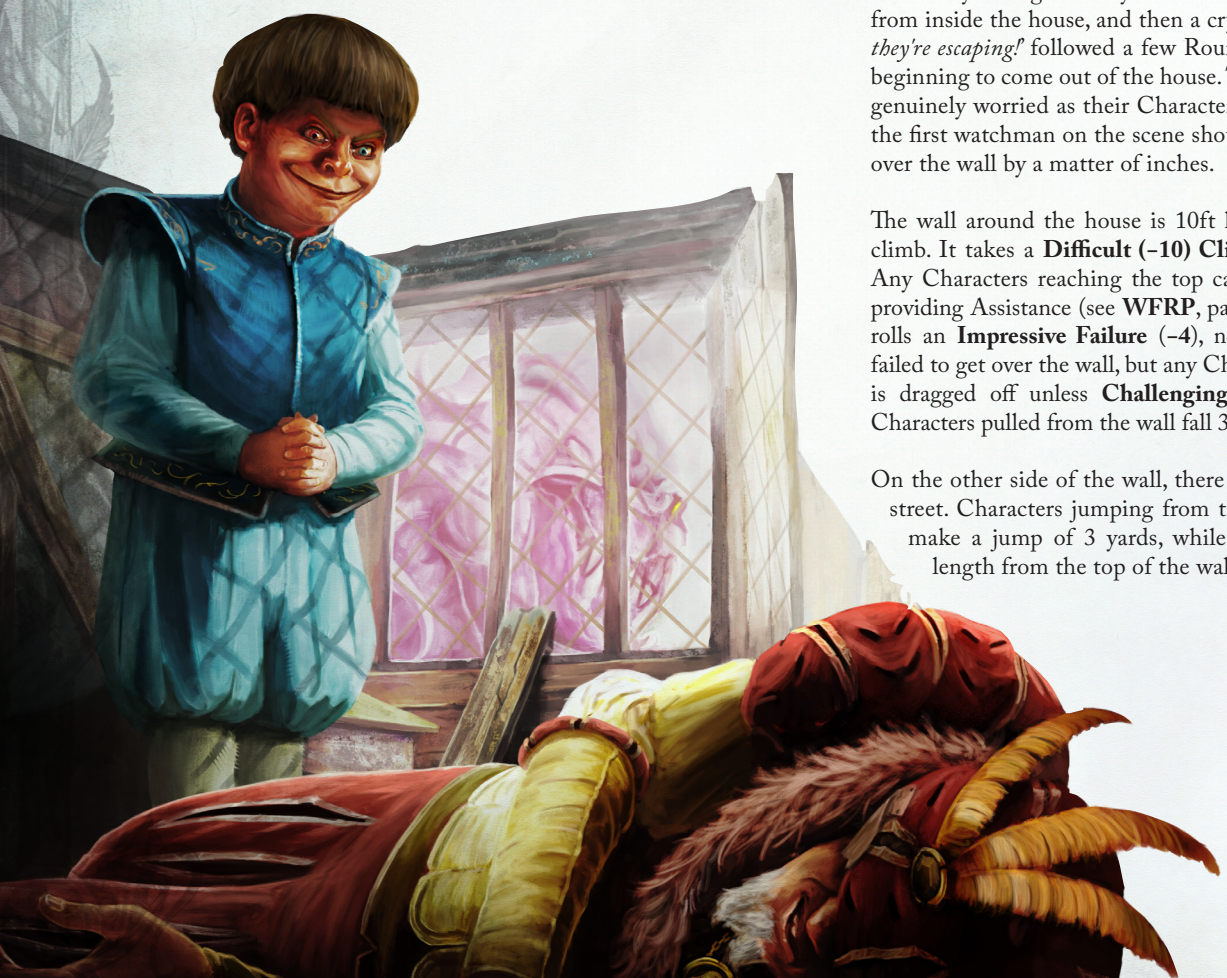
While the Characters are pondering the meaning of the message, they hear a loud cry of, *'Help! Help! Murder!'* from the front door of the house. Looking out of the window, they see a four-man Watch patrol running towards the house. At the same instant, the servant appears in the room, apparently out of thin air — Gideon has called the Watch, and is returning to gloat over the Characters' imminent arrest.

'You know,' the Daemon says, in a multi-toned, resonant voice that is spine-quiveringly unnatural, *'you really should have minded your own business.'* It vanishes again, casting *Shroud of Invisibility*, but its deep, many-throated, mocking laughter continues for a few moments after it has disappeared.

Note: because of the Ring of Opsianon that Gideon wears, its Spells cannot be dispelled (see page 148).

You should make it clear to the Players that all the evidence suggests that the Characters have murdered Magirius, and that the Watch will probably not be impressed by tales of vanishing servants and Daemons. The Characters' best hope lies in a swift exit.

If the Characters insist on staying and facing the Watch, they are arrested and imprisoned in the Watch barracks (see page 92) awaiting trial. No one believes the truth, and in due course they are found guilty of Magirius's murder and sentenced to hang. Assuming Bögenhafen still exists, that is.



Framed!

Imprisoned and faced with certain death, the Characters are sure to look for a way out of their predicament. The door to the cell is firmly locked and attempts to break it down will only bring the jailor and members of the Watch. A successful **Average (+20) Perception** Test (multiple attempts are possible, if required) reveals a Thieves' sign carved into a slab of stone at the base of one of the walls. A Character with *Secret Signs* (*Thief*) recognises it as the mark for 'escape'.

The slab can be removed easily and reveals a crawl space behind, wide enough for one Character at a time. After a few yards, this leads to another tunnel giving access to the town's sewers. From the sewers, the Characters may escape into the town, free but bereft of weapons, armour, or any other trappings.

Fleeing the House

It is likely that the Characters try to escape rather than face the Watch. The watchmen are coming in through the front of the building, but the party can reach the back door and escape into the garden.

The Characters should all be able to get away from the Watch, but don't let the Players know this. You should run this incident in detail, Round by Round, so that the Players think their Characters will be captured unless they make it over the wall in time. The Watch spend about 10 Rounds searching the house before they notice the Characters escaping over the wall. They then charge out after the party. You should build up the tension by telling the Players that their Characters hear noises from inside the house, and then a cry of, *'In the garden! Quick – they're escaping!'* followed a few Rounds later by the watchmen beginning to come out of the house. The Players should become genuinely worried as their Characters scrabble at the wall, and the first watchman on the scene should miss the last Character over the wall by a matter of inches.

The wall around the house is 10ft high, and not very easy to climb. It takes a **Difficult (–10) Climb** Test to reach the top. Any Characters reaching the top can help the stragglers over, providing Assistance (see **WFRP**, page 155). If any **Climb** Test rolls an **Impressive Failure** (**–4**), not only has the Character failed to get over the wall, but any Character on the wall helping is dragged off unless **Challenging (+0) Athletics** is passed. Characters pulled from the wall fall 3 yards.

On the other side of the wall, there is a drop of 3 yards to the street. Characters jumping from the top of the wall have to make a jump of 3 yards, while those who hang at arms' length from the top of the wall make a jump of 1 yard.

ONE THING AFTER ANOTHER

Once the Characters are over the wall, they can make good their escape. You might like to draw out the agony by telling the Players that a few townspeople chase them after they escape from the grounds of Magirius's house, but they should be able to shake off any pursuit after a few minutes' hard running by twisting and turning through alleys and side streets, perhaps with some Athletics Tests thrown in for extra tension.

Now the party must review its position and decide what to do next. As the Characters escaped over the wall, the watch officers got a clear view of them, and the party must assume the Watch is now hunting for it all over town. The Characters are quite well known by the authorities as a result of their investigations over the last few days, and there is little chance they will be able to bluff their way out if they are caught.

The party knows the ritual is to be held tonight in a warehouse, either Warehouse 13 or 17. It is beginning to get dark, and Morrslieb is rising full and large, casting its horrendous green light everywhere.

The journey to the Ostendamm can be made more eventful by having the Characters encounter Watch patrols every so often. At this point, the party might decide that it is all too much and make an attempt to leave town. Fortunately, this is easily avoided.

You can channel the Characters towards the Ostendamm and the climax of the adventure by increasing the frequency of encounters with the Watch if they move towards the gates, and decreasing it as they move towards the docks. Any encounters with the Watch should be frightening rather than dangerous, and the Characters should be able to shake off any pursuit fairly easily, but do not let the Players know this.

Every time the Characters turn a corner while evading pursuit, you should have them make an **Average (+20) Stealth (Urban)** Test, based on the lowest score in the party; if the Test is failed, their pursuers are still on their tail, and are drawing ever closer. When a Test succeeds, the Characters manage to shake off the pursuit. The Players should be aware that the adventure is reaching its climax, and that there is no time to lose.

FLAMING NUISANCE

As the Characters make their way across town, they see that there is a building on fire in one of the back-streets on the north side of the Bergstrasse, or at some other convenient location if the Players decide to avoid the Bergstrasse. It doesn't matter precisely where this is, so long as it is on the Characters' route to the Ostendamm. Unless the Players state that the party is deliberately giving that area a wide berth, they come round a corner and run straight into — one of themselves!

The look-alike is pursued by an angry mob, and pushes past the Characters and disappears into an alley. The mob immediately starts to chase the party amid cries of, '*Stop! Fire-raisers! String them up!*' There are dozens of townspeople giving chase, and it is clear that the Characters have no chance if they decide to fight their way out.

Obviously, Gideon is the real firestarter. It has been trailing the party, and cast the *Doppelganger* Spell to assume the form of one of them before setting the building on fire. It made sure the mob had a good look at its face, and then made straight for the Characters' position. The party has to evade the mob before it can go any further. As with the Watch encounters, you should ensure that the Characters do eventually shake off any pursuit, but the Players should believe their Characters are in imminent danger of being lynched. Any Character stupid enough to stop and try to reason with the mob will be overpowered and strung up.

THE OSTENDAMM

Eventually, the Characters should reach the Ostendamm. By the time they have evaded any pursuers and reached the docks, it will be sunset and Morrslieb is already high in the sky. As dusk falls, a green-lit mist creeps up from the river, thickening almost visibly as it moves over the docks. Soon, it is impossible to see the west bank of the river, and the Ostendamm stands in a sea of moon-lit mist almost 2ft deep.

OPTIONS: LUNATIC MUTANTS

With the unexpected news of the Mutant Edict now widespread (see page 30) and the corrupting light of Morrslieb everywhere (see page 85), you have an opportunity to make the chase scene through Bögenhafen significantly more horrific, should you so wish.

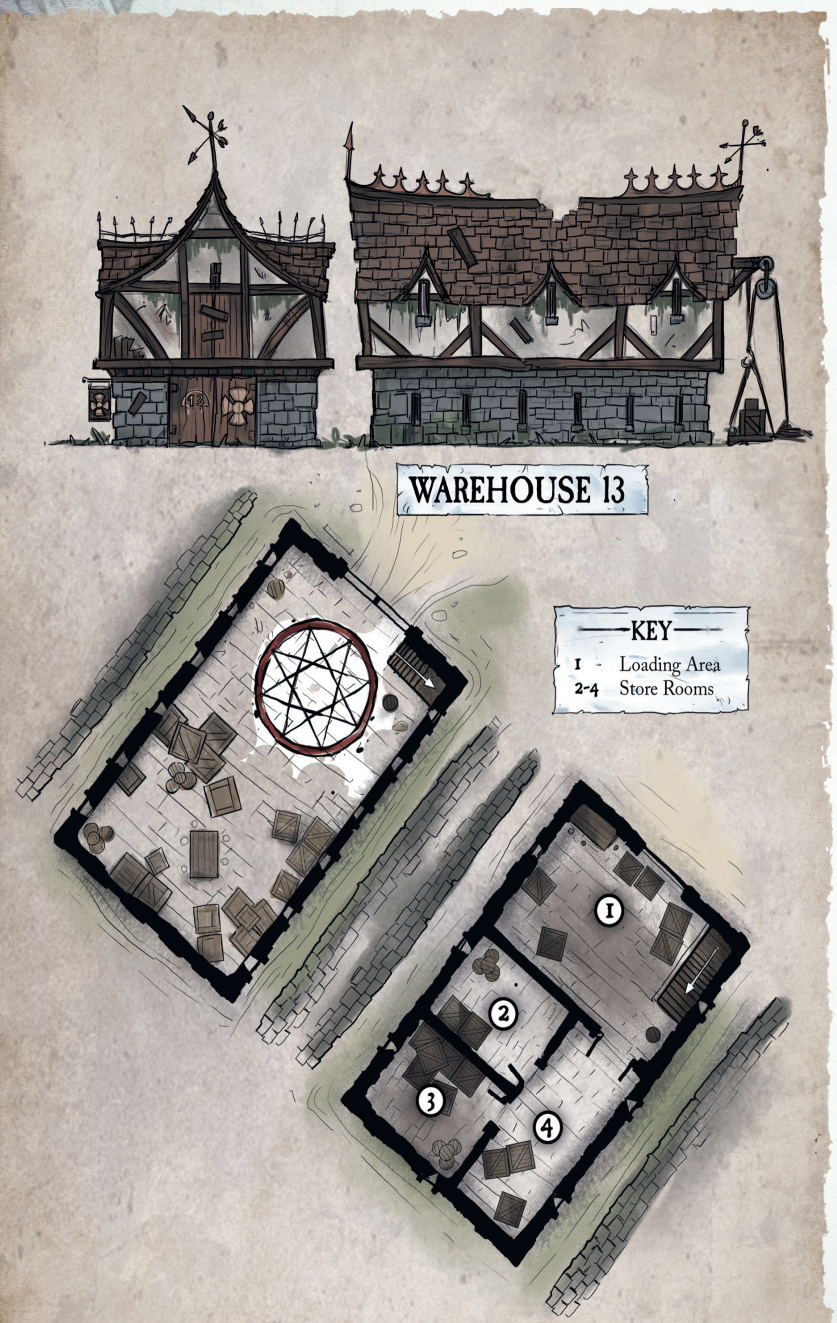
As the Watch pursues the Characters through the town, the baleful light of skull-faced Morrslieb enacts a terrible change upon those below. Have the Characters escape Magirius's house as normal, but play up the intensity of the horrendous, green luminescence of Morrslieb, and have even more glowing mist rise high from the Bögen. Every time the Characters step into the direct light of Morrslieb for any length of time, call for a Test to resist a Minor Exposure to Corruption. Make it clear that Morrslieb's light is dangerous, and feels very wrong. The streets are emptying of everyone bar fools and the Characters.

Then, just as the party feels it may be escaping the Watch, have new animalistic howls of pursuit echo through the empty streets. It's not just the Watch they now have to contend with, it's the Mutant Watch! And if this horrific threat should catch up: *'You're the problem, mate, not us! You're murderers! Ain't no such thing as a mutant anymore! The Emperor has our backs!'*

The Characters are likely interested in one of two locations on the Ostendamm: Warehouse 13 and Warehouse 17. If the Characters watch both warehouses, they soon realise that no activity is taking place at Warehouse 17, while several people are visiting Warehouse 13.

Warehouse 17

Warehouse 17 is closed up, and a faint, flickering light can be seen from inside. Over the warehouse, and those adjoining it, hangs the sign of an ear of corn held in a mailed fist — the sign of the Ruggbroder family.



If the Characters enter the warehouse, they find it full of crates of bottled wine. The crates nearest the door have 'Kronenwinzerei Altdorf' branded into the side. Having travelled to Bögenhafen with Josef Quartjin, the Characters recognise the wine as being from the cargo he carried to the town. The party has just had time to realise that the warehouse is absolutely full, and that there is no possible space that could be used for a ritual, before it finds itself faced with Big Georg, a night watchman, and his two savage guard dogs. The dogs attack immediately, and the watchman runs, shouting for the Watch. A four-man patrol will arrive on the scene in 1d10 Rounds. If the Characters retreat, the night watchman calls the dogs off and closes up the warehouse again. He is concerned only with keeping the goods safe, and has no particular interest in bringing thieves to justice.

Warehouse 13

At dusk, Warehouse 13 is quiet. Over the door hangs the rose-cross symbol of the Teugen family. The doors are not locked, and the Characters may look inside through the doors or through one of the barred windows that are set around the walls. An area at the front of the warehouse has been cleared, and crates are tightly packed in the rest of the warehouse. The crates are marked, 'Silas Hillberry, Appleford,' and contain bottled fruit.

Hiding in the Warehouse

If the Characters decide to hide in the warehouse and wait for something to happen, they will be able to find suitable hiding places amongst the crates. They can secure a reasonable view of the inside of the warehouse from their hiding-places, but you may call for an **Average (+20) Stealth (Urban)** Test from Characters who insist on moving about.

Watching the Warehouse

If the Characters choose to stay outside and watch from cover, they must find a suitable hiding-place. When anyone comes to the warehouse, they must each make an **Easy (+40) Stealth (Urban)** Test (it's so easy because of the darkness, weird lighting from Morrslieb, and the mist); you should feel free to add any further modifiers that seem appropriate, depending on where the Characters choose to hide.

THE APPOINTED TIME

This section details the course of events at Warehouse 13. These events only happen if the Characters do not intervene. Any actions they take will alter the course of events to a greater or lesser degree, so you should be prepared to adapt and improvise. You should also take into account what the Characters can see from wherever they are. Be careful to tell the Players only what their Characters can be expected to see.

Preparations

Shortly after dusk, a cart arrives from the Steinhäger offices bringing Franz Steinhäger and two labourers. It draws up outside Warehouse 13, and the three men unload a number of sacks containing the items removed from the Hidden Temple.

The cart is driven away, leaving Steinhäger inside. He begins to prepare the temple, laying out the copper circle, marking an octagram on the floor in salt and placing the silver candlesticks at the corners.

After about half an hour, five carriages arrive within a quarter of an hour of each other. Teugen and Gideon (wearing the face of 'Teugen's cousin' again, so the Characters are unlikely to recognise it) get out of one carriage, which has the Teugen family's rose-symbol on the doors. The passengers go into the warehouse, each carrying a small bundle (their robes), and the coaches drive back into the town. This is the Inner Council of the Ordo Septenarius. It has arrived for the ritual and spends the next half an hour robing and making other preparations. While this is going on, a dozen thugs (use the Profiles on page 79) from the Stevedores' Guild unobtrusively ring the warehouse to make sure that those inside are not disturbed.

This is not immediately obvious in the green-tinged fog, and requires a successful **Challenging (+0) Perception** Test from outside the warehouse to spot it. At this point, Characters hiding outside the warehouse must make another **Easy (+40) Stealth (Urban)**, modified as you feel is appropriate for where the Characters are hiding. The thugs clear the area of anyone they find.

The Dedication

Another half hour or so passes, and a cart arrives from the north of the town, coming out on to the Ostendamm between Warehouse 17 and the Teamsters' Guild. It pulls up outside Warehouse 13, and two men, thugs from the Stevedores' Guild, unload a large, heavy sack and carry it into the warehouse.

The sack contains a young woman who has been 'acquired' for the sacrifice. Her blood will consecrate the warehouse for use as a temple. Any Characters outside the warehouse who make a successful **Challenging (+0) Perception** Test see the sack move as the semi-conscious woman struggles weakly. Having delivered the victim, the two men drive off, returning the way they came.

The victim is bound hand and foot and is laid in the middle of the octagram. The participants are now dressed in red robes with a seven-pointed star surrounding an animal head emblazoned on the chest. They wear tall, pointed head-dresses that hide their faces completely. They stand in a circle around the woman, chanting rhythmically as Teugen draws a dagger. He passes the blade ceremoniously through the flames of the eight candles, and then stands over the woman, with the dagger raised high above his head. The chanting comes to an abrupt halt, and Teugen plunges the dagger into the woman's chest. He then cuts her heart out, and sprinkles blood from it on the eight corners of the octagram, and on the points where any lines cross. Her heart is placed at the centre of the circle, and two of the cultists carry her body to one side, being careful not to disturb the octagram.

If this sacrifice is thwarted in any way, Teugen tries to capture one of the Characters to take the woman's place or, failing this, he calls in one of the thugs from outside, who will be overpowered by the cultists and sacrificed.

Once the sacrifice has taken place, the makeshift temple is ready for use, and the ritual begins.

The Ritual

The ritual begins two hours before midnight. The seven members of the Inner Council (including one who has been drafted in from the lower echelons of the Ordo Septenarius as a replacement for Magirius) each stand at a point of the octagram around the copper circle, with Teugen in the middle, and Gideon taking up the last spot.

The cultists raise a discordant chant. This continues, unless they are disturbed, throughout the ritual. Teugen stands with one foot on either side of the heart of the sacrificed woman, chanting in a counterpoint to the other cultists. There are several invocations and responses, and each cultist in turn then moves to the centre, kisses the first two fingers of their right hand, and touches them to the heart briefly, returning to the circle as the next cultist moves forward. The chant is maintained unbroken throughout.

After an hour and a half, Teugen then plucks a scroll free from his belt. He unrolls it, and the chant stops as he carefully reads it in a singsong voice. Neither the chant nor the words from the scroll are intelligible to a Character without the Language (Magick) Skill. A successful **Impossible (–50) Language (Magick)** Test reveals that there is a subtle undercurrent to the spell, cleverly hidden, that beseeches 'Tchar' to rip reality asunder 'from the Crystal Labyrinth', to 'reign in the Mortal Realm'.

Teugen has not noticed this. It takes Teugen about half an hour to read the scroll. He pauses at several points to sketch mystical figures in the air with his hands, and the other participants chant responses to his invocations at various times. After about 20 minutes of this, Gideon enters the octagram. He takes the Ring of Opsianon (see page 148) from its finger and gives it to Teugen, before taking up a position behind him. **Note**: once Gideon takes the ring off, it becomes subject to Instability if he moves outside the circle. Teugen, still chanting, passes the ring through the flames of the candle at each corner of the octagram, and then returns to the centre, where he kisses the ring and places it on top of the heart. The cultists come into the centre one by one, and kiss the ring in turn as Teugen continues to chant.

Suddenly, the tone of Teugen's chanting changes. The cultists stand absolutely still in an attitude of rapt attention, and Gideon remains motionless behind Teugen. The ritual is nearing completion.

Foiling the Ritual

If not interrupted, the ritual finishes a few minutes before midnight. There are several ways the Characters can prevent this.

Attacking the Participants

If the Characters are inside the warehouse already, they can attack at any time. Otherwise, they must fight their way in through the thugs stationed outside. The thugs are all round the warehouse, so the Characters encounter two thugs no matter which direction they approach from. Each Round after a fight breaks out, another thug arrives, until all 12 are on the scene. Every time that one of the thugs is killed or incapacitated, you should make a Cool Test for the others. Start the Difficulty at **Very Easy (+60)**, and make it 1 step more difficult for every two thugs taken down. If any Test is failed, the remaining thugs flee.

Once the thugs are dealt with, the Characters are free to advance. They can storm into the warehouse through the front doors, or they can rip the thin wooden slats off the windows and fire missiles at the participants. The slats are backed with stout iron grilles that make it impossible to climb in through the windows, but it is possible to throw or fire missiles through the grilles with a penalty of –10 to any associated Ranged Test.

When the Characters attack, Teugen instructs the seven members of the Inner Council to stand back and avert their eyes. He casts *Bolt* at any Characters who are Elves or who appear to be spellcasters. Gideon casts *Treason of Tzeentch*. There is a 30% chance they cast their spells at the same Character.

Next, Gideon tears free of its Human disguise and appears in daemonic form, giving it Fear 2 against everyone except Teugen. Each cultist must make a **Challenging (+0) Cool** Test. Those who fail have disobeyed Teugen's instructions to look away, and must Test to resist the Fear 2.

Gideon next casts a *Blast* Spell at any Characters who are still advancing, before closing for hand-to-hand combat. Gideon fights until the Characters are wiped out or beaten off, or until it is killed. Meanwhile, Teugen tries to rally the other cultists, using his Leadership Skill away from the scene of combat. Whenever the Characters seem to be gaining the upper hand, you should give the remaining cultists an Opposed Cool Test against Teugen's Leadership Skill. Any cultist who fails the Test flees.

Stealing or Destroying Vital Components

The following are vital to the ritual taking place.

1. Teugen
2. The seven members of the Inner Council
3. The spell scroll, which Teugen carries on his belt
4. The Ring of Opsianon
5. The Ordo's copper circle, or any piece of it
6. Eight silver candlesticks holding black candles
7. An octagram marked on the floor of a sanctified temple with salt

If the Characters are able to steal or destroy any of these things, the ritual fails. This includes extinguishing the candles or stopping the sanctification of the new temple by rescuing the woman. If the Characters took the silver candlesticks from the Hidden Temple earlier in the adventure, they have been replaced. A replacement has also been drafted in for Magirius, and if any other member of the Inner Council has been killed or severely injured earlier in the adventure, a similar replacement is swiftly arranged to bring the numbers up to the needed seven.

Delaying the Ritual

Once started, the ritual must be completed before midnight, so any delay of more than 10 Turns is fatal. Teugen still tries to conduct the ritual, but midnight strikes before it is completed.

Other Means

The Characters may try to disrupt the ritual by other means, such as setting fire to the warehouse. It is not possible to cover every contingency here, but you should be able to tell, using common sense and the information in this chapter, what the outcome of a particular attempt is.

The Ritual Disrupted

As soon as it becomes apparent that the ritual cannot be completed for any reason, Teugen breaks down completely, and runs screaming and raving into the night. When the bell in the temple of Sigmar strikes midnight, a cloud of thick, foul-smelling pink and blue smoke gathers around him. There is a shattering scream, and when the smoke clears, as abruptly as it appeared, there is no trace of him. Every Character who witnesses this must make a **Difficult (–10) Cool** Test to resist Terror 2.

If midnight strikes and the ritual is still in progress, everything comes to an abrupt halt as the bell is heard tolling the hour. Tongues of roiling pink and blue fire lick from the octagram. From its depths, an enormous unblinking Eye, fringed with scintillating feathers, coiled through with every conceivable colour, forms.

Any witnesses must make a **Hard (–20) Cool** Test to resist Terror 3. Teugen screams and begs for more time, but a disembodied, many-toned voice sounds — more in people's minds than in the air — deep and high, terrible and mellifluous, and so very cold.

'I claim your soul. It was always mine; but you were more useful when you believed you could save it. Now you are needed for other matters.'

Teugen screams as he bursts into multicoloured fire. The cultists, appalled, scatter, tripping over themselves, terrified beyond rational thought. As this happens, Gideon desperately snatches up the scroll and begins to read from it, taking up where Teugen left off. For the first time, its voice is strained, and it stumbles over phrases as it rushes to complete the invocation. When Teugen has burned away, the giant burning eye turns to Gideon. The disembodied voice sounds again.

'There is no portal. You have failed. Return to me.'

Gideon is then forced to his daemonic form (if it has not changed already) and begins to burn in coruscating flames. It howls and writhes in unspeakable agony, then burns away. Every Character who witnesses this must make a **Difficult (–10) Cool** Test to resist Terror 2. The great Eye in the octogram then looks to the Character that appears like Kastor Lieberung (if still alive — if not, choose a different Character). The Eye pauses. The Character is frozen in place. Then the eye burns away.

Any Character within 99 yards of the Eye must Test for a Major Exposure to Corruption.

The Ritual Completed

If the Characters fail in their attempts to stop the ritual, or do not attempt to do so, you have two options: either you fudge things so that the ritual is halted anyway, or you have the gate open.

If you feel the Characters were only prevented from stopping the ritual by bad luck or force of circumstances, you may decide to have circumstance work in their favour, so that the final completion of the ritual is prevented by a chance event. For example, a rat scurries across the warehouse floor and breaks the salt pentagram, or one of the participants panics at the last minute and runs screaming into the night. However, this may prove to be something of an anticlimax, especially if the Characters conclude that everything would have turned out for the best regardless of their actions. So, you may well decide that the worst should happen, even if the Characters deserve better.

If, on the other hand, the Characters had ample opportunity to stop the ritual but failed to do so, you should not shrink from inflicting the full consequences. The Greater Daemon of Tzeentch responsible for the events in Bögenhafen exults as a Chaos Gate opens in the Empire. Bögenhafen is doomed, and the Characters must run for their lives.

This option is extremely dangerous and could lead to the entire party being wiped out if the Characters do not move swiftly enough, but it also provides an exciting climax to the adventure.

Apocalypse

If the ritual is completed before midnight, a gate to Tzeentch's Crystal Labyrinth in the Realms of Chaos yawns open. The area within the copper circle suddenly falls inwards, and Teugen and the members of the Inner Council tumble into the pit, their screams an eternal reminder of their foolishness as they fall into infinity. Gideon resumes its Daemon form (if it has not done so already) and jumps into the pit with a delighted squeal. Any Character witnessing the opening of the pit must make a **Challenging (+0) Cool** Test to resist Terror 2.

For a few minutes, everything is still. The inside of the pit is totally black: not even the sides can be seen. Any Character who looks into the pit will see a pulsating multicoloured light in the distance, drawing rapidly closer. With alarming speed, a boiling mass of primal Chaos speeds towards the new Chaos Gate.

Any Character who sees it coming must make a **Very Hard (–30) Cool** Test to resist Terror 4. A cacophony of howls, bellows and ear-splitting shrieks erupts from the pit — until it is almost unbearable. A roaring fountain of pink fire follows, shattering the roof of the warehouse and pouring high into the night sky over the town. Falling droplets of fire hit the ground smoking and sizzling. Anywhere a droplet lands a twisted, unnatural Daemon forms.

The pit slowly widens, expanding some 10ft per minute until it occupies the whole site of the town. The pit swallows people, animals, and buildings, and the stream of pink fire spews into the sky unabated.

Slowly, a great, winged shape wreathed in blue fire takes form atop the pink fountain of Chaos — it has impossibly long arms and two scintillating, avian heads, both of which scream with a chorus of uncounted millions of damned souls. This is the chosen form of an exultant Greater Daemon sent by the Chaos God Tzeentch as it manifests in the Mortal Realm. Its arms, each blistered with burnt-yellow eyes, reach down again and again to the streets, scooping up handfuls of fleeing people and shoveling them into its hungry, gaping maws.

This is, obviously, terrifying. All Characters must make an **Impossible (–50) Cool** Test to resist Terror 5.

Meanwhile, Daemons run gibbering through the streets, harrying the streams of refugees like wild dogs chasing a herd of sheep. The stragglers and the hindmost are brought down and torn limb from limb in an orgy of feeding.

If the Characters are to have any chance of surviving, they must flee. Immediately. If they do leave quickly, they may be able to get clear of the town before the pit swallows everyone, and the sky fills with shoals of screaming Daemons. You should play out the party's flight in full, keeping careful track of its position on the town map. Once the pink fire erupts, roll 1d10 every Round. On a roll of a 9, a droplet lands near the Characters and they are faced with one of Tzeentch's Horrors.

As well as the danger from these Daemons, the Characters must contend with the fleeing, panicking crowds. The main streets become impassable almost immediately, and other streets and alleys quickly become choked with the desperate and the doomed. Characters trying to force their way through the crowds must perform an **Opposed Strength Test against Strength 50**. If successful, some progress is made through the throngs. If failed, the Character loses 1 Wound in the crush, not modified by Toughness Bonus or APs. On an Impressive Failure (–4 **SL**), 2 Wounds are lost instead. This Test needs to be repeated until the Characters are free of the crowds, either because they have escaped them, or because they are scooped up to feed a hungry Greater Daemon.

You could introduce random encounters and situations to add colour to the Characters' flight. What these should be is entirely up to you, but here are some suggestions.

- Panicked horsemen come hurtling towards the Characters, knocking down everyone in their way.
- A regiment of soldiers and watchmen, some 40 strong, forces its way through the crowds, heading for the Ostendamm to fight this menace as best it can. They call for all able-bodied citizens to take up weapons and follow.
- The Greater Daemon's massive hand reaches down, close to the Characters, and scoops up a score or more folk, shovelling them into its great, gaping maw.
- A manhole opens and people pour into the sewers to escape the onslaught of Chaos. The sewers may be safer than the streets, or they may already be full of the fire-spawned Daemons.

OPTIONS: TRAUMA

The climax of **Enemy in Shadows** can potentially end very badly, and the trauma of surviving the worst the Realm of Chaos has to offer is long-lasting. Mark how many Terror Tests each Character fails in the finale, and log it as a Total. After the adventure is concluded, have each Character make a **Challenging (+0) Cool** Test. A success reduces the Total by 1. Each **+SL** reduces the Total by a further 1. Characters left with a Total greater than 0 develop a permanent Custom Trauma, as detailed in **WFRP**, page 191.

- A Light wizard stands on a rooftop. A crackling shaft of white energy shoots towards the shape forming above the gate, but dissipates harmlessly in front of it. The Greater Daemon pauses in its feeding and turns to the Wizard, who is suddenly engulfed in a ball of vivid-pink fire and falls blazing into the crowds below.

- Several buildings are on fire, and one or more collapse on to the crowds a few feet away. Each Character must make a **Challenging (+0) Dodge** Test or take 1d10 + 5 Wounds, modified by Toughness Bonus and APs as normal. If a 9 is rolled, the Character also gains 1 Corruption point.

While you shouldn't make it easy for the Characters, bear in mind that they ought to be able to escape provided that they don't do anything too foolish, and you should avoid wiping out the party. However, having them spend some Fate points and Resilience points is not only appropriate, it's likely to be inevitable.

RESOLUTION

Rewards

As well as your usual XP award for good roleplaying, XP should be awarded for the following:

- 200 points + 1 Fate Point for preventing the ritual
- 50 points for surviving the destruction of Bögenhafen if the ritual is completed.

Aftermath

If the ritual is stopped, the Characters have little choice but to leave Bögenhafen. Of course, if the ritual was successfully completed, the town will be destroyed and the Characters must flee for their lives along with the rest of the populace. Otherwise, thanks to Gideon, the Characters are wanted by the Watch for the murder of Freidrich Magirius, and also for arson.

Further, if they attempted to halt the ritual and in the process killed Teugen, Steinhäger, or any of the other members of the Inner Council, they are soon wanted for their murders, too. Even if the warehouse catches fire and all the bodies are burnt, the disappearance of Teugen and company is still noted and the Characters are the obvious suspects. One way or another, it is time to leave town.

Probably as wanted criminals.

Convincing the Authorities

If Teugen fled Warehouse 13 during the ritual and was claimed by the burning Eye outside its walls, this terrible end was possibly witnessed by others in the town, perhaps including Reiner Goertrin, the Watch Captain, or one of his many representatives.

Should Teugen's inevitable downfall be seen by others, it is much easier for the Characters to convince the remaining authorities — and, more importantly, the Watch — of the whole story regarding the Daemon in the Hidden Temple and horrific events that followed this discovery.

If this happens, the Characters are taken to the Watch barracks and interviewed by Captain Goertrin. After listening to their story, he will let them go. He also suggests the Characters keep their mouths shut if they don't want to be pursued by Witch Hunters. The Captain has decided to cover up Bögenhafen's shame.

OPTIONS: HOW MUCH CORRUPTION?

So, if a massive Greater Daemon of the God of Change and Mutation appears in your locale, it seems fair that Mutations, and a lot of them, will result. It is up to you exactly how many Tests against Major Exposure the Characters need to take. Perhaps when the Greater Daemon arises? Maybe another when its arm scoops past. And another when Morrsleib almost seems to fall from the sky in exultation? And don't forget all the Moderate Exposures sourced from all the capering Daemons!

However, a game where all the Characters mutate beyond playability is potentially anticlimactic and not terribly fun unless your Players like such endings. So, be judicious when asking for Tests to resist Corrupting Influences, be aware of how many Corruption points everyone has, remind the Players they can use Resilience points to avoid Mutation. You can always use NPC mutation to illustrate the insidious dangers of exposure to Chaos.

Of course, if the ritual was stopped in a manner that means the town remains largely unaware of the affair, the Characters will still be hunted as dangerous criminals.

Fleeing Town

Most likely, the Characters have defeated Teugen and saved Bögenhafen, but are now on the run as wanted criminals.

The Town Gates

Attempts to exit through any of the town gates prove impossible unless the Characters come up with a good scheme. The Watch are searching for them and all gates are guarded by watchmen and State Army soldiers. To get through, the Characters might adopt a disguise or try bribery. However, the latter approach is expensive, as entire squads of watchmen and soldiers need to be bribed successfully.

The River

Escaping by river is possible if Josef Quartjin is still around. The *Berebeli* is being watched, but not carefully. Josef can move his barge to a suitable place where he can pick up the Characters. To keep the excitement high, a patrol of watchmen could appear and chase the party as it clambers aboard.

Alternatively, the Characters may decide to steal a rowing boat or riverboat. This shouldn't be too difficult, but there is always the chance that the owner is on board.

The Crossed Pikes

If the Characters have already made friends with Franz Baumann, they may decide to go to him for help. Franz could put them up in the Crossed Pikes until the heat is off (one week). This costs 4 GC each, but after a week the Characters are able to slip out of the town without too much bother.

Avoiding the Watch

If you don't want to extend this last part of the adventure, you could simply allow the Characters to slip out of town unnoticed. However, if they are blatant or stupid in their attempts to leave, you may like to have a Watch patrol chase them through the streets of Bögenhafen for a while.

Trips on the Reik

The campaign continues in the next part, **Death On the Reik**. The next stage of the campaign initally sees them head for Weissbruck after securing a barge, possibly to visit the herbalist Elvyra Kleinestun (see page 56). But there are many other reasons to head to the rivers.

OPTIONS: RECASTING GIDEON

For Grognard players, the inclusion of Gideon comes as no surprise. The obvious choice to subvert this expectation would be to have Gideon posing as someone else. Perhaps as Magirius, or Steinhäger, or even Richter, and have the Daemon work to the same end goal using a different form. A less obvious alternative would be to recast Gideon completely, perhaps as one of the most powerful Daemons from the Realms of Chaos...

The Changeling

Instead of Gideon being a Herald of Tzeentch sent by a Greater Daemon to further its plans in the Reikland, it is actually the Changeling.

The Changeling is an infamous Daemon that even the gods fear. It's the embodiment of Tzeentch's meddling psyche: a deceiver, a trickster, and an inveterate prankster. Most importantly, it can mirror the form of any entity completely, adopting mannerisms flawlessly, becoming others so perfectly that even the Dark Gods themselves are fooled. It is said there is only one form the Changeling cannot take, and that is Tzeentch itself.

The Changeling is known for meddling with events of extraordinary significance. The opening of a rift into the Realms of Chaos in the heart of the Empire is exactly the sort of challenge it relishes.

The impact of using the Changeling is relatively small until the very end. Gideon still shapeshifts, Teugen still aims to perform the ritual, and the Ordo are still in his thrall. But, come the climax, the Changeling reacts very differently to a mere Herald.

If the ritual is disrupted, the Changeling is unfazed. The Daemon, amused to be defeated, sheds its Gideon pretence and appears as a floating, cowled figure, its head hidden in shadow, its four gangly blue limbs wreathed in magic. It bows to the Characters, then the unblinking Eye in the copper circle, and then dances free, reshaping itself as required to withdraw, perhaps as a watchman, a noble, or as a crow, or maybe even one of the Characters. The party, no matter how resourceful, will not catch up with it. For the moment, it is gone.

If the ritual is completed, Gideon no longer enters the pit with glee. Instead, it backs away slowly and begins to laugh, menacingly and with many voices. The Changeling then advises the Characters to flee if they have not done so already. *'For how can you fight if you are dead?'* It then makes its own escape. It has no desire to have an audience with one of Tzeentch's Greater Daemons. The last time the Changeling drew close to Tzeentch, it brought a gift of hair that it tricked from the sublime head of Slaanesh, but this time it has no offering, and an offering will be expected. The Changeling leaves to resolve this before it is noticed by the incoming Daemon.

If you do decide to make Gideon the Changeling, this option is discussed further in the **Empire in Ruins Companion**, where the Changeling's potential impact on the end of the campaign is explored in more detail.

- The Characters have the letter from Etelka Herzen (see page 153), pointing them toward Nuln and the Black Peaks.

- The bounty hunter Adolphus Kuftsos was active in both places, and the adventurers may want to know what he was up to. They may be able to track down his hired thugs Bengt, Gurt, and Willi in Weissbruck, or try to find his mysterious informant Q.F.

- Foolhardy Characters may choose to return to Altdorf despite probably being wanted there for the murder of a young noble (see page 101), thinking they have a good chance of escaping detection in the teeming metropolis. It is still the Empire's capital, and its streets are said to be paved, if not with gold, then at least with golden opportunities.

- If the Characters are still on good terms with Josef Quartjin, they may decide to keep working as crew on the *Berebeli* while they decide on their next move. Having sold his cargo in Bögenhafen, Josef is heading back toward Weissbruck with a fresh cargo of local wine — or, if the worst has happened, a bargeload of terrified refugees.

- Having hopefully foiled a Chaos cult in Bögenhafen, the Characters may have decided to embrace their role in the fight against the enemy within, and decided to track down and destroy the cult of the Purple Hand. Its agents were last seen in Altdorf, making it the most logical place to pick up the cult's trail.

Of course, Players are full of surprises, and the party may decide to go in the wrong direction. A rumour of black plague, backed up by an encounter with diseased refugees, should be enough to discourage that.

Whatever they choose to do, the **Enemy in Shadows** has been revealed, and this part of the campaign is concluded. The adventure continues in **Death on the Reik**!

NON-PLAYER CHARACTERS

Warehouse 17

The Night Watchman

Big Georg is in his 50s, 6'5" tall, and has a snow-white beard. He lives alone with his two dogs, and for the last three years has barely said more than, *'Oi!'* when an idiot pokes a nose into his warehouse when they shouldn't.

GEORG HANDELSSON – GUARD (SILVER 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	55	35	58	48	59	55	30	34	50	40	18

Skills: Animal Care 54, Animal Training (Dog) 75

Traits: Armour 1, Prejudice (Anyone in his bloody warehouse!), Weapon (Sword) +9

KADEN & WRENCH – ULZHAMMER SHEPHERD DOGS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
6	45	–	35	30	45	45	-	15	35	5	9

Skills: Armour (Hide) 1, Bestial, Bite +6, Night Vision, Skittish, Size (Small), Stride, Tracker, Trained (Broken, Guard), Weapon +6

Trappings: Bad Attitude, Spiked Collars

The Watch

Although this is the first Chapter where the Characters definitely face the Watch, it's possible a confrontation with Bögenhafen's finest will happen earlier. Patrols in the town usually consist of a sergeant leading three watchmen and a recruit. By comparison, at the Schaffenfest, a patrol is usually a watchman leading three fresh recruits drafted in to help during the fair.

WATCH RECRUITS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	40	30	35	30	30	30	30	30	30	35	12

Traits: Armour 1, Weapon +7

WATCHMEN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	50	40	40	30	30	30	30	30	35	45	16

Traits: Armour 2, *Hardy*, Prejudice (Criminals), Weapon +8

WATCH SERGEANTS

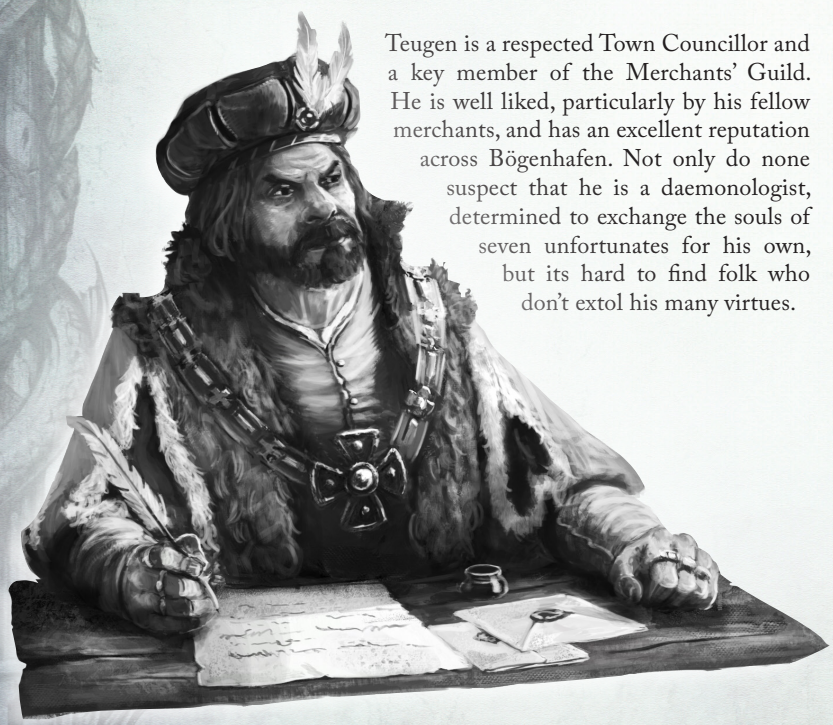
M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	60	30	45	35	40	30	30	35	45	55	12

Traits: Armour 3, Hardy 2, Prejudice (Those who disobey), Weapon +8

Warehouse 13

Johannes Teugen

Teugen is tall, in his 50s, and has black hair and brown eyes. His family's emblem, a rose stylised into a circular cross, is displayed on a heavy chain round his neck and on one of the massive rings that bedeck his hands. His face is deeply lined, but he appears to be in good health for his age; however, he has a very pale complexion, a legacy of his years of study and his largely nocturnal lifestyle. When he smiles, his canine teeth are unusually pronounced. His voice is deep and refined, almost mellifluous, betraying his long education in Nuln.



Teugen is a respected Town Councillor and a key member of the Merchants' Guild. He is well liked, particularly by his fellow merchants, and has an excellent reputation across Bögenhafen. Not only do none suspect that he is a daemonologist, determined to exchange the souls of seven unfortunates for his own, but its hard to find folk who don't extol his many virtues.

JOHANNES TEUGEN
DAEMONOLOGIST AND MERCHANT PRINCE
(GOLD 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	47	42	40	58	47	39	59	60	51	18

Skills: Animal Care 64, Art (Drama) 64, Channelling (*Dhar*) 80, Charm 66, Consume Alcohol 55, Drive 52, Entertain (Acting) 61, Evaluate 79, Gamble 64, Gossip 56, Haggle 71, Intuition 73, Language (Arabyan 64, Classical 69, Guilder 79, Magick 74), Lore (Astronomy 69, Chemistry 64, Daemonology 74, Herbs 64, History 69, Magick 74, Metallurgy 64, Necromancy 64, Philosophy 69, Runes 64), Melee (Basic) 55, Secret Signs (Cult) 64, Trade (Brewing) 44

Talents: Acute Sense (Hearing), Arcane Lore (Daemonology), Cat-tongued 2, Concoct, Detect Artifact, Etiquette (Guilder), Doomed (*Ranald's tongue turns against thee*), Linguistics, Magical Sense, Numismatics, Petty Magic, Public Speaking 3, Read/Write, Second Sight, Super Numerate, Wealthy 9

Traits: Weapon (Dagger) +6

Trappings: Teugen is a wealthy Character and his possessions include everything one would expect from someone of his social standing. If you believe Teugen should have something, he simply does. While outside his office and home, Teugen is always accompanied by two liveried bodyguards who wear sleeved mail coats, breastplates, and helmets.

SPELLS

Daemonology: Bolt, Corrosive Blood, Destroy Lesser Daemon, Detect Daemon, Dome, Entangle, Manifest Lesser Daemon, Magic Shield, Mundane Aura, Octagram

Petty: Curse, Marsh Lights, Magic Lock, Rot, Shock, Sleep

However, Teugen's time is running out and he is becoming increasingly nervous that something will go wrong with his plan, so lately his temper has been short.

Teugen's meddlings in the dark arts of daemonology have had a profound effect on him. Shortly after beginning his studies with Gideon he began developing unusually large canine teeth. Further, he has recently developed a nocturnal lifestyle as he finds the sun intolerably uncomfortable. When in direct sunlight, all of Teugen's Tests are 1 step harder. Also, he can no longer stand the smell of garlic. If he comes within 1 yard of it, Teugen recoils in disgust and his eyes run — he insists that whoever is reponsible get rid of it as quickly as possible. If attacked while affected by garlic, all his Tests are 1 step harder.

Gideon knows of Teugen's afflictions and takes great glee in abusing this knowledge, sometimes chewing a few garlic cloves before conversing with its 'good friend' Teugen. Because of this, Teugen has come to believe his aversion to garlic is sourced in his dislike of Gideon, who always seems to be eating the horrendous vegetable.

Teugen is careful to ensure that nothing tarnishes his good image, both by maintaining his charitable work, and by ensuring his criminal activities are as clandestine as possible.

Any dirty work he needs enacted is either carried out by Gideon or by thugs hired from the Stevedores' Guild, an organisation that is loyal to him and quite used to enacting illicit deeds.

While outside his home, Teugen is always accompanied by at least two bodyguards (use the Character Profile of Georg Handelsson on page 111 for these). If he has to be about business during the day, he typically takes a sedan chair carried by four of his servants, flanked by his ever-vigilant bodyguards. To keep up the pretence of being a good man, Teugen gives to the poor frequently when about town. Everyone has a good word to say about him.

Gideon

Teugen first made contact with the Daemon he calls Gideon eight years ago in Nuln. Gideon was instructed to make a pact with Teugen by its master, a Greater Daemon of Tzeentch with long-reaching plans for the Empire. In return for Teugen's soul, Gideon was to grant great wealth and prosperity for seven years.

To entice Teugen to make the deal, Gideon told him that if could persuade seven others to participate in a ritual before the seven years passed, Gideon would take those souls instead of Teugen's. This would bring the pact to an end, freeing Teugen from the bargain. After much debate, Teugen eventually agreed. However, unknown to Teugen, not only will he never be able to reclaim his soul — Gideon lied about that — but the ritual to swap seven souls for his own actually opens a gateway into the Realm of Chaos — Gideon lied about that, too!

Gideon is a master illusionist and can take other forms. Its natural form appears like a Pink Horror of Tzeentch with a constant ripple of magic surrounding it — a multi-armed, pink-fleshed Daemon, with a gaping, fang-filled maw and ever-shifting tentacles. However, Gideon is not like most Daemons of Tzeentch. It is not a crazed, gibbering creature of unrestrained magic. Gideon is much more cunning. It was spun from the greed of others by its master for a specific purpose. Gideon is ambitious, clever, and resourceful, and it works towards its master's goals with a singular purpose that would terrify Teugen if only he understood.

SHERU-TAR GEE'TARU
HERALD OF TZEENTCH

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	47	42	40	58	47	39	59	60	51	22

Traits: Blight (Purple Brain Fever), Corruption (Moderate), Daemonic 8+, Fear 2, Fleshthief, *Hardy*, Night Vision, Spellcaster, Unstable, Weapon +9

Trappings: Ring of Opsianon (see page 148)

SPELLS

Petty: Dazzle, Careful Step, Drain, Eavesdrop, Marsh Lights, Open Lock, Rot, Sleep, Shock, Warning

Shadows: Doppelganger, Illusion, Mindslip, Shadowsteed, Shroud of Invisibility

Tzeentch: Blast, Bolt, Treason of Tzeentch

*If you own the **Enemy in Shadows Companion**, replace Gideon's Tzeentch spells with the following list.*

Tzeentch: Blue Fire of Tzeentch, Bolt of Corruption, Mindfire, Joyous Aspect, Pink Fire of Tzeentch, Power of Chaos

In the early months in Nuln, the Daemon most commonly wore the flesh of Nina Dietrich, a famous actress of the Staatsoper Theatre, and a favourite of Teugen. That was before the deal was struck, before Teugen was offered the world and more as the Daemon whispered sweet promises in his ear. After the deal, the daemon took on the persona of Gideon, a distant cousin of Teugen's. He appears as a tall, slim, impeccably dressed Human man with dark hair and a handsome face dominated by intense eyes. The character the Daemon projects as Gideon is sardonic, and it feigns a quirky, ironic sense of humour. While it seldom, if ever, actually laughs, there is always a wry, faintly supercilious smile playing about its lips.

For all it knows it shouldn't, the Daemon is thoroughly enjoying its sojourn in the Mortal Realm. Lately, Gideon has taken to appearing as a child when around Teugen, and chewing a great deal of garlic, as it knows both irritate the man immensely. Over the years, the Daemon's pretence of amusement at the greed and gullibility of mortals has become quite real, and is exceeded only by its relish at the thought of its imminent triumph when Teugen's ritual — the one the fool thinks will save his soul — actually opens a Chaos Gate in the heart of the Reikland. Its master will be so pleased.

THE CHAOS GATE

Gibbering Horrors

Should Teugen's ritual succeed and a gate be torn open into the Realm of Chaos, the Empire is in trouble.

Howling Horrors of pure, manifested magic scream free, whirling and capering in delight, screeching with unrestrained joy as they flail wildly.

Use the Character Profiles below to represent the many luminescent Daemons that bound through the streets. Feel free to expand the profiles as required using Generic Creature Traits or Mutations.

Further, if you have **The Enemy in Shadows Companion**, add as many Daemons of Tzeentch from there as you feel adds an appropriate challenge.

PINK HORROR OF TZEENTCH

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	49	39	49	39	69	59	49	49	69	19	16

Traits: Corruption (Moderate), Daemonic 8+, Fear 2, Split, Weapon (Claws) +8

BLUE HORROR OF TZEENTCH

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	29	39	39	29	29	29	29	29	29	9	9

Traits: Corruption (Moderate), Daemonic 9+, Fear 1, Weapon (Claws) +6

BÖGENHAFEN

THE ADEL RING
1. Haagen Herenhuis
2. Kleinwald Manor
3. Magirius's Townhouse
4. Ruggbroder House
5. Saponatheim Gardens
6. Saponatheim Castle
7. The Steinhäger Mansion
8. Teugen House

ALTSTADT
9. Cartwrights' Guild
10. The Half-Measure Tavern
11. Stevedores' Guild
12. Teamsters' Guild

THE ARTISAN QUARTER
13. Carpenters' Guild
14. Metalworkers' Guild
15. Masons' Guild

BÖGENSEITE
16. Kringler's Ferry
17. Haagens' Wharf

THE DREIECKPLATZ
18. Town Hall
19. Town Courts
20. Golden Trout Club
21. Merchants' Guild
22. Mourners' Guild

THE GÖTTENPLATZ
23. High Temple of Sigmar
24. Temple of Bögenauer
25. Temple of Handrich
26. Temple of Myrmidia
27. Temple of Shallya
28. Temple of Ulric
29. Temple of Verena

THE PIT
30. North Barracks
31. Shallyan Mercyhouse
32. Chapel of Blessed Sigmar

TEUERBERG
33. The Crossed Pikes
34. Main Guard Barracks
35. Jewellers' Guild
36. Journey's End Inn
37. Physicians' Guild
38. Tailors' and Weavers' Guild
39. The Wolf 's Tail
S. Steinhager Offices

THE WALLS & BEYOND
40. East and West Gates
41. Gardens & Chapel of Morr
42. Hetztford
43. Postern Gate
44. The Schaffenfest
45. Shrine to Taal
46. Water Gate

TIMELINE OF BÖGENHAFEN

Being a summary of the major events in the history of the town of Bögenhafen and the Reikland Estate of Saponatheim.

c –3750 IC

Elves found the outpost of Tor Yvanithress near the site of modern-day Bögenhafen. It trades with Karak Zanda near Axe Bite Pass, passing goods by ship downriver, and eventually on to Ulthuan.

c –2000 to –1600 IC

War of the Beard/War of Vengeance. A bitter war breaks out between Elves and Dwarfs in the Old World.

c –1700 IC

Elves abandon Tor Yvanithress after a terrible defeat at the hands of King Karaghar of Karak Zanda.

c –1500 IC

Many Dwarf holds, including Karak Zanda, are destroyed by terrible earthquakes that tear through the Old World. Many Dwarfs flee their mountain halls only for Greenskins to attack their refugee trains.

c –500 IC

Human Unberogen tribesmen, the tribe that will later be led by Sigmar, build a fort in what remains of the Elven Ruins of Tor Yvanithress. They name it *Boigenfastis*, which means Twisted Fortress in Old Unberogen, and drive back competing, indigenous Humans living in the area.

c –300 IC

Boigenfastis is sacked by Greenskins.

c –50 IC

After years of warfare, Unberogens build a fortified fishing village in an easily defended crook of the river near the ruins of Boigenfastis, calling it Geboigenhafno (Bent Harbour). In time, this becomes Boigenhafno, and later Bögenhafen.

–30 IC

A twin–tailed comet soars through the sky, heralding the Time of Sigmar.

21 IC

First shrine to Bögenauer established in Bögenhafen.

131 IC

The first Temple of Sigmar is built in Bögenhafen on the site of the modern-day High Temple.

c. 300 IC

The Sturmtunkal Clan of the Unberogens rises to prominence in Bögenhafen, with Alrieich von Sturmtunkal claiming the title of Herizogo, a precursor to the modern-day title of duke. This is the earliest recorded ancestor of House Stürmdunkel.

c. 500 IC

The first Castle Grauenberg is built by House Schnital overlooking the River Bögen some 60 miles north of Bögenhafen. The Schnitals establish a toll, bringing them into direct conflict with the Stürmdunkels, who rely on river trade to Bögenhafen for their well-being. This starts over a thousand years of conflict between the two ancient Houses.

c. 850 IC

The Grey Driving. Ignoring the advice of the Grand Theogonist of Sigmar, Emperor Sigismund IV invades the fertile lands beyond the Grey Mountains. The local Human Bretonii tribesmen are easily dispersed. Soldiers by their thousands pass through Bögenhafen, significantly increasing its population, which swells to more than 5,000 for the first time.

955–970 IC

The First Monfort War. Spurred by guerrilla-war successes of the Duc de Paréfon to the south-east, Bretonni tribesmen rise up against Grauesland. Under the leadership of Vauquelin, the self-appointed Dux Mons Fortis (Duke of the Strong Mountain), and with support from a local warlord named Gilles, the Empire is driven back across the Grey Mountains. Refugees from this war bring Bögenhafen's population to over 10,000.

978 IC

The Bretonni tribes are bound together by Gilles the Uniter, founding Bretonnia. The existing Dux Mon Fortis becomes one of Gilles's dukes, titled Duc de Montfort in Gilles's dialect of Bretonnian. The new duke consolidates Bretonnian power on the other side of the Axe Bite Pass to Bögenhafen, laying the foundations of a mighty fortress to oversee his troubled lands.

998 IC

Dwarfs from Karak Ziflin arrive in Bögenhafen to open diplomatic relations with the rapidly expanding town.

c. 1050 IC

Ida Tränken secures a deal to sell Dwarf beer from Karak Ziflin in Bögenhafen, founding what will be known later as the Teugen Merchant House.

1111–1115 IC

The Black Plague. Thousands fall to the disease, leaving only a few hundred survivors in Bögenhafen.

1363 IC

Margot Saponà, a Bretonnian soap magnate from Marienburg, founds the village of Saponàtheim in the shadow of Castle Grauenberg. The ruling House Schnital agree to let her produce fragranced soaps on their land tax-free, hoping it will draw new workers to the area and, in turn, increase their tax yield. Unfortunately, the resulting stink drives the Schnitals from Castle Grauenberg, and they move to the nearby village of Trosreut.

1402 IC

The Saponà family buy Castle Grauenberg from the Schnitals, and begin refurbishments.

1483 IC

The Saponà family donate an enormous sum of money to House Schnital, and to several other great families of the Reikland. House Schnital then proposes to ennoble the Saponàs as House Saponatheim. The Reikland Diet approves the motion as accusations of corruption fly. Baroness Siefigha is the first head of House Saponatheim.

1681 IC

The Night of the Restless Dead. The dead rise from the Gardens of Morr, slaughtering thousands. Duke Heideklippe Stürmdunkel commands the Cult of Morr to remove all Morrian holy sites beyond the walls of any settlement in the duchy of Bögenhafen, a law that stands to this day.

1940 IC

The Poisoned Feast. Constant Drachenfels, the Great Enchanter, hosts a party for the ruling Noble Houses of the Reikland, and poisons them. The ruling Stürmdunkels of Bögenhafen are killed, leaving a minor branch of the family living in the Duchy of Mittlevorbergland as sole heir to one of the largest duchies in the Reikland.

House Trott disputes this, as the old duke of Bögenhafen was married to Duchess Gaalopé of House Trott, and she survived the Poisoned Feast.

1941–1950 IC

The First Vorbergland War. House Trott of Tahme declares war on the remains of House Stürmdunkel. House Schutzenburg of Mittlevorbergland does the same. The three-sided war ends with the Treaty of Hohenwand, which formally accepts House Sturmdunkels', the Stürmdunkel's liege-lords, claim to the Duchy of Bögenhafen. The Trotts are outraged, but the Reikland Diet supports the treaty. The Stürmdunkels are granted a barony in the newly expanded Duchy of Mittlevorbergland, which now includes Eilhart, Wheburg, Bögenhafen and all their surrounding estates.

2010–2037 IC

The Second Vorbergland War. Houses Trott, Walfen, and Lüssen jointly declare themselves independent from the Prince of Reikland in the Statement of Tahme, each going to war with their neighbours to resolve old quarrels. By the end of the bloody conflict, the independent kingdoms of Mittlevorbergland (ruled by the Trotts), Suden Vorbergland (ruled by the Walfens), and Westen-vorbergland (ruled by the Lüssens) are established, with hundreds of Noble Houses, many of them created on the fly, swearing to the new Royal Houses.

2049 IC

King Oberadal of Suden Vorbergland calls for aid to defend against the invading armies of Vampire Lord Vlad von Carstein. Queen Lopen of Mittlevorbergland, who now holds court in Bögenhafen, ignores these calls.

2050 IC

Bögenhafen is sacked by Vlad von Carstein's armies, destroying the town. The ruling Trotts retreat to Tahme and never return.

2100 IC

Bögenhafen's population has returned to some 3,000 souls. The surrounding duchy is now ruled by House Schutzenburg who have reclaimed their old territories.

2203 IC

The Great Rift. A rift into the Realms of Chaos opens at Castle Drachenfels. For a week, Daemons walk the Vorbergland. When Bögenhafen is investigated a month later by scouts from Tahme, they find the town deserted. It seems not a soul survived, though the buildings remained untouched.

2250 IC

Bögenhafen's population has rebounded to almost 3000 again. Although technically ruled by House Schutzenburg, the noble family is too weak and poor to collect taxes from the town.

2261 IC

Bögenhafen forms a town council of important merchant houses, cult members, and guildmembers. The Town Council takes over all aspects of rulership, supported by several private armies. Jormann Teugen, a merchant of impeccable standing, is first Town Council leader.

2285 IC

The first Schaffenfest is held to attract farmers to trade their livestock in the town of Bögenhafen.

2300 IC

Bögenhafen's population has returned to almost 7000 people.

2302 IC

Magnus Bildhofen passes through Bögenhafen and appeals for aid to face the growing Chaos threat from the north. The Town Council spurns him. However, more than half of Bögenhafen's private soldiers leave with Magnus anyway, convinced by his powerful rhetoric. The small Barony of Saponatheim lying to the north of Bögenhafen also commits all of its soldiers to support the upcoming war.

2303 IC

Waaagh! Zzadrag: an enormous Greenskin army invades from the south, taking advantage of the lowered defenses across the Vorbergland. Against the odds, the Orcs and Goblins suffer an extraordinary defeat at the Battle of Finsterbad. Unknown to the defending armies, Warlord Zzadrag is killed by Wilhard Kleinwald, a minor noble who is secretly a magus of Tzeentch and does not wish his plans for Bögenhafen to come to an unplanned end.

2304 IC

The Treaty of Tahme: Enforced by the newly crowned Emperor Magnus I of House Bildhofen, The Treaty of Tahme formally brings all lands of the Vorbergland, including the Duchy of Bögenhafen, back under the rule of the Prince of Reikland for the first time in almost three hundred years. A new Duchy of Saponatheim is formed from the old Duchy of Bögenhafen and Barony of Saponatheim, and is given to House Saponatheim to rule in recognition of the support they provided to Magnus before the Great War Against Chaos. House Saponatheim now claims to be an ancient house, its soap-making origins forgotten during the Dark Ages before Magnus's rule.

2367 IC

Battle for Hohenwand Hollow: Beastlord Gurkthar Gorehorn marches on Bogenhafen, but is defeated before he arrives by the Baron Abermann von Stürmdunkel, a Myrmidian and master tactician. Just 300 knights and 2000 State Soldiers defeat an enormous warherd said to number in the tens of thousands. This extraordinary victory shatters the last major force of Beastmen in the southern Reikland that had grown in the build-up to the Great War Against Chaos.

2378 IC

House Saponatheim grants the Bögenhafen Town Council effective autonomy in return for increased taxes. Within 20 years, most of the merchant houses have found legal loopholes to avoid paying the higher taxes, leaving the Saponatheims significantly out of pocket.

2390 IC

After long negotiations with the Bögenhafen Town Council, House Saponatheim grants one tax-free day for livestock trade during the Schaffenfest. This begins small, but soon expands significantly, with livestock trains driven halfway across the Empire to be sold in Bögenhafen tax-free. This brings many merchants to the duchy, which in turn brings a significant tax boost to House Saponatheim, even though the lost taxes from the tax-free day of Schaffenfest are arguably much higher.

2420–2422 IC

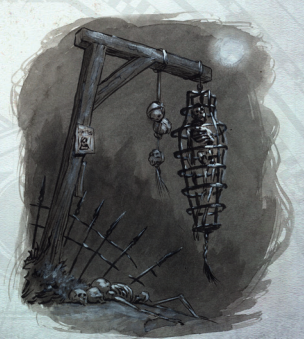
Waaagh! Grom: Greenskins sack Bögenhafen in late 2420 IC, leaving massive dung idols in their wake. They continue to plague the Vorbergland for the next decade, though the main horde moves on relatively swiftly.

2456 IC

Rebuilding of Bögenhafen is largely complete, primarily financed by three Merchant Houses (Ruggbroder, Steinhäger and Teugen) alongside help from the Prince of Reikland.

2510 IC

Johannes Teugen takes control of House Teugen, and aims to lead Bögenhafen to greatness.



APPENDIX 1
A GUIDE TO BÖGENHAFEN

'Bögenhafen is changing for the better. Mark my words. Our success will not just make Bögenhafen rich, it will make everyone rich.'
– Johannes Teugen, Bögenhafen Merchant Prince

Bögenhafen is the largest town in the Vorbergland, the fertile strip of territory between the Reikwald Forest and the Grey Mountains. It is bustling and cosmopolitan, with as many merchants from Bretonnia, the Wasteland, Wissenland, Middenland and beyond as hailing from Reikland. Because of this, it is a hub of trade full to bursting with busy folk going about their business, working hard, hustling, seeking always to line their pockets and get ahead.

By day the streets are packed with teeming throngs of people: Humans, Dwarfs, Halflings, and even the occasional Elf or Ogre. During Schaffenfest the town grows busier, its population massively swollen by the influx of traders, speculators, and ne'er do-wells, all in search of a quick score or an easy mark. Seclusion is a precious rarity, reserved only for the town's wealthiest denizens, safe in the luxurious placidity of the Adel Ring.

By comparison, at night when the thick mists rise from the River Bögen, the town adopts an eerie, unpleasant aspect. Tendrils of fog swirl through the alleys and avenues, shrouding all in a darkling haze. Only the very brave, or the very foolish, venture into the veiled night, and not all of those return. Nonetheless, one certainty in Bögenhafen is this: if there is a profit to be made, someone will take the risk.

BÖGENHAFEN TODAY

Bögenhafen has a population of about 10,000 and sits at the last point on the river Bögen where it is navigable by large, river-going vessels. The town acts as a local market centre, with goods from Altdorf, Nuln and Marienburg coming by river to be traded for local wool, wine, lead, and silver brought down from the mountains. Trade is the primary source of revenue for the town. As such, mercantile interests dominate the political life, and the real power in Bögenhafen lies in the hands of just four wealthy families: the Haagens, the Ruggbroders, the Steinhägers, and the Teugens.

The town is largely independent of any noble oversight. It is governed by a Town Council, chiefly in the interests of the dominant merchant houses. The high trade tax-yield, especially during the lucrative Schaffenfest, means that Bögenhafen itself is far wealthier than its surrounding duchies, a fact that still rankles the local nobility who see very little of that coin. Inhabitants of the town are expected to pay annual taxes for owning property, with a higher duty charged for riverfront holdings, and for boats and wharves owned. Everyone who brings in goods to trade pays a levy on all merchandise. As the Schaffenfest takes place outside the town walls, it is exempt from much of this taxation, making it an especially enticing opportunity.

TOWN RULERS

The town lies within the boundaries of the Duchy of Saponatheim and falls under the jurisdiction of Graf Wilhelm von Saponatheim. However, the graf takes little interest in the town's affairs, providing his share of the town's taxes keeps flowing. He holds court at Castle Grauenberg, some 60 miles to the north, and rarely visits the town, not even maintaining any property within its walls. To all intents and purposes, Bögenhafen functions as a freistadt and the Town Council is the highest authority.

The Town Council

The council meets once a month, barring any pressing matters requiring an extraordinary meeting. It has 15 seats.

- Eight seats belong to the Merchants' Guild: one for the Guildmaster (currently Johannes Teugen), one for each of the four main mercantile families, and the other three occupied in rotation by representatives of lesser mercantile concerns (currently including Friederich Magirius).
- Five seats are occupied by the heads of other prominent guilds: the Physicians', Tailors' and Weavers', Teamsters', Stevedores', and Mourners' Guilds (the holder of the latter seat is currently also the local priestess of Morr).
- One seat is reserved for a representative of one of Bögenhafen's Craft Guilds. This honour rotates through the heads of the Cartwrights', Carpenters', Jewellers', Metalworkers' and Masons' Guilds.
- The final seat is filled by the highest-ranking priest of Sigmar in Bögenhafen, currently Ludo Edel.

In addition to the voting council members, the Chief Magistrate (currently Heinz Richter) sits on the council, but by tradition has no vote. Other town luminaries are invited, or summoned, to testify, offer counsel, and lobby the voting members. In particular, priests of other cults often speak in council when matters pertain to their faith. Most notably, the ranking Verenan routinely offers legal advice (which frequently contradicts that of the Chief Magistrate), while the High Priestess of Shallya

regularly petitions the councillors on behalf of the poor. Officers of the Watch are often present when public order is under scrutiny, or complaints are lodged about the behaviour of the Watch. Their steely-eyed, stone-faced presence at such meetings generally serves to intimidate most complainants, meaning few citizens bother reporting corrupt watchmen, choosing instead to pay their bribes and keep their heads down.

Given their majority control of the council, should the Merchants' Guild be united in their interests (which they usually are, should they stand to make a profit) they are the de facto rulers of Bögenhafen. By traditional precedent, the Chair of the Council is always a representative of the Merchants' Guild, though not necessarily the Guildmaster.

The Guilds

As is common in the Reikland, the guilds of Bögenhafen have an almost total monopoly of the labour market in the trades with which they are concerned. Guild membership is compulsory in most cases for anyone wishing to ply their trade in the town. When a large job needs to be undertaken, generally one commissioned by the Town Council — another guild, the local nobility, or one of the four great merchant families — tradition dictates that such work must be arranged through the guild, and not directly with the craftsfolk. The guild negotiates the fee for the job and the cost of materials, and then allocates the share of the workload, and share of the fee, to the individuals undertaking it.

The Merchants' Guild is by far the most prominent of Bögenhafen's guilds (see page 128), and it is dominated by the four principal mercantile houses of the town. Competition from traders outside of the the guild is not tolerated, but members are more or less free to conduct their business as they see fit. Guild membership is not cheap, but is a prerequisite for the lucrative trading opportunities on offer in Bögenhafen.

The main function of the litigious Physicians' Guild (see page 135) is to defend its members from legal suits, and to prosecute charlatans (or unlicenced physicians).

Any person found practising medicine in Bögenhafen who is not a guild member is liable to instant arrest on charges of assault and attempted murder; the patient is not permitted to speak on behalf of the accused, and the guild has a standing reward for information leading to such an arrest. There are several surgeons in Bögenhafen, as an enquiry at the guild headquarters will discover.

The Mourners' Guild (see page 129) is a religious organisation dedicated to the Cult of Morr. It is responsible for organising funerals and seeing to the upkeep of the Garden of Morr (see page 137), paid for through the funeral arrangement fees. It also supervises the construction of tombs and other monuments in the Garden, subcontracting the work via the Masons' Guild. Anyone conducting a funeral or disposing of a body without the supervision of the Mourners' Guild risks arrest on charges of bodysnatching or necromancy. As with the Physicians' Guild, there is a standing reward for information leading to the arrest of such miscreants.

The guilds are engaged in constant internecine conflicts and bickering over perceived slights and marginal increases in profits. Generally speaking, the Teamsters' Guild tends to side with the craft guilds, the Physicians' Guild and Tailors' and Weavers' Guilds normally support the Merchants' Guild, and the Stevedores' Guild always votes against the Teamsters.

The Merchant Houses

There are four notable merchant houses in Bögenhafen: Haagen, Ruggbroder, Steinhäger, and Teugen. In addition, there are many smaller mercantile concerns struggling to eke out an existence, but nearly all long-distance trade is conducted by the four great families. All of the great houses have family homes in the ostentatious luxury of the Adel Ring (see page 120), with separate offices elsewhere in Bögenhafen.

Haagen

The Haagen family are Wastelanders, with several trading contacts in Marienburg. They are Bögenhafen's main dealers in luxury goods. Jochen Haagen is head of the family. Since the bulk of their trade is by river, the Haagens are closely allied to the Stevedores' Guild, and they maintain their own small fleet of sailing barges. They own a wharf (see page 127), five adjoining warehouses, and a suite of offices on the Bergstrasse.

Ruggbroder

The Ruggbroder family deal mainly in grain and other farm produce, bringing it into Bögenhafen in exchange for cloth and metal goods produced in the town itself. Heironymus Ruggbroder is the family head, who maintains a firm hold on the reins of the business despite being well into his seventies. They used to have a virtual monopoly on trade with Helmgart and Bretonnia, but are now in competition with the Teugens in that direction.

Haagen

Ruggbroder

Steinhäger

Teugen

They own several warehouses along the Ostendamm, but do not actively involve themselves in river shipping, using the barges and crews of their suppliers or small independent operators instead. House Ruggbroder has close connections with the Teamsters' Guild, as it is Bögenhafen's largest employer of carters and muleteers. It is the smallest of the four great merchant families, and it has the closest connections with the lesser traders of the town.

Steinhäger

The Steinhäger family has a number of Dwarf and mining contacts. It concentrates mainly on the distribution of goods from Altdorf, Nuln, and Marienburg to the communities along the edges of the Grey Mountains, in exchange for furs, metals, and other produce. Franz Steinhäger is head of the family, and is assisted by his brother Heinrich. They own a wharf and several warehouses, and they maintain offices near those of the Teugen family, behind the Merchants' Guild.

Teugen

The Teugen family is one of the oldest families in Bögenhafen. It is effectively the nobility of the town. It has never actually held any titles, but the family is on friendly terms with many of the noble houses of the Reikland. They own wharves on both banks of the river, as well as many of the warehouses along the Ostendamm and the Westendamm, and a suite of offices in a small square behind the Merchants' Guild.

The family had been suffering a sharp decline in its fortunes over the last 20 years or so, but this was drastically reversed by the arrival of Johannes Teugen from the university of Nuln. Johannes returned to Bögenhafen following the death of his older brother, Karl. He has remained in town as the head of the family, and has overseen his house's dramatic return to its former glory (see page 112).

The Teugen family conducts trade by road and river to all parts of the Empire. Johannes's contacts in Nuln give him access to timber and other produce from Stirland and Averland. He has also opened up trade in brandy and metals through Helmgart and the Axebite Pass to Bretonnia. Moreover, he has also been steadily eroding the Haagen family's trade with Marienburg.

BÖGENHAFEN: A VISITOR'S GUIDE

'The streets are paved with gold. Gold. That's what they said in Fiehlstadt, and that's why I came 'ere. Well, I don't know what I just trod in, but it sure ain't gold!'

– Wilbur Wohnacht, Failed Merchant

Bögenhafen is a town that thrives on trade. Commerce has seeped into the very cobbles of its thoroughfares, and the streets teem with traders, merchants, and hustlers, all out to make a quick profit. Many a Reiklander comes to Bögenhafen in search of riches, hoping to make their fortune, little realising that the game is rigged in favour of the wealthy merchant houses that dominate the town's economic, political, and social landscape.

The town's central and mercantile districts are welcoming to visitors, especially during Schaffenfest, and anyone new to the town will struggle to walk 10ft without someone offering sales and services. Anyone spending cash freely soon finds themselves a target for those with less fortune, and will struggle to shake their train of ardent followers, each swearing they know the best deals to be had.

Still, there are opportunities aplenty in Bögenhafen for those with the will, and the lack of scruples, necessary to turn a profit. Merchants need labourers and guards. The wealthy need servants, and craftspeople. And if you're willing to risk life and limb, almost anything is possible. The locations below have adventure hooks in bullets, for you to draw on as you see fit.

The Adel Ring

Set around the lush Saponatheim Gardens, the Adel Ring is Bögenhafen's most exclusive district, and is where all of its wealthiest citizens have their homes. The mansions of the great and good of the town, each with their own private grounds, form three sides of the ring. The fourth is composed of luxurious terraced townhouses, where the relatively less affluent merchants, artisans, and minor nobility reside. The gates and doors are clearly marked with the symbols of the owning families; the better to ensure all can see how gaudily ostentatious one's home is, and therefore how sickeningly wealthy one is. Given the nature of the homes in the district, there is a near-constant Watch presence here, and the patrols are quick to approach anyone acting suspiciously or who clearly does not belong.

Haagen Herenhuis

The Haagen family mansion is stately and reserved. Its walled gardens feature delicately intricate topiary and numerous gas-powered lamps, enabling its owners to take the night air in style. Of course, given Bögenhafen's frequent misty nights, the lamps tend to lend the grounds an eerie, less benign air. The dark stone house itself is two storeys high, with a collonaded single-storey entrance hall jutting from the middle. Atop this edifice sits a gilded galleon, bearing the symbol of House Haagen: a Griffon's head over three coins.

Jochen Haagen is the head of the family, a sober, shrewd businessman with a fine eye for luxuries and detail. His wife Maria is one of Bögenhafen's most celebrated hostesses, and regularly organises dinners, parties, and salons. Despite the success of these soirees, Haagen remains something of an outsider, albeit a wealthy one, within the Merchants' Guild. Jochen's interest in the Ordo Septenarius has been politely rebuffed. The Haagens' daughter, Jutte, is studying at the University of Marienburg. Jochen has three brothers: Pieter, Gherijt, and Kasijn. Pieter, the youngest, is at university in Nuln, while Gherijt and Kasijn travel the Empire securing contracts and overseeing Haagen business holdings.

- The Haagens deal in luxuries, and rumour has it many of those luxuries can be found in their mansion. When the Characters overhear a plan to rob the Haagen house one night, they could warn Haagen in the hope of securing a reward, or break in themselves first hoping to secure even greater riches.

- In addition to the Haagen symbol, the gilded galleon atop the Haagen mansion bears a figurehead in the shape of a mermaid, clutching a purse, the symbol of Marienburg. This not-so-subtle reminder of the Haagen family's roots is the source of much disgruntlement amongst older families with longer, more local histories. Rumour has it that House Teugen will pay handsomely for someone to steal the figurehead, and deliver it. Should the Characters do so, they quickly discover they have been misled and, if they are not careful, they may be jailed.

Kleinwald Manor

This house bears an air of genteel neglect, befitting the status of its owners. Its gardens are lush, if somewhat unkempt, and while its facade is lined with large, expensive windows of glass imported from Marienburg, they have not been cleaned in some time. Little traffic graces the house's front entrance, though the rear passage is busier, as servants bustle in and out at all times.

Laurenz and Leota Kleinwald, the rulers of the County of Kleinwald, a small region on the eastern border of the Duchy of Saponatheim, own the neglected manor. The Kleinwald twins are cousins of Ubersreik's infamous Bruner family. They are rarely present in their Bögenhafen manor house, let alone their backwater holdings in the sticks. When possible, they visit various relatives at court in Altdorf, or in various other towns, cities, and mansions of the Empire, in their never-ending pursuit of a good time.

- While their master and mistress are away, the servants like to play. Stimms, the butler, runs a small gambling house for the domestic staff of the other houses on the Ring. He and his peers take great pleasure in reclining on the Kleinwalds' furniture, drinking their wine and mocking their name. Eventually his luck runs out, and Lowhaven thugs trash the manor in revenge for 'lost revenue', as Stimms hasn't been paying a cut to the Halflings. When word arrives the next morning that the Kleinwalds return to Bögenhafen within hours, Stimms turns to the Characters to help repair the house, delay his master and mistress, or come up with a better plan to save his skin!

- The Kleinwalds decide to host a party and invite the Characters, having heard about their exploits. Once they have them in their house, the twins attempt to seduce or manipulate each of the PCs in an attempt to play them against one another. Whomever goads one into violence towards their peers wins the bet, and the right to bed any and all of the Characters. Should the party grow wise to the 'game', it is ejected with little ceremony.

OH BROTHER, WHERE ART THOU?

When the party arrives at Magirius's house, as part of *Shadows Over Bögenhafen*, Klaus is not around. He is most likely out purchasing supplies. Alternatively, he could also have been killed by Gideon, should you wish to increase the violent horror of the scene. However, it may prove more powerful should he survive, allowing the Characters to be present when Klaus discovers his relationship to Magirius. But only after they were unable to save his life.

Magirius's Townhouse

Friedrich Magirius's three-storey house is one of the terraced townhouses on the Adel Ring. The entrance is notable with a heavy wooden front door with distinctive brass knocker fashioned in the shape of a bunch of grapes. Three wide stone steps lead to the front door, flanked by two quaint potted plants. The front of his house is neat and well maintained, and a warm glow shines from the windows as if inviting passersby in to take the time of day.

Magirius primarily trades in wine and brandy. He is a tall, elderly bachelor who lives alone, save for his house servant, Klaus. His estranged wife and daughter currently reside in Wheburg, much to Magirius's shame. He maintains small offices at both the Merchants' Guild and the Town Hall, where he diligently applies himself to doing good. The epitome of the benign philanthropist, he is as savvy as he is compassionate. He personally organises donations on behalf of the Ordo Septenarius for the soup kitchen attached to the Shallyan Mercyhouse in the Pit. Nevertheless, Magirius enjoys the luxury his wealth and status affords him, and he regularly dines at The Golden Trout (see page 128).

- Friedrich's relationship with Klaus has been the source of much good-natured speculation amongst his friends at the Merchants' Guild. In truth, Klaus is Friedrich's illegitimate half-brother, the son of his father and his former housekeeper, Kathe (who shared the truth of Klaus with Magirius on her deathbed). Klaus has no idea of their relationship, nor that he stands to inherit the house and Magirius's business, should Friedrich and his daughter die.

- Magirius is good friends with Doktor Fördern of the Physicians' Guild. When he learns that his friend is a hedge witch, he is shaken to his core, and does not leave his house for a number of days. He asks the Characters to follow his friend, to ensure he is not up to anything 'immoral'. Should they follow the doktor, they will see nothing suspicious, but their actions may inadvertently draw the attention of witch hunter Fabergus Heinzdork who is in town on the lookout for witches to burn.

Ruggbroder House

Ruggbroder House is past its prime, just like its owner. Heironymus Ruggbroder is well into his 70s, though still in possession of all of his faculties. The house's paintwork is somewhat faded, and the gardens are far from fashionable, though well-maintained. The Ruggbroder symbol, a sheaf of wheat in a mailed fist, is not only engraved on the gate posts to the house, but also worked into numerous pieces of topiary visible from the street, a gesture regarded by most of the town's wealthy as somewhat tasteless.

Heironymus is rarely seen out of doors. He conducts his business from home, eschewing his office in the Merchants' Guild and his family offices alike. The majority of his affairs can be conducted by letter, or through the use of an intermediary, and he almost never admits visitors who are unknown to him. Ruggbroder has only one son, Gosbert, who currently resides in Bechafen, as far from his tyrannical father as possible.

- Ruggbroder's chief clerk, Clotilda Kundicht, is the most common 'face' of the business. Clotilda serves as her master's proxy when necessary, and spends almost every hour in the Ruggbroder offices carrying out Hieronymous's orders, which he sends by letter, daily. Ruggbroder denied her a leave of absence to attend her sister's funeral in Trosreut, but she really wants to go. The journey there and back should take no more than a week: can the Characters cover for her?

- Rumours begin to spread that Ruggbroder is dead, and that he died some weeks earlier. The truth is that he suffered a stroke, and lingers in a barely conscious state. His valet, Meinrad, is hiding this fact, forging his master's signature, in order to fleece as much money as possible from the estate before it all goes to Gosbert. When Kundicht suspects the handwriting on her latest missive may be a forgery, she disappears, leaving the Characters with a mystery to solve, in a house to which they cannot gain (legal) access.

Saponatheim Gardens

This grand park occupies the centre of the Adel Ring. It is secured behind a high, wrought-iron fence, with four locked gates (one at each point of the compass). Homeowners in the Ring receive a key to the gardens, and it is a point of principle that the gates remain locked when not in use, the better to prevent the riff-raff from gaining entrance. Past the fence, and the high hedges that run parallel to the barrier, lies a beautifully idyllic, pastoral scene. A grand fountain, complete with a bronze statue of Bögenauer, sits in the centre, reached by a branching network of meandering, gravel walkways in amongst the lush grass and many great, broad trees.

Upkeep of the park is paid for by a subscription from the Adel Ring's homeowners. While the fee is low, many residents overpay, the better to demonstrate their affluence. As a result, the park bears a high number of benches and memorial gardens, bearing plaques depicting the family crests of many of Bögenhafen's wealthier citizens.

- An irate, and surprisingly literate, agitator, Franz Durchwatternen, is outraged at the wealthy's appropriation of the gardens. He has combed through the town records and discovered that the land on which the Saponatheim Gardens are situated was bequeathed by the Saponatheims to 'the people of Bögenhafen in perpetuity', and thus should be open to all. As he leads an angry mob to the Adel Ring, the Characters can defend the park with the Watch, attempt to defuse the situation, or join Durchwatternen in glorious revolution!

- When the waters of the fountain run red as blood, most in Bögenhafen take it as an ill omen, perhaps presaging some great river-borne disaster for the town. Should the Characters investigate, they will discover it was the work of a consortium of merchants from Kemperbad, keen to damage faith in Bögenhafen and drive trade their way.

Saponatheim Castle

Saponatheim 'Castle' is anything but. The mansion was modified by the Graf's grandfather, with artificial cladding in the form of crenelations and arrow slits added with scant regard for how dark it makes the rooms and how much it restricts the view. The architects even added a portcullis and drawbridge, though the former is rarely lowered, and the latter never raised.

The house remains empty for much of the year, as Graf Wilhelm von Saponatheim seldom deigns to visit Bögenhafen. He turns a blind eye to the unfettered rule of commerce in the town. Any attempt to curb the guilds' influence would, he knows, result in civil strife and a disruption to his finances, which he can scarce afford in these troubled times. Despite this pragmatic realisation, Graf Wilhelm resents the 'upstart money grubbers' (and his dependency upon them) and avoids the town whenever possible.

- The graf's cousin, Lord Siegfried von Saponatheim, makes a rare and unannounced visit to his cousin's estate, arriving in an elaborate coach surrounded by a bustling entourage of servants and guards. Once settled in, he sends a note to the Characters, inviting them to visit. Somehow, they have come to his attention, and he requires their services to locate a certain apothecary of negotiable morals who is hiding somewhere in Bögenhafen, as there is a particular 'emetic' powder he wishes to purchase.

- When the Graf's young nephew, Magnus (see page 30), comes to inspect the State Army troops, there is widespread panic amongst the Watch, especially on the part of Captain Goertrin. Lieutenant Brotte needs the party's help to gain access to Lord von Saponatheim, while the Captain rewards anyone who delays her long enough for him to completely discredit her before she does the same to him.

The Steinhäger Mansion

The estate belonging to the Steinhäger family lies on the western side of the Adel Ring. The building is an unusual mish-mash of different architectural styles, having been expanded repeatedly over many decades. Even now, builders (contracted through the Masons' Guild, of course) are working on an extension, a new wing containing a planned library, sleeping chambers, and a rooftop terrace.

The Steinhägers are one of Bögenhafen's more prolific merchant families, led by Franz Steinhäger, assisted by his brother, Heinrich, and his son, Albrecht. Heinrich bitterly resents being two years younger than Franz. He is utterly convinced the family would be more successful were he the eldest. This frustration is only compounded by Franz's increased reliance on Albrecht, who is only 17 years old. Heinrich suspects this isn't an intentional slight, but knowing this doesn't lessen its sting.

- Heinrich has been actively working against his elder brother's interests. He has made contact with a Marcus Schultz, seemingly a merchant in Altdorf who claims to be part of a clandestine group of smaller merchants keen to form a Reikland-based mercantile consortium, the largest consolidated fiscal power in the Empire. In truth, Schultz is an agent of Altdorf's Black Chamber, keeping tabs on subversive elements within the Empire. He plans to blackmail Heinrich in order to use him as an intelligence source. When Heinrich realises he has been played, he pays the Characters handsomely to find Schultz's contact in Bögenhafen (Odelina Landau) and retrieve the evidence.

- Franz paid a mason from Nuln to construct the secret entrance to the sewers from his offices. When the Masons' Guild hears a rumour of a non-guild-affiliated contract, they task the Characters to find evidence, which can only be found in Franz's personal chambers within the mansion.

Teugen House

Secure behind 15-ft-high walls, topped with iron spikes, the Teugen House is one of the safest places in Bögenhafen, assuming you are Johannes Teugen. By day, the tall metal gate lies open, and visitors are welcome, but when the sun sets the gates are locked and guards, accompanied by large and vicious dogs, patrol.

In addition to his numerous guards and staff, Teugen lives with his cousin, Gideon. Some say Gideon is a slender youth who returned with Teugen from Nuln, following the death of Teugen's older brother, Karl. However, others believe Gideon must be a child as Teugen has recently been seen accompanied by a smaller figure. Whatever the truth, since Teugen's return he has rekindled the success of his family, leading many in Bögenhafen to whisper that perhaps Karl's death was a blessing from the gods.

- Of late, Teugen's neighbours have begun to notice eerie occurrences: mysterious lights, strange voices, uncanny chills, and shrieking nightmares. When Oskar Unterhelm, who lives in a townhouse facing Teugen's manor, dies overnight seemingly of shock, town gossips whisper that he was some sort of witch. His hair turned a bright, cerulean blue and his lips a shocking, vibrant pink. His partner, distraught, turns to the Characters to clear his legacy.

- Rumour has it that Johannes's brother died of some rare and virulent disease, known as Purple Brain Fever. An apothecary in the Pit is willing to pay silver for anyone who breaks into Teugen's house and collects Karl's bedding in the hope that the disease is still active even after all this time. Of course, what the Characters don't realise is that the apothecary is really Gideon, the shape-shifting daemon, playing an elaborate prank on the party with the intention of infecting one or more of them with the disease.

Altstadt

Altstadt, the oldest part of Bögenhafen, is home to the town's lower-class citizens. The streets are unpaved and churned to mud. The taverns are cheap and nasty with low ceilings and smoky atmospheres. During the day, the district is packed with labourers and the poor, though the crowds hide numerous pick-pockets, beggars, and footpads. By night, the streets are patrolled intermittently by the Watch, albeit in double-strength patrols, so serious crimes are rare.

Cartwrights' Guild

The most influential of Bögenhafen's craft guilds, the Cartwrights' Guild maintains friendly relations with the Teamsters' Guild, given their mutual interests, and generally follows their lead in political matters. The guildhouse lies on a quiet backstreet, above the workshop of current guildmaster, Johan Wachter. A gold-painted wagon-wheel hangs above the wide, double doors, which are generally cast wide open during the day, releasing the heat of hard labour and clouds of sawdust.

Wachter has been guildmaster for over 20 years now. He has maintained strong relationships with the town's other cartwrights, as well as the guildmasters of the other craft guilds, especially the Carpenters' Guild, largely by eschewing politics. Rather, he concentrates on working hard, producing quality goods, and always maintaining a scrupulous veneer of politeness.

- Unknown to all, Wachter is manufacturing secret compartments into his wagons to aid smuggling of illicit goods and people past the town walls. When one of his wagons is used to smuggle blackpowder into Bretonnia, he fears reprisals. He wishes to shift the blame, and will pay the PCs to testify against his apprentice, Olli, in court.

- When cartwright Klaus Kenwurt's workshop is infested by Knirschenkäfer (a wood-eating beetle) he is forced to burn everything to eradicate the insects, ruining his livelihood. Guildmaster Wachter hires the PCs to investigate, suspecting an act of professional sabotage. Should the PCs follow the clues, they discover Kenwurt's partner is the source of his ruination. He has an obsession with decay and he has already fallen to Nurgle, the Chaos God of Decay. To eliminate their rivals, he has hidden Knirschenkäfer in a number of other workshops around the town. The infestation of Kenwurt's own workshop was an accident as some of the beetles escaped.

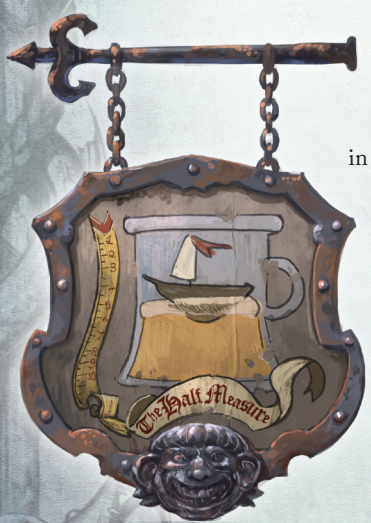
PROBATED BREATH

Following the events of **Shadows Over Bögenhafen**, it is likely several important families are dishonoured or in disarray. Indeed, a number of them may have lost their head of house. As such, there is every chance that these properties may be the source of much legal wrangling, or that other households – wealthy merchants, or politically active nobles – may have taken ownership, keen to exploit the power vacuum left behind following the fall of the Ordo Septenarius.

The Half-Measure Tavern

At all hours of the day, hoots of raucous laughter as well as cheers and groans of dismay can be heard emanating from the Half-Measure. Entering through the low, wide door (ducking if you are over 4ft tall), you are greeted by the sight of dozens of Halflings, and almost as many Humans, merrily quaffing drinks and playing dozens of pub games, such as Beast, Bowling, Dwile Flonking and Scarlet Empress. (For more on these games, see **Rough Nights & Hard Days**.)

Foxglove 'Foxy' Shortbottom is the landlady of the Half-Measure. An especially garrulous woman, even by Halfling standards, she personally welcomes in all visitors, ensuring everyone is having a good time. Gambling is not tightly regulated in Bögenhafen (providing taxes are paid, of course) and so at any time a lot of money is changing hands in the Half-Measure.



- The Half-Measure is a front for the local Lowhavens, lead by Philophiloradei 'Lori' Lowhaven, a particularly ruthless Halfling. Lori was attracted to the rampant greed on display in Bögenhafen, but finds the process of paying taxes, and the competition afforded by other legitimate gambling operations, deeply frustrating. Should the Characters have any pull with the Town Council, she would appreciate their help getting gambling outlawed, the better to drive up her clandestine revenues.
- When the Characters have a run of bad luck gambling, Foxy offers to waive their marker if they do her a little favour. Albrecht Steinhäger is in, playing cards for high stakes. Unfortunately, the young man is not very good, and has lost almost all of his funds. All the party needs to do is join the game and throw a few hands, subtly, to convince Steinhäger his luck is hot, before the Lowhavens' man, a charming dandy with a Bretonnian accent, takes him for every penny he has.

Stevedores' Guild

The Stevedores' Guild occupies a large, heavily timbered building on the Hafenstrasse, opposite the Teamsters' Guild. All dock workers in Bögenhafen are, by law, members of the Stevedores' Guild. The ground floor of the guildhouse comprises a large meeting hall. Complex bylaws restricting the licensing of taverns means they cannot serve ale or beer. Instead, a range of strong liquors and spirits are available behind the rough-hewn wooden bar, many of them imported, such as brandy from Bretonnia, gin from Marienburg, and kvas from Kislev, in addition to locally distilled moonshine. The guild building itself is split into several small decorated chambers and halls, with one put aside for each major gang of Stevedores. Each gang specialises in porting (carrying) a different kind of stock, and some take significant skill to correctly manage. Deal Porters, those who deal with wood, use very different unpacking, carrying, and packing techniques to fish porters, or a grain porters. Each gang wears different coloured hats for easy identification.

Guildmaster Gurney Dumkopf is a hulking brute of a man with a background in wine porting. He can usually be found propping up the bar in the guildhouse, holding court amongst his favourites, while his whistle-carrying foremen handle the day-to-day business of work schedules and contracts for each of the gangs. Dumkopf's chief concern is his guild's status. Even the rumour of anyone unloading their own boats without the use of licensed guild members results in Dumkopf leading a gaggle of half-drunk dockers to 'sort 'em out'. This has landed the huge man in trouble with the Watch many times for beating up innocent visiting merchants, but Dumkopf could not care less if he tried. After all, he has long had very close ties to the Merchants' Guild, and House Teugen in particular, so he always managed to avoid anything but a slap on the wrist and a minor fine.

- Beyond defending the guild's monopoly, Dumkopf's stevedores act as hired muscle for anyone who can pay, except for the Teamsters, of course. Lucius Schwapp, a merchant trading in pottery, used them to rough up a rival, but fearing prosecution he solicits the Characters to break into the guildhouse to destroy any evidence of the transaction. Unfortunately, the only record is in Dumkopf's head…
- The stevedores' racketeers have been infiltrated by a secretive cult of Khorne, the Blood God. The Bloody Nose meet irregularly, when Morrslieb is full, to pummel one another until blood streams from their face, under the strict prohibition of telling anyone about the cult's existence, or their activities. Should the party get involved in any fist-fights, they may inadvertently find themselves part of a ritual gathering.

Teamsters' Guild

Situated directly across the Hafenstrasse from their bitter rivals, the Stevedores' Guild, the red-and-black-decorated Teamsters' guildhouse is a sprawling series of once-separate wooden buildings, subsequently bought and connected by the guild. There is a small office, where the Guildmaster works, and a large dining hall where members of the guild are guaranteed generous portions of food, which are reasonably priced (and not entirely devoid of flavour).

Guildmaster Bengt Schwegel is a devout Sigmarite, and an ardent supporter of the temperance movement. As such, no alcohol is available in the guildhouse, though no self-respecting teamster would leave home without a hipflask. Schwegel's guild deals with all matters connected with merchant caravans and the transport of goods overland. Given the considerable rivalry between the Teamsters' Guild and the Stevedores' Guild, street fighting between the rank-and-file members is not uncommon.

- Someone is trying to stir up the already considerable tension that exists between the Teamsters' Guild and the Stevedores' Guild. Both guildhouses have been daubed with offensive slogans, and while each guildmaster blames the other, even a cursory investigation reveals that a faction of Lowhaven Halflings is behind the insults (as none of the graffiti is higher than 4ft above the ground). The Lowhavens are keen to exploit the chaos, to muscle in on the work of both guilds.

- Mutant attacks on road traffic are increasing, in frequency as well as severity. The town's road wardens cannot be spared to investigate, given the high volume of visitors present for the Schaffenfest, so Guildmaster Schwegel approaches the Characters to track down any bandits and deal with them. Should they successfully locate the camp, they discover the bandits are escaped Bretonnian peasants using crude mutant disguises to hide their identity and cow their targets.

The Artisan Quarter

This quarter is bounded roughly by the Handwerker Bahn, the Eisen Bahn, and the Göttenplatz. The buildings in this area vary from small, unpretentious workshops to the elaborate, ostentatious dwellings of master craftsmen. The inns are of average quality, and most are patronised by one particular profession of artisan, such as The Chisel and Saw, frequented by carpenters, and The Well Roughed Urn, popular with illiterate potters.

The Artisan Quarter is teeming with people visiting the various workshops: ordinary townsfolk looking for a new chair, kitchen knife, or whatever; servants from the wealthier households about the same business; apprentices sent out by their masters to get materials and equipment; and parents seeking to apprentice their offspring to the various craftsmen. This district is also a favourite haunt of beggars and thieves, since a great deal of money changes hands here.

Carpenters' Guild

The frontage of the Carpenters' Guild consists of hundreds of planks of wood, from different trees and with various grains and finishes. Tradition holds that when an apprentice graduates, receiving their journeyman's licence, they hew and plane a new plank or beam for the guildhouse's frontage. When older planks need to be removed, these are treated as treasured relics of the guild and used by master craftsmen in their finest pieces.

The guild is currently without a guildmaster. Its former leader, Reine Fasht, passed away last month. Guild business is being overseen by Fasht's nephew, Holtz, while the town's master carpenters politic and squabble over who should replace her as master. This is not through any ambition on their part. Rather, nobody wants the job.

- A shipment of rare Bloodpine wood is available at a reduced price, following the death of a local timber merchant. While the Merchants' Guild is keen to sell the wood elsewhere for a healthy profit, the Carpenters' Guild wants the timber for its members, to make custom furniture and establish Bögenhafen as a centre for such exotic woodwork. Lacking a Guildmaster to lobby on their behalf, the guild turns to the Characters for help.

- While historical relationships between the Carpenters' and Cartwrights' Guilds have been strong, the Cartwrights' Guildmaster, Johan Wachter, sees the leadership vacuum and is keen to merge the two guilds for all wood-workers' benefit (and to take full advantage of the Carpenters' Guild's superior location). However, he needs the support of the majority of the town's master carpenters, as well as the Merchants' Guild, to secure the arrangement. Should the Characters be in a position to help, he will pay them handsomely.

Metalworkers' Guild

The Metalworkers' Guild is a tall, narrow building situated on the Eisen Bahn, not far from the Carpenters' Guild. Its facade bears an intricately wrought iron sculpture of a Griffon, the work of Guildmaster Davrich Schweisser. On ascension to the position, new guildmasters vie to produce the finest metalwork they can, displaying their work as an emblem of the guild's skill. This does mean that smiths working in precious metals rarely achieve the exalted position.

Within the guildhouse lie a series of offices and clerks. No workshops are on-site, as the smoke, heat and incessant banging of a metalworker's shop are not conducive to sensitive business meetings. Schweisser is a shrewd leader, and on friendly terms with the Merchants' Guild, upon whom his members rely for ores and metal shipments. He has recently secured a contract to provide the chainmail for the State Army regiments of the Duchy of Saponatheim (including the Town Watch), which will bring a significant amount of money to the smiths of Bögenhafen.

- Keen to further expand Bögenhafen's reputation as a centre for metalworking excellence, Schweisser is in negotiation with a consortium of manufacturers from Nuln about securing the means to produce handguns. He knows that the Graf's favourite regiment, the Reikland 118th Regiment of Foot ('The Greenbacks') uses handguns. He sees this as a sure-fire way to earn the Graf's favour (and even more money). Agents of the Oldenhaller family, also from Nuln, employ the Characters to ensure this does not happen by any means necessary.

- One of the guild's members, Terrell Schwermann, is a Journeyman Alchemist of the Gold Order. Keen to keep his wizardly ways hidden from his peers, he asks the Characters to convey a message to his sister, Trude. She is a shaman of the Amber Order, who is expecting Terrell to meet her in the woods beyond Ardlich. When the Characters arrive, they blunder into a trap set by rogue witchhunters, keen to eradicate all wizards from the Reikland. Whether the Characters survive the assault, and whether they turn on their employer, remains to be seen.

Masons' Guild

The imposing Masons' Guild is clad in sparkling-white marble, veined through with streaks of red and blue. Its grandeur has led to its nickname of 'Little Altdorf'. Within, the building is intricately carved, and visitors' footsteps echo through the large, empty chambers with high ceilings. This lends the interior an unsettling, almost funereal air of awkward reverence.

Kristof Ritter and Robb Tief-Haufen are the joint Guildmasters of the Masons' Guild. The two men share the administrative load between them, allowing them both the time to maintain their own, thriving, businesses too. When it is the Masons' turn to sit on the Town Council, Ritter and Tief-Haufen alternate, always ensuring they have briefed one another thoroughly beforehand. They are on especially good terms with the Carpenters' Guild, who provide them with the scaffolding needed for their stonework.

- Okri Brondason, a Dwarf mason, has recently arrived in Bögenhafen, looking for work. As a Dwarf, he feels he should be exempt from Human laws, and thus does not require a guild licence. The Guildmasters respectfully disagree. Ritter and Tief-Haufen hire the Characters to convince Brondason to purchase a licence, without causing a diplomatic incident.

- Albrecht Hecht, a street preacher and part-time flagellant, convinces the Characters to investigate the Masons' Guild, adamant that it is the front for a secret cult of the ruinous powers, conducting rituals in a profane dark tongue in the guildhouse's echoing chambers at night. In truth, the Guild does conduct rituals at night, but these are innocent in nature, mimicking Dwarfish Ancestor-Worship, and conducted in cod-Khazalid. However, should word of these activities spread, it is likely that witchhunters, or an ardent mob, may leap to the wrong conclusion.

Bögenseite

Bögenhafen's docklands sprawl on either bank of the River Bögen, encompassing the Westendamm (the northwestern bank) and the Ostendamm (the southeastern bank). The majority of buildings on both sides are warehouses and storage facilities, usually under the protection of a hired guard and a vicious dog or two. The warehouses are nearly all wooden: numbered from 1 to 58, starting from the western end of the Ostendamm.

By day, Bögenseite, or 'the Docks' as it's commonly known, is packed with stevedores busily loading and unloading boats and moving goods in and out of warehouses. There are also the masters and crews of any barges that have recently arrived, and scribes and other lackeys of the various merchant families overseeing the transfer of goods, as well as the occasional exciseman assessing an incoming cargo for tax. At night, the dock areas are virtually deserted. Even thieves are rare, since warehouse security is generally robust and Watch patrols are regular.

Kringler's Ferry

Unless you own your own boat (or are a very strong swimmer), one of Hannes Kringler's ferries is your only way to cross the Bögen. Kringler and his small fleet row passengers across the Bögen for a fare of 6d per person, aiming to shuttle four to six people at a time. Kringler leases dockside frontage through the Stevedores' Guild. On both banks he maintains a berth outfitted with a heavy bell, lest he require summoning from being moored on the opposite bank.

Despite his advancing years and swollen joints, Kringler makes numerous return journeys every day himself, no matter the weather. He is legendarily dour, meaning many of his passengers go to great lengths to elicit a laugh or smile from the ferryman. Accordingly, a sweepstake is being run by the Stevedores' Guild, with an ever-increasing prize fund on offer for when he finally breaks.

- One of Kringler's boats goes missing and he hires the PCs to find it. As the oars were locked away overnight, he assumes the boat has drifted downstream. The party discovers the small family that stole it sleeping nearby. The mother and father fled the town after realising their infant daughter was a Mutant, with tiny rabbit ears and a fluffy white tail. By rights, the Characters should turn the family over to the authorities, but the baby looks so cute and innocent…

- When Liesel Langensang, from the Engineering School in Altdorf, arrives in town, rumours abound that she is here to investigate building a bridge across the Bögen. Desperate to preserve his livelihood, Kringler pays the Characters to dissuade her. The garrulous engineer is, in truth, a cultist of the Fractured Eye, a Chaos Cult dedicated to the pursuit of all knowledge (see **A Guide to Ubersreik** in the **WFRP Starter Set**, page 63), so any attempt to investigate her closely is not appreciated.

Haagen's Wharf

Bögenhafen's docklands bristle with wharves and jetties for the thriving river trade that flows through the town. Foremost of these is Haagen's Wharf, owned by House Haagen. The Wharf is cleaned regularly and painted brightly, the better to reflect the Haagens' illustrious status.

Trade on the wharf is legally overseen by Jochen Haagen, though this is generally delegated to his clerk Davrich Scherp, a placid Wastelander with a keen eye and a sharp mind for figures. Scherp casts a personal eye over all arrivals on his wharf, and is quick to record any shortfalls or anomalies. The majority of the wharf's trade is luxury goods (expensive cloth, wine and jewellery), which are quickly and efficiently transported and stored in the nearby Haagen warehouses.

- When Scherp doesn't arrive for work, a concerned Haagen tasks the PCs to locate his missing clerk. Following the clues left at Scherp's ransacked house reveals he has been taken into the sewers against his will. Further investigation reveals Scherp is being held by Warlock-Engineer Veekt, of the Skaven Clan Skyre, as part of a labyrinthine plot to move refined warpstone through the Skaven warrens beneath Bögenhafen in order to avoid the tolls imposed by local Warlord Clans.

- Corbus Dwaas, a wizard trained at the Marienburg University, is in Bögenhafen at the behest of the Haagen family. An expert in the ancient legends of the Paths of the Old Ones, he has been commissioned to fashion an 'aethyric canal' between Marienburg and Bögenhafen. Such a route would give the family unrivalled primacy on trade, dramatically reducing transport times and bypassing taxation almost entirely. The PCs are hired as discreet (not to mention expendable) security to watch over Dwaas as he tinkers with his arcane machinery inside a Haagen warehouse. Unfortunately, when Dwaas activates his aethyric conductor array, he is inadvertently sucked into the Realm of Chaos and unleashes a horde of gibbering Daemons on the party.

The Dreieckeplatz

The Dreieckeplatz is the administrative hub of the town. Many of the buildings have elaborate facades, with decorative columns and arches, and usually a statue or two of the town's patron deity, Bögenauer (see page 130). There are several upmarket inns and taverns, some of which may be restricted to members only. Prices are correspondingly high (double those listed in the Consumer Guide in **WFRP**, page 288).

By day, the Dreieckeplatz is thronged with people from all walks of life. There are beggars and entertainers trying to make a few shillings from the passersby, lawyers and councillors going about their business, agitators haranguing anyone who will listen about all kinds of grievances, vendors selling food and other items, and countless others engaged in pressing business. By night, the area is scarcely less busy as the wealthier inhabitants of the town visit the various eating and drinking establishments situated around the square. Pickpockets are an ever-present danger — despite the regular Watch patrols.

Town Hall

This impressive, many-pillared building dominates the Dreieckeplatz. A large, central spire houses a Dwarf-built clock and bell. As well as the council chamber, small offices for the councillors and various meeting rooms, it houses the town's official records and a heavily guarded vault that holds the state's portion of tax revenue between the monthly visits of the the Graf's excisemen from Castle Grauenberg. The impressive facade is arguably more palatial than the estates of most of the neighbouring nobility, an observation which is greeted by sniffs of disapproval and mutters about overcompensation from anyone with noble blood.

Chief Clerk Roland Stein and his platoon of bureaucratic minions handle the daily affairs of the town. While the Town Council makes the important decisions, anyone without the backing of a guild, a lot of money, or noble status needs to convince Stein to allow them to petition the Council. To do that, they first need to convince the underlings to let them see Stein.

Anyone ushered into his presence is greeted with indifference and disdain, as he actively seeks to thwart any work being accomplished within the town hall.

- On the eve of the arrival of the Graf's tax collectors, the vault is discovered to be empty with no discernible means of entrance or exit other than the locked door. Should the PCs investigate, they may discover hints that something supernatural is afoot, as an intricate pattern of crosses has been etched faintly into the walls of the vault suggesting the work of Ranaldan fingersmiths.

- Stein lives a double life. At night, he frequents 'Gemütlich's Merry Minstrel', a tavern famed for its entertainment. There, Stein, masquerading as the Silver Graf, plays his oboe for money and the crowd's adulation. Should the Characters uncover this secret life, they will find dealing with Stein's bureaucrats far simpler.

Town Courts

Those miscreants who live long enough to be tried formally are sentenced here. A lifesize statue of Verena stands before the courthouse, though the courts are no longer formally affiliated with the cult, or local temple, of Verena. The building is only open on days when the court is in session. Otherwise, the great steel-banded doors are locked, with only a lowly porter present on site to grudgingly open the door to any who call. To the rear of the court itself lies an adjoining manse, decorated with Verenan iconography of owls and swords. In days gone by, this was the manse of the High Priestess of Verena, but since the courts and the cult parted ways it has been the home of the presiding Chief Magistrate.

Within the courts lie a number of small chambers for magistrates, lawyers, and witnesses to await being called, and cells to house the accused. Verdicts of not guilty are rarely delivered, as this would be seen to make the system look ineffective. The Town Council appoints the magistrates. Magistrate Richter is chief among them (see page 60). He inhabits the manse's apartments with his housekeeper Gertie, who dotes on him.

- A post outside the courts bears Bögenhafen's bounty notices. When passing the courts, the Characters notice that one of the posters bears an image suspiciously similar to one of their party. Can they lie low until they clear their name? Or will the bounty hunters find them first? Assuming, of course, the party doesn't turn on one another in the pursuit of a quick payday.

- The party is summoned to the Chief Magistrate's manse, where he offers them a job. He has received a blackmail note, accompanied by documents implicating his son, a student at the University of Nuln, with a group known as the Ordo Ultima, a student society haunted by rumours of dark acts of unholy worship. Richter has already sent agents to bring his son back to Bögenhafen by force, and he charges the Characters to identify the blackmailers, determine what they know, and learn how they came to know it.

Golden Trout Club

A high-class eating and drinking house, frequented by many of the town's wealthier merchants and visiting nobles, the Golden Trout Club consists of three separate buildings connected by covered walkways. The two largest buildings are the Club's dining chambers (comprising both a large, communal dining room and a number of private rooms) and the lounge, where members come to drink, read, and discuss weighty matters. Nestled behind these lies the building with the kitchens, cellar and staff quarters, which is markedly less salubrious than the other two.

The food and drink served in the club is exquisite, and the waiting staff proudly boast of the skills of their Halfling chefs. Prospective members must be recommended by two existing members and approved by the committee, and the club is open only to members and their guests. A painted sign, depicting a fish with a coin in its mouth (taken from the town's coat of arms) hangs proudly above the entrance to both the dining chambers and the lounge.

- Following a rash of suspected poisonings, Herr Flintzer, the club's manager, hires the Characters to investigate, discreetly. Once they realise the dishes and drinks the victims consumed were all different, the clues eventually lead to Agnesthika 'Aggie' Tumbleberry, a Halfling waiter with a grudge against the club. It transpires that the chefs are Human, with Halflings only employed in low-status, poorly paid positions. In want of proper guild support, Aggie has turned to poison to make her point.

- The club is renowned for the quality of its cellar, most famously a rare Bretonnian brandy sourced from Quenelles. When word reaches the club that the Graf's excisemen are coming to inspect the books, Flintzer tasks the Characters to hide the casks of (inferior) local brandy, with which he has been filling the Quenelles bottles, before his reputation is sullied permanently.

Merchants' Guild

The Merchants' Guild is indisputably the most powerful organisation in Bögenhafen. It dominates both the town council and Bögenhafen's social scene. The guildhouse itself occupies an unnecessarily large and ostentatious building on the corner of the Bergstrasse and the Dreieckeplatz.

The ground floor of the building is used as a meeting place for merchants (local and visiting) to conduct trade and exchanges, and there are a number of chairs, tables, and benches for the use of the merchants and the guild's clerks.

Upstairs consists of a series of offices used by local merchants. While the four great houses do have offices here, these are rarely used by the heads of the houses, who opt to use their own, private offices in their own buildings instead. Competition for the other available office space is stiff, with many smaller merchants lobbying and pressuring the guild for access. Friedrick Marigius is the current guildmaster

- The Merchants' Guild has taken to employing a number of Halflings as 'table-lings'. They are fitted with a shoulder-mounted 'head-desk', for Human merchants and clerks, and are expected to scurry around the guild, always keeping their heads level (to avoid spilling the ink-wells contained in their head-desks). While many local Halflings are outraged at this demeaning practice, pressure from some in the Lowhaven clan has kept these voices quiet. Now, the diminutive racketeers need the Characters' help to vouch for Fitzkellerheim 'Fitz' Shortbottom, a Lowhaven informer, to ensure he gets employed by the guild.

- Pieter Haagen, youngest brother of the Haagen family, has recently arrived from university in Nuln in disgrace. He was tricked into marrying a woman he knew only as Lotte. Her name was actually Carlotta Huydermans, a daughter of a senior member of the Huydermans crime family. Now, the Haagens are receiving threatening letters from Nuln, claiming that certain favours are due on account of the families' new ties, and implying that it would be bad for the Haagens should they refuse. The Haagens ask the Characters to help annul the marriage, though a despondent Pieter still claims to be in love with his 'Little Lotte'.

TRIALS

Characters arrested in Bögenhafen are taken to the nearest Watch barracks and kept in the cells there until a trial is arranged. Trials take place in the Town Court, and lawyers are only available to those who can afford them. If formally charged, the chances of being declared not guilty are minimal as most magistrates assume guilt. Sentences include fines, imprisonment, execution or indentured work dredging the river or labouring in the tin mines of the Tauzück Hills. Citizens who feel they have not received justice may petition the liege lord of the area, Graf Wilhelm von Saponatheim, at Castle Grauenberg, which is some 60 miles to the north of the town. The graf is generally unwilling to interfere with the workings of the town's legal system unless the petitioner is very influential or a personal friend, or is actively supported by such a person.

Mourners' Guild

The Mourners' Guild lies in the heart of Bögenhafen, far from the Chapel and Garden of Morr, which lie beyond the town's walls. An austere building built from dark blocks of rough-hewn stone, it is here that the local priest of Morr resides, and it is here where bodies are prepared for burial and funerals arranged. In addition to the foreboding main door, the Mourngate, there is a side entrance through which dead bodies are carried, known as the Lichgate, and a rear entrance, the Fassgate, through which tradesmen come and go.

Within the building lie a number of private reception chapels where mourners can visit their loved one's remains prior to burial. Behind these, there are a number of tiled rooms where bodies are cleaned and dressed for presentation and burial. Mother Silustena Carlitz is the High Priestess of Morr for not only Bögenhafen, but the entire duchy of Saponatheim. A kindly young woman, with auburn hair and sensitive eyes, she oversees a number of lay-folk (gravediggers, corpse-washers, and seamstresses) who assist her in preparing the bodies of the deceased to cross the portal to Morr's realm. She is also responsible for organising the duchy's Doomsayers, the itinerant order of Morrians who travel the Empire providing Doomings.

When in Bögenhafen, the Doomsayers reside within the Mourners' Guild. Sparse cells are provided next to Mother Carlitz's chambers.

- When a ghost appears in the Mourners' Guild, Ulli Ehrle, a gravedigger, calls on the Characters for assistance. Unbeknownst to Mother Carlitz, he has been selling bodies to a young physician with an unhealthy interest in human anatomy and an insatiable thirst for cadavers. Now, the spirit of Kristin Gänger, an orphan from the Pit, is haunting him. He will pay the Characters to find her body, put it to rest, and keep his secret from the Morrians. When they find the physician has fled, his chambers deserted, how will they find poor Kristin's corpse?

- Mother Carlitz's youthful appearance is coupled with a patient, wise demeanour and a flawless, pale complexion. She also often wears tinted spectacles and is rarely seen in daylight, which has led Bengt Vargh, an agitator, to assume she is secretly a vampire. The Morrian hires the Characters to dissuade the agitator from further denouncing her. What they don't realise is that he is quite right...

ROUGH TRADE

In the aftermath of **Enemy in Shadows**, the Merchants' Guild will be in turmoil. Should members of any of the four great mercantile families be publicly tied to the events, or indeed die in the proceedings, a power vacuum results in other families frantically vying for power and influence.

The Characters may find themselves uniquely situated to aid or thwart these attempts, as they may have inside knowledge regarding the Ordo Septenarius. Whether they choose to use this power to reveal wrongdoers to the authorities, or to blackmail wealthy merchants, depends entirely on their moral compass.

The Göttenplatz

The Göttenplatz, or Square of the Gods, houses most of Bögenhafen's temples, although the town contains many temples to Sigmar, and the streets echo with their ringing bells every hour. The Göttenplatz is dominated by the huge High Temple of Sigmar, while other, smaller, temples line the rest of the square, interspersed with smaller townhouses, shops, and hostels.

By day, the Göttenplatz is thronged with folk from across Bögenhafen, most going about their everyday business or visiting one of the temples. At night, people use the Göttenplatz as a thoroughfare, so it is hardly ever deserted. Footpads, pickpockets, and beggars favour this area as much as the Dreieckeplatz.

High Temple of Sigmar

Dominating the Göttenplatz, this temple was originally laid out in the shape of a hammer, but over the centuries additional wings and towers have been added. Four spires now sprout from its roof, each containing a great brass bell. The largest bell, Gross Klara, is only rung when royalty visits the town. By tradition, the many smaller temples of Sigmar cannot chime the hour until the High Temple does so. Given that the High Temple's sexton, Snorri Hörrohr, is hard of hearing and often misses the Town Hall's far quieter bells ringing, this can lead to some confusion with bells ringing at all manner of odd times.

Ludo Edel, the High Priest of Sigmar, is a smooth-cheeked young man, more interested in a quiet life than any great spiritual calling. He achieved his exalted position, despite his relative youth, through his father's business connections to the Teufel family and thus has a vested interest in maintaining the status quo. He holds regular meetings with his subordinate priests, all of whom are older, more devout and bitterly resentful of Edel. He frequently schools them on the content of their sermons, and isn't shy in promoting local political issues before solid, Sigmarite concerns. Luckily for the priests, Edel is too self-interested to realise they largely ignore his instructions.

- When the temple is violated at night, with Ulrican iconography daubed on the walls in blood, the Sigmarite faithful are keen to exact vengeance on the Temple of Ulric. Should the Characters intervene to calm the angry mob, they have only hours to discover the true culprits before a great riot erupts. In truth, it is the work of Cultists of the Bloody Nose (see page 141), keen to spread violence and bloodshed in honour of the Blood God, Khorne.

- Infamous witch hunter Fabergus Heinzdork has set up shop in the temple, quite ignoring the blustered protests of High Priest Edel. He intends to stage some burnings in the Göttenplatz; all he needs now are some perfidious miscreants. When his fevered eyes alight on the Characters, their stories had better be straight, and their devotion to Sigmar sincere...

Temple of Bögenauer

Bögenauer is the patron deity of the town, and is seen as an embodiment of Bögenhafen's interests and all that it stands for. The temple consists of a hall with two wings enclosing a three-sided court, within which stands a statue depicting Bögenauer in his guise of merchant-boatman. The town's coat of arms appears in several places on the walls. The two wings are colonnaded, and there are several small shrines reflecting various aspects of the deity's influence over the town's fortunes. Thus, there is a chapel where prayers are offered for the safety of the town's boatmen, another dedicated to the prosperity of its merchants, a third dedicated to the security of its walls, and so on.

There is no priest at the temple, but on festival days priests of the Cult of Bögenauer travel from Bögensee (a small town near the source of the River Bögen in the Grey Mountains) to officiate over ceremonial celebrations. The temple is maintained through donations of time and money from the local guilds, each responsible for the upkeep of the shrine or shrines most relevant to their members. Thus, an implicit contest is in place, whereby rival guilds seek to outdo one another with the ostentatious displays of wealth by their respective shrines.

- Currently the Sewerjacks' Shrine is most richly decorated, with lavish murals of steely eyed sewerjacks and clean, trouble-free sewers. However, the source of this generous donation is something of a mystery as Bögenhafen has no official sewerjacks at present. Who could have a vested interest in convincing the people of Bögenhafen that their sewers were safe, and free from rats?

- Dirk Waller, an aged Boatman, has lost three children and seven grandchildren to accidents on the Bögen. Distraught and full of rage, he is intent on destroying Bögenauer's temple, believing the river god is not worthy of worship. Should he succeed, morale in the town will suffer, and Waller will likely be executed.

Temple of Handrich

The Temple of Handrich, God of Merchants, Gold, and Philanthropy, consists of a square, domed hall with two semi-circular apses. One apse is used as a private chapel reserved for members of the Merchants' Guild, while the other is used as an offering room and treasury. Over the main doorway hangs a large, gold-painted disc, the god's symbol. Given the value of the decorations and votive offerings, one or more guards are always on duty, their mail armour covered by flamboyant tabards of cloth of gold, their halberds brightly polished and wickedly sharp.

The temple has no priest, but the building's maintenance and the guards' salaries are paid for by the Merchants' Guild. Its members officiate at ceremonies to Handrich on certain holy days, or on the eve of significant business negotiations. While in theory any member of the Guild can officiate, more often than not Werner Asche, a semi-retired paper merchant, leads the services, an onerous (and unpaid) honour most merchants prefer to avoid.

- While Handrich is a minor deity in the Empire, he is widely venerated as Haendryk in the port-city of Marienburg. When a visiting Wastelander merchant realises there is no priest in-situ, he offers to fund a scholarship for the offspring of one of Bögenhafen's merchant families to train in Marienburg. As the merchants vie for the Marienburger's favour with flattery and bribes, one of the PCs recognises him as Altdorf's Mikhail Ziegel, the infamous charlatan, clearly working some kind of angle. Knowing he's been spotted, Ziegel offers the Characters the opportunity to join his caper, in exchange for their continued silence.

- When Jurgen Kemp, a charismatic agitator, rails against the unfettered greed evident in the town's merchant classes, the Merchants' Guild ask the PCs to make him go away, quietly. However, Kemp's arguments are convincing and his rhetoric persuasive. In truth, Kemp is a member of The Shifting Grasp, a cult of Tzeentch intent on controlling all river trade in the Empire (see **A Guide to Ubersreik** in the **WFRP Starter Set**, page 62). He has been sent to undermine the Ordo Septenarius's work. Kemp works hard to keep the Characters on side. Should he learn they have any information on the Ordo (or assisted in its downfall), he is even more keen to cultivate the party as assets for future use.

Temple of Myrmidia

Most visitors to Bögenhafen are surprised to find a Temple to Myrmidia, as worship of this goddess is not widespread in the Empire. The small, colonnaded structure was founded some 80 years ago, after the town survived the onslaught of infamous Goblin Warboss, Grom the Paunch. The victory was largely attributed to Captain Inge von Sternberg, a Myrmidian-trained officer who dedicated every battle he fought to the goddess. Just over a decade after the Greenskin hordes had moved on, the Temple of Myrmidia was completed to celebrate the goddess's part in Bögenhafen's deliverance.

Rather than a Priest, the temple is overseen by a friar of the Hermetic Order of Nahmud's Peace. The current friar is Ida Jaeke, who recently arrived from the Monastery of the Black Maiden in Wissenland. Sister Jaeke is active in helping train the free company militia of Bögenhafen, coordinating her work with Father Waldo (see page 131) and the priests who run the many temples of Sigmar, who all bypass Father Edel, the Sigmarite High Priest who doesn't dirty his hands with such low work.

- The Merchants' Guild is keen to refurbish the temple to celebrate the centenary of the Town's defiance of Grom the Paunch. Although the event is still nine years away, the guild is fundraising early, and an oversized spear hangs outside the temple to mark progress. Every Festag, a clerk from the guild comes to paint a little more of the spear dark green, representing Greenskin blood, to show how much coin has been gathered. When the spear goes missing, the Merchants' Guild offers a reward for its return. Sister Jaeke, who would rather the money was spent on the town's defences than her temple, hid the spear under her bed.

- When Lieutenant Brott of the North Barracks mentions how underfunded the Northern division of the Watch is, Sister Jaeke sets her sights on Captain Goertrin, who is largely indifferent towards Myrmidia, favouring Handrich's ways instead. Can the PCs help the friar, whose political skills are sorely lacking, to lobby for Brott without alienating the Captain or the Merchants' Guild?

Temple of Shallya

The bustling Temple of Shallya has a small hall for the high priestess, flanked by two longer wings. The west wing houses an infirmary. The east wing contains two almshouses for homeless women and the terminally ill. Sermons take place in a central courtyard, the better to suffer through the harsh travails of the elements, and are more frequent during spells of inclement weather. All those being treated by the temple, and their close relatives, are expected to attend.

Mother Rubenstein, the high priestess, is the only invested Shallyan in Bögenhafen. She is helped by the 'Congress of Doves', a large committee of wives and widows of the town who volunteer their time in Shallya's service. They are all adherents to Shallya's tenets, though privately note that while they must render assistance without judgement, Shallya does not expressly forbid judgement on other matters.

- Mother Rubenstein is concerned when neither her ministrations nor the assembled wisdom of the Physicians' Guild and Temple of Verena can bring any relief to the terribly afflicted patient. No matter what cures are deployed, he is wracked with pain, and his limbs grow ever more twisted and malformed. Panic spreads, and pamphlets by the thousands are printed, each highlighting likely causes (bread, Halflings, wine, books) and possible cures (beets, goat's bile, wine, urine). Should the Characters investigate, they discover the patient is, in fact, a fraud. His symptoms are a blend of well-designed tattoos and the *Entertain* (Contortionist) Skill. The whole affair was dreamed up by the town's printers to increase trade. Someone has to print all those pamphlets, after all…

- When one of Rubenstein's volunteers, Margo Helberger, appears to contract the Itching Pox, no one thinks anything of it. When it lingers longer than it ought to, Rubenstein asks the Characters to investigate, fearing agents of the Fly Lord plans are afoot in Bögenhafen. The truth is less dramatic: Margo is having an affair with one of her husband's suppliers, a fur trader from Nordland, and has contracted the Packer's Pox instead. While the disease will pass within weeks, the stain on Margo's reputation, should the truth get out, may last far longer.

Temple of Ulric

Ulric remains very much a god of the wild north, not the civilised south, so his cult is small in the Vorbergland, for all it was once mighty. Resembling a small keep, complete with stout walls, sturdy crenellations, a fortified door, and an inner bailey, the temple is one of the most defensible points in Bögenhafen, much to the State Army's chagrin. The large building is also almost empty, defended by just seven men.

Within, the sparse temple is only used by members of the State Army and occasional visitors from the north. The ever-burning flame in the central hall is kept alive by the temple's high priest, Father Waldo Brandt, and his initiate (and son) Erich. The temple's only other inhabitants are five ageing Knights of the White Wolf who live in a crumbling barracks built for over a hundred men.

- Father Waldo was once a soldier; though, to his enduring frustration, he never saw actual combat. His regiment was always used on rearguard duty, or arriving after battles had concluded. As such, he is keen to hear as many stories of actual combat as possible, to spice up his sermons with juicy details. Should the Characters be willing to share some tales, he stands them several rounds of ale at the Wolf's Tail, a tavern on Nulnerweg.

- Viktor Verrückaug, a hermit and flagellant visiting Bögenhafen for supplies, witnesses two heavily-bearded White Wolf knights training some of the local Watch recruits in hand-to-hand combat and mistakenly assumes the town is under attack by Ulrican berserkers. As he rouses a mob to a peak of eye-rolling rage, can the PCs intervene before blood is spilt?

Temple of Verena

The classically designed Temple of Verena is a relatively recent building, constructed only a few decades ago when the council appointed their first non-Verenan magistrate and required the local Verenan clergy to vacate the courts, which they had maintained for centuries. Within the grey-stone building, which is bedecked in dozens of owl-shaped gargoyles, lies the largest library in the Duchy of Saponatheim. While most Verenan temples house their libraries in annexes, or separate buildings, in Bögenhafen the library is the temple. Sermons are conducted surrounded by rows of books, as if the lives of the faithful are enriched simply by being in the presence of knowledge.

The temple has one full-time priestess, Sister Greta Harbokka. There's a small number of initiates, mostly the younger sons of mercantile families who hope to go on to university at Altdorf, Marienburg, or Nuln, and are keen to earn a letter of recommendation from the priestess. Harbokka is a short-haired woman of 45, with a disarming smile and friendly demeanour.

It is said she knows everything that transpires in Bögenhafen, though most attribute this to her ear for gossip rather than any divine providence. Lawyers, clerks, and students visit the temple regularly. Harbokka always makes time to talk with her flock, giving them the benefit of a sympathetic ear and her patient wisdom.

- Harbokka asks the Characters to visit one of her faithful, Greta Thurg, a lawyer based in Teuerberg who has not visited the temple in some weeks. On visiting Thurg, the party find a woman wracked with guilt. She perjured herself before Chief Magistrate Richter during a recent trial, and she is determined to somehow make up for it. She was coerced to offer testimony defending Philophiloradei 'Lori' Lowhaven, and now feels unworthy of Verena's grace. She has had an appalling string of bad luck since the trial, and is convinced that Verena is scorning her. Can the Characters somehow implicate Lori without earning the ire of the local Lowhavens? And will that redeem Thurg in the eyes of the Goddess of Truth and Justice, or will more have to be done?

- High Priestess Harbokka asks the party to recover an overdue book, *The Middenball Almanac*, from a farmer who lives a half-day's travel from Bögenhafen. She does not realise that within the cover of the almanac lies an ancient tome of forbidden knowledge, and the farmer, Bittan Gerber, seeks to use it to resurrect his dead wife. Should the Characters successfully thwart the aspiring necromancer, they are faced with a dilemma: destroy the book, risking Harbokka's ire, or return it, risking her life at the hands of witch hunters?

The Pit

The northern district of Bögenhafen is widely regarded by the town's wealthier denizens as a lawless hive of sedition and criminal activity. The narrow, winding streets that weave between the area's crooked slums are unpaved and fouled with all sorts of filth and ordure. Strangers are regarded with universal suspicion and, unless one of the party has the *Etiquette* (*Criminals*) Talent, they may well be set upon by groups of thieves or cut-throats. Watch patrols are few and far between since the Watch is generally regarded as 'the enemy' in the Pit. When they do turn out, it is usually in patrols of ten or more and they are likely to crack heads first and ask questions later.

North Barracks

An island of order amid the tumultuous streets of the Pit, this heavily fortified building is officially known as 'the North Barracks'. However, soldiers stationed there colloquially refer to it as 'Fort Blackfire' as a grim reference to the bloody battle fought in Black Fire Pass, reflecting the hostile demeanour of the locals to their presence. The walls are stout and tall, built of stone, with narrow windows and sturdy doors. Within, the barracks are understaffed. Captain Goertrin, reasoning that the Watch will never curb crime in the Pit entirely, has cut back on patrols, limiting them to the dockland properties. Now the handful of Watch stationed in the North Barracks feel more threatened than ever.

Command of the barracks lies with Lieutenant Gisela Brotte, an ambitious young Reiklander frustrated with Goertrin's supercilious attitude to the Merchants' Guild and his disinterest in restoring order to the Pit. A broad-shouldered woman in her 30s, with deep-set blue eyes and a perpetually furrowed brow, she is committed to her work and tirelessly strives to keep her staff motivated and loyal in a town where bribes and pay-offs are almost second nature to all citizens.

- In an attempt to restore order, Lieutenant Brotte has captured Gustav Friek, the infamous leader of the Blackpikes, an organised crime gang operating within the Pit. Given the populace's reluctance to testify against Friek, and the magistrates' fear of reprisals, it is hard to bring the case to trial unless the Characters can secure some hard evidence, or convince anyone in the Pit to speak out against the Blackpikes.

- When a riot breaks out in the Pit, the Characters take shelter in 'Fort Blackfire', only to find themselves besieged by angry rioters and thugs out for blood. As most of Brotte's handful of Watch are missing or out on patrol, it falls to the party to support the lieutenant and defend the barracks. Either that, or sell her out...

Shallyan Mercyhouse

Given the relative poverty of the Pit's inhabitants, it is no surprise that the Cult of Shallya finds plenty of work north of the River Bögen. The Mercyhouse runs out of a small, converted warehouse not too far from the Westendamm. Its doors are open from sunrise to sunset to offer shelter and food to the needy. A small number of pallets are available for the truly desperate to spend the night. The exterior of the building is decorated in a mural of dozens of white doves (the symbol of Shallya), each painted by a different, grateful recipient of the Mercyhouse's charity.

The Mercyhouse is run by Sister Bromein, one of the least likely Shallyans imaginable. A former soldier, she bears the scars of her old life on her face and limbs and, despite nearing 50, she remains straight-backed and well-muscled.

If pressed on why she entered the Cult of Shallya, she smiles ruefully, confessing enigmatically that she did not choose Shallya, Shallya chose her.

- Sister Bromein is not formally a member of the Cult of Shallya. She is tolerated by High Priestess Rubenstern, because (unlike Rubenstern herself), she is clearly blessed by the Goddess and bears her favour. When High Sister Clairière Du Colombe, a Bretonnian ranking representative of the Cult of Shallya, visits Bögenhafen, she is appalled with Sister Bromein. Sister Clairière demands that Sister Bromein cease her work, despite the good she is achieving. Can the party persuade Clairière to relent, without earning her Goddess's ire?

- Sister Bromein is being shaken down by the Blackpikes for protection money. While she could easily see off the racketeers, she knows that doing so would offend Shallya. In desperation, she turns to the Characters for assistance.

Chapel of Blessed Sigmar

One of the many smaller temples of Sigmar in Bögenhafen, the Chapel of Blessed Sigmar tends to a small but devout flock in the Pit, the part of Bögenhafen most in need of salvation. A small stone building in amongst ramshackle, sagging wood-built homes and businesses, it is the glue holding this small part of Bögenhafen together. Attendance of the throng is good, and the temple is well-regarded by locals. Even the Blackpikes, the Pit's most notorious gang, respect the Cult of Sigmar and its representative, and avoid conducting any of their 'business' in the vicinity.

Father Sigiwalt is the Chapel's Priest, an ageing man who has lived his whole life in the Pit, save a brief spell training in Altdorf. He is an active member of his community, assisting Sister Bromein's Mercyhouse, raising funds for an orphanage, and even coordinating the Pit's Middenball league. While Sigiwalt is too old to play, he rarely misses a match and can be seen on the sidelines roaring in triumph and celebrating each bloody goal. For more on Middenball, see **Rough Nights & Hard Days**, and **Middenheim: City of the White Wolf**.

- Middenball matches have grown increasingly violent of late. Father Sigiwalt is concerned, but does not realise the scope of affairs. Cultists of The Bloody Nose have infiltrated a number of local teams, and are actively working to make the game more aggressive and violent. When a full riot breaks out during a match, the Sigmarite is knocked to the ground and will be trampled by the incensed mob unless the party can rescue him.

- Keen to raise funds for the disadvantaged of the Pit, Father Sigiwalt used his expert knowledge of Middenball to make some wagers at the Half-Measure (see page 124). The ever-honest priest little realises the influence Foxy Shortbottom and Lori Lowhaven have over the sport, so when he loses all of the money he is devastated. Can the Characters help him win it back before his congregation discover what he has done?

Teuerberg

A predominantly mercantile district, Teuerberg is the beating heart of Bögenhafen. While the physical goods traded may pass down the thoroughfares and river Bögen, it is here that their value is calculated and exchanged, and it is here that most of the town's merchants have their own offices and private residences. Most of the high-class shops in Bögenhafen can be found here, too. The buildings are noticeably larger and better kept than those in either the Artisan's Quarter or Bögenseite (and markedly superior to Altstadt and the Pit). Most of the inns are of above average quality, with prices to match.

During the day, Teuerberg is filled with people going about their business, with a fair sprinkling of beggars and entertainers trying to make a living from the crowds.

Pickpockets are rare, or circumspect, given the high profile of Watch patrols in the district. At night, the area remains busy, given the high ratio of townhouses and taverns. Anyone not obviously dressed in a wealthy manner is regarded with suspicion by any Watch patrols after dark, and may find themselves locked up for the night should their behaviour be anything less than obsequious.

The Crossed Pikes

Located near Fort Bögenhafen, The Crossed Pikes is an unassuming tavern, catering mostly to off-duty members of the Watch, as well as guards in the employ of the Merchant Houses. The main taproom is generally busy, with a raucous but friendly atmosphere. The barman and owner, Franz Baumann, is constantly bustling back and forth between the bar, his back rooms and the cellar, ensuring everything is going to order.

Baumann is a genial fellow, from Altdorf originally, but having lived in Bögenhafen for decades. He enjoys gossiping with his patrons, knowing it's wise to let the Watch indulge in some 'shop-talk' rather than take their woes home with them.

In addition to Baumann, a pair of fraternal twins, Reinholdt and Reinhardt, serve as bouncers, and a number of bar staff are employed, ferrying drinks back and forth to thirsty patrons.

- Watch tradition has it that should someone die on duty a wake is conducted in the Crossed Pikes, the deceased body lying in state on the bar for the night before being taken to the Mourners' Guild the following morning. When officer Jolanka Spirren dies on Geheimnisnacht, that tradition may have unfortunate side-effects, as when Morrslieb rises, so does Spirren's corpse.

- Most of Baumann's patrons would be horrified to know that he is a ranking member of the Crooked Fingers, a devout Ranaldan, and career criminal. A secret tunnel leads from the cellar of the Crossed Pikes to the sewers, while a similar tunnel leads from the sewers to the cells of the Main Guard Barracks. Baumann has, on occasion, used these tunnels to facilitate the escape of certain important, or wealthy, criminals. When he hears a rumour that the corrupt mason he paid to construct the tunnel in the Barracks has died, having been tortured, he asks the Characters to quietly investigate, and ensure that his secret is safe.

Main Guard Barracks

The Watch, formally known as the Reikland 99th Regiment of Foot, are part of the Reikland State Army, but given Bögenhafen's lack of oversight from the Saponatheims, they are far from martial readiness. Nonetheless, the Main Guard Barracks (known locally as 'Fort Bögenhafen') is a sturdy building, recently refurbished by the Masons' Guild, with stout walls and a number of secure prison cells. However, despite the fort-like exterior, the barracks are not defensible long-term, relying on the town for supplies, services, and fresh water.

Captain Goertrin is a tall, cadaverously thin man of superb manners and disdainful mien. By day he can usually be found within his luxurious office or visiting the Merchants' Guild or Town Hall. His Lieutenant, Gerd Locke, handles the day to day running of the barracks and the coordination of the patrols. Goertrin's only interest is maintaining his lucrative position. He benefits from numerous bungs and backhanders from the Merchants' Guild to ensure their interests are prioritised over others.

- Tomas Krone, notorious art thief, currently languishes in the cells awaiting trial. He was foiled attempting to break into Jochem Haagen's house when in pursuit of a rare painting Haagen acquired from a dealer in Nuln. Should the Characters have an 'in' with Baumann in the Crossed Pikes, Krone asks them to relay a request for help. Little do they realise that Krone is actually an agent of Lieutenant Locke, placed in the cells to discover the secret tunnel.

- Sergeant Jager has a reputation for being tough but fair by the relaxed standards of Bögenhafen. After young Siegfried von Bullendorf dies in his custody, Jager is suspended and imprisoned despite swearing he would never be so stupid as to treat a noble like a common criminal. Should the PCs prove his innocence, they will place a capable, and morally flexible, Watch sergeant in their debt, whilst earning the enmity of the actual murderer, Sieghilde von Saponatheim, the local graf's dissolute cousin.

Jewellers' Guild

The Jewellers' Guild's headquarters is situated in the wealthier part of the town, conveniently near a number of reliable moneylenders and pawnbrokers. The building has only one entrance, with a stout, iron-banded door and no windows. Security is paramount. A guard stands just inside the door at all times of the day, ensuring only legitimate customers enter, and always without weapons.

All the jewellers who trade openly in Bögenhafen are guild members, and the guild operates a series of price-fixing agreements. To enforce this arrangement, local bylaws insist that jewels, both cut and uncut, plain or set, can only be sold or traded within the guildhouse. This open trade policy has arguably led to the largest black market trade in precious stones in all the Reikland.

- Rille von Kaltenwald is humiliated at a society ball when every female guest present is wearing a copy of her signature jewel, an old family heirloom nicknamed the Blue Sun. Tasked by Guildmaster Binge Narbovski to investigate, the Characters discover that the replicas were sent with an anonymous note implying the gift was from the hostess, Maria Haagen. Should the party investigate thoroughly, they discover the replicas were commissioned by Kaltenwald herself, in a misguided attempt to get her name in the society papers in Nuln.

- Binge Narbovski is a shrewd businesswoman. She controls not only the Jewellers' Guild, but also the black market, which is run out of a backroom in a tavern called the Golden Empress. She asks the Characters to provide security for an exchange, but when it is raided by the Watch she turns on the party, blaming it for the illegal deal and claiming the Characters forced her to assist. The Watch are reluctant to disagree with a local Guildmaster, so the party likely end up in the cells.

Journey's End Inn

The Journey's End is a large, respectable inn with comfortable furnishings and attentive staff. The main building has a large common room with tables, a few booths, and a central fire pit.

There is a small stage in one corner, where a variety of musicians entertain the guests, although the music is never too loud and never too vulgar. Above, there are two floors of private rooms and suites, with the attic space reserved for the landlord and her family.

Odelina Landau, the innkeeper, is an attractive woman in her late 30s, with a warm smile and a sharp mind. She has negotiated a preferential deal with the Merchants' Guild, offering reduced prices for important guests in exchange for certain discretionary tax rebates: bribes. Landau has a large staff, mostly Human, with a gaggle of Halflings working the kitchen, and a Dwarf brewmaster who makes her signature red ales.

- Gurni Galazil, Landau's brewer, is often bored. Much of his job as brewmaster requires waiting. He likes to gamble in his spare time. Unfortunately for him, he is bad at dice and now owes 'Lori' Lowhaven three months' salary. Lowhaven wants payment in kind: the key to the service door. Lori is clearly planning to rob the inn's patrons. In desperation, Galazil turns to the Characters for help. If they can get Lowhaven off his back, without letting Landau know, he'll ensure they never want for drinks in Bögenhafen.

- Landau works for the Black Chamber, the Emperor's spies, supplying her handler, Spymaster Steppenschweppe, with reports of the goings-on in the Journey's End. To this end she has a complex network of listening tubes running from her chamber to all of the guests' bedrooms. Should the Characters discuss anything of interest, such as the identity of cultists of the Dark Gods, they may find themselves on the Black Chamber's books as informants, or worse.

Physicians' Guild

The Physicians are a minor guild in terms of numbers, but because of their learning and high social position they have considerable influence. As such, their guildhouse is lavishly decorated, looking more like a luxurious townhouse than a place of business. Discreet symbols of Shallya and Verena are worked into the elaborate friezes decorating the imposing entrance hall, as the guild sees its calling as the perfect fusion of the two goddesses' gifts.

All licensed physicians in Bögenhafen are obliged to hold their surgeries within the guildhouse. The back rooms and upper levels are a warren of small consulting rooms. It has two shared operating rooms that are tiled and fitted with complex pulley systems. They also have drains for blood and other post-operation effluvia that run down to the cellar where there is an outlet to the sewers. By precedent, the position of Guildmaster falls to the surgeon with the most surgical procedures undertaken, meaning young Doktor Schlüsselbaum. At a sprightly 48 years of age, Schlüsselbaum is currently guildmaster, largely due to his cavalier attitude toward cutting open his patients.

- Deiderich Ochtend, a young doktor recently arrived from Marienburg, harbours a dark secret. A cultist of the proscribed god Khaine, Lord of Murder, he secretly selects patients he deems unworthy and murders them under the guise of a surgical mischance. How many of his patients will die 'under the knife' before suspicions are aroused?

- Doktor Hieronymous Fördern is one of Bögenhafen's most venerable physicians. When another doctor arrives claiming that Fördern is a fraud, the wronged doktor asks the Characters for help. In truth he is an unlicensed physician and secret hedge witch. His lack of qualifications has not prevented him from saving lives and healing people for three decades. Can the Characters protect his secret allowing Fördern to salvage his reputation? And, if they do, how will they feel when Fördern has a magical mishap three weeks later, accidentally killing five patients?

Tailors' and Weavers' Guild

A small but well-appointed building near the Adel Ring, the Tailors' and Weavers' Guild is one of the lesser guilds of Bögenhafen, yet one of the wealthiest. The merchant classes of the Reikland are preoccupied with status, arguably even more so than the nobility, so business for high-end tailors is booming in Bögenhafen. The guildhouse itself is used primarily for meetings of the handful of tailors and weavers in town, to negotiate prices and coordinate purchase of cloth and fabric from the Merchants' Guild at bulk discounts. A back room has an elaborate shrine to Dehagli, God of Tailors and Fine Living, who is little known outside Averland.

Each master tailor furnishes the guildhouse with a 'signature costume' (frequently a lavish ballgown or intricately embroidered doublet), to be displayed in the entrance hall for prospective customers, while weavers hang bolts of cloth in lieu of tapestries. Even low-end tailors have their work displayed, generally towards the rear of the room. By tradition, the guildmaster's wares are given pride of place. The current guildmaster, Heinrich Dwaart, is an Averlander, and a manufacturer of rough hemp undergarments, a source of shame amongst the guild's more prestigious members.

- Dorathandril Sunhair, a High Elf who designs exquisite costumes for the Imperial Court, has recently arrived in Bögenhafen and wishes to obtain a guild licence. An ancient bylaw prohibits guild membership for Elves, and while Guildmaster Dwaart publically regrets this archaic law, in private he is lobbying the council to maintain the status quo, fearing the repercussions of Sunhair's work entering the market. The Elf has no understanding of Empire coinage, and so will likely offer higher-quality product for far lower prices.

- The guild is abuzz with rumours of Wilhelm Schneider's new 'Kugelmatic Autonomous Yarn and Silk Thread Interweaving Device', purchased at great cost from the infamous inventor, Wolfgang Kugelschreiber. When Schneider disappears, the concerned guild ask the Characters to investigate. Inspecting his loom reveals that it is destroyed, but seemingly from within. What Schneider's rivals don't know is that the hulking device was not created by Kugelschreiber, and was instead powered by a Giant Spider, trapped in a cage and forced to produce silk in great quantities. Now the agitated creature has escaped into the sewers, taking Schneider with it, and webs are already blocking two sewage pipes.

The Wolf's Tail

Situated on Nulnerweg, not far from the Göttenplatz, the Wolf's Tail is a small tavern catering mostly to martial types. The door has an actual wolf's tail nailed to the wood, which is replaced fairly regularly. Patrons bringing a fresh, high-quality tail are given a discount on their food and drink for the night. Past the pub's somewhat imposing exterior, visitors discover a surprisingly warm interior, lit year round by two roaring fires.

Ulka Starr, a former mercenary, runs the pub with one eye and a thin smile. Though rarely packed, the Tail does a steady trade, and is frequented by guards and mercenaries in town. This means that, in practice, there is rarely any serious trouble. Given how many skilled warriors have both alcohol and weapons to hand, this is probably for the best.

- When Ulka's former quartermaster, Detlev, arrives in town, he claims that Ulka is owed back pay from her former company, The Silver Bastards, which is being held for her in a bank in Ubersreik. As Ulka cannot abandon her tavern, she asks the party to collect it on her behalf. If the Characters agree, they are unaware that Detlev has betrayed Ulka and they are walking into a trap set by Willi Sellebricht, her vengeful former employer.

- Sitting around the fire in the Wolf's Tail sharing stories with the other patrons, the Characters hear of Greenskins raiding nearby farms. Should they investigate, they are able to follow the tracks back to a small hut. A cursory look at the hut reveals road warden uniforms, suggesting that the 'Greenskins' are in fact corrupt road wardens, carrying out these attacks in the hope that they will be paid more money. When the road wardens blunder into the Characters, a tense standoff ensues...

The Walls and Beyond

Like most towns in the Empire, Bögenhafen sits behind stout walls, a necessity given the predations of Greenskins and Beastmen, to say nothing of bandits and rival provinces. For all that the town's history is littered with ferocious attacks, Human memory is short and imperfect, and so Bögenhafen's walls have seen better days, and its people spill out during the Schaffenfest with scant regard for what may lie in the forest, watching with glimmering eyes…

East and West Gates

A pair of near-identical, heavily fortified gateways guard the town's two main entrances on the Altdorf and Helmgart roads. Each consists of two tall towers linked by a fortified arch, with battlements covering the whole structure, offering a clear view down the road and a secure position from which to fire should the gate need defending. The gates themselves are constructed of dozens of thick wooden planks, bound in iron on the side facing the road. A stout portcullis lies behind each gate, operated by a winch in one of the towers on the town side.

The gates are manned by State Soldiers under the command of the Town Council. As part of Bögenhafen's self-ruling deal with the Saponatheims, there are no nobles in the detachment, meaning sergeant is the highest rank found in both towers. The soldiers are housed in a barracks on the ground floor of each gate. While the town's Watch is underfunded and somewhat lazy, the soldiers manning the gates are well-trained and prepared, the better to allay the fears of any visiting nobles and ensure taxes are paid promptly.

- Sergeant Franz Haller is being blackmailed by smugglers, who have kidnapped his daughter, threatening to kill her if he does not allow a incoming shipment through the East Gate without taxes or delay. The smugglers neither

know nor care that any irregularity on his part is bound to be reported by one of his subordinates. Out of his mind with worry, Haller takes to drinking heavily. The Characters meet him in the Black Engineer tavern, and his whole, sad story comes tumbling out.

- As in many towns, it is the custom to display the bodies of hanged criminals over the gates as a warning to others. The body of Red Hans Tarmun, a notorious local bandit who terrorised the Helmgart road for years, is currently hanging in irons over the West Gate. One night, as Morrslieb grows fat, the corpse begins to twitch and move, its arms stretching out to those below, grabbing at the ravens that seek to feast on its flesh, crushing their bodies and hurling them to the ground. As Mother Carlitz, the local Morrian High Priestess, is away from town conducting funeral rites in a neighbouring village, it falls to the Characters to deal with the restless dead, and Hans's vengeful wife, the witch Felda Tarmun.

Gardens and Chapel of Morr

Outside the north-east corner of the town walls, the Garden of Morr is a reflection in miniature of Bögenhafen's society. The great mausoleums and family vaults of the wealthier citizens are on the west side along the town wall, while the eastern part of the burying-ground is crowded with the densely-packed and frequently reused graves and raven-stones of the lower classes. The unmarked mass graves of criminals and paupers lie along the north wall. The dark and brooding black stone Chapel of Morr stands almost in the centre of the garden. There are no doors in the portal leading into its dark innards. The chapel is carved with symbols of Morr, ravens and black roses, though the portentous impression is somewhat undermined by the wind that whips and whirls in through the open portal, bringing dead leaves and detritus in its wake.

As Mother Carlitz, the priestess of Morr, spends much of her time at the Mourners' Guild (see page 129), the chapel is generally empty unless it is being used for a funeral service. Not far away, a small lean-to shack huddles against the town's outer walls. Gravediggers keep their tools there, and lay-members of the Mourners' Guild often spend time drinking in the shack when not digging graves or washing corpses. It is part of their remit to act as gravewardens, protecting against grave robbers, though most lack any real dedication to the cause. Should they suspect body snatchers are about, they ring the handbell kept in the shack for such occasions, and hope the interlopers leave quickly, or that the Watch come before the grave robbers escape.

- Mother Carlitz suspects bodies have been going missing from the paupers' graves, though this is hard to prove as she is reluctant to disturb the rest of those she has sent through Morr's portal. Should the party investigate on her behalf, they not only discover a Ghoul has been feasting on the recently interred remains, but a local youth has taken to covering the creature's tracks, regarding it as a pet. Why the Ghoul has not attacked the child is a mystery…

- When the Characters hear word of strange goings-on in the Garden of Morr, Mother Carlitz asks them to spend the night there to ensure nothing amiss occurs. When they hear noises they spring into action, expecting grave robbers or necromancy afoot. Instead, they find a newly married young couple, Prokop and Marilda Schale, locked in a passionate embrace. Prokop, an Ostermarker, believes it is a good omen to conceive your firstborn atop the grave of your ancestor. So the couple have been spending their nights together here, where Marilda's mother is interred. Whether the party allow them to continue is entirely up to them as Morr provides no sign of his preference.

Hetztford

Bögenhafen lies at the confluence of several important trading routes through Southern Reikland. However, a local bylaw prohibits the construction of a bridge within 10 miles of the town, so all traffic across the river near the town is by ferry. Fortunately, 12 miles south-west of Bögenhafen lies Hetztford, a natural ford across the Bögen. It is guarded by a fortified toll house and lies in the shadow of an ancient Elven ruin. The only road leading to it passes through Bögenhafen, and the Town Council has staunchly refused to build a road running around the town, ensuring that any using the ford pay a toll twice: one in Bögenhafen, and again to cross at Hetztford.

- Rumours persist that the Elven ruins at Hetztford harbour ghosts: tormented spirits that died millennia ago, yet still stalk the ruins by night ready to feast on the souls of the unwary. When a caravan of Strigany mistakenly set up camp by the ruins, locals are convinced they will disturb the dead and so an irate mob forms to chase them off. Can the Characters warn the poor Strigany families and convince them to leave before they are attacked? Or will they join the mob?

- A coalition from the Masons' Guild is keen to dredge the ford and construct a bridge, allowing for smoother road traffic as well as letting river traffic make it further up the Bögen. When their surveying team disappears, Guildmasters Ritter and Tief-Haufen task the Characters with discovering the truth. Any attempt to investigate causes the party to be attacked by an extremist Priest of Taal, determined to conserve the pool that gathers by Hetztford rather than have it despoiled by increased traffic.

Postern Gate

This is a minor entrance to the town. It consists of a single iron-bound wooden door flanked by a pair of arrow-slits. The gate was constructed at the behest of the Merchants' Guild, to better facilitate the Schaffenfest. While the gate remains locked at other times, during the day while the Schaffenfest is on, it is open to all, guarded by four members of the Watch at all times.

- A concerned young watchman asks for a favour. A drunken party just entered the town, all but carrying one member of the group who had seemingly drunk too much ale. The guard is concerned that something nefarious is going on, and asks the Characters to follow the group and ensure all is well. Should the party successfully track the group, it discovers several local youths trying to smuggle their friend, Holtz Breicher, home without his parents discovering that he has been sampling weirdroot. When Holtz's eyes start glowing, one blue and one pink, his friends desert him, leaving the party to deal with the befuddled, and possibly magically sensitive, young man.

- The Postern Gate is the ideal place for smugglers to do their business. 'Lori' Lowhaven tasks the Characters with 'borrowing' the key for a few hours to allow her to make a copy. Success earns a favour. Failure earns imprisonment. Refusal likely leads to death.

The Schaffenfest

As commerce is the lifeblood of Bögenhafen, taxation is ever at the forefront of its fortunes as a town and centre for trading. Through a longstanding writ from the Saponatheims dating back to 2390, Bögenhafen is allowed one day a year (Geltgrubetag) for trading livestock without paying the usual tax. The Graf's grandfather ratified this treaty at the town's request, hoping the lost revenue in flesh-trade would be more than offset by increased revenue through tolls and other taxes. Indeed, it is stipulated in the charter that the livestock being sold must be physically present when the sale is concluded to maximise Saponatheim's tax yield.

The Schaffenfest is a bustling, thriving affair packed with citizens of all social classes, from the lowliest beggar to the wealthiest noble and everything in between. Here, all rub shoulders beneath strings of brightly coloured bunting and lanterns, taking in the spectacles on offer and revelling in the opportunities afforded them.

Always looking to increase profits, merchants travel from across the Reikland and beyond to take advantage of this opportunity for tax-free trade in animals. Because of this, the livestock market dominates the Schaffenfest, both in terms of size and stench. While most of the animals traded here are sheep and goats, a number of cattle, pigs, and poultry are also sold, and increasingly horses and other animals are being driven to Bögenhafen; the lengthy journey worth making for the potential savings on costly horseflesh. While only a single day is tax free, the festival spreads over three days now, giving merchants plenty of time to peruse the stock and negotiate prices, before finalising contracts and exchanging goods and payment on Geltgrubetag.

- Of course, where great crowds gather to spend enormous sums of coin, others follow looking to profit. Hence, the Schaffenfest is replete with distractions and entertainments galore. A myriad of exciting opportunities beyond livestock await at the Schaffenfest. Strigany fortune tellers, games of chance, bunko artists, musicians and acrobats, firebreathers from far-off Araby, Estalian sword-dancers, and so much more. Enterprising merchants set up stalls selling almost anything that could be needed, and several things that aren't. Food stalls are everywhere, as are beer stands and tents, and beggars, pickpockets, charlatans, and bawds beyond number ply the crowds in their own ways, all seeking a way to line their own pockets at someone else's expense.

- The party notices one particularly skilled bunko artist who never seems to lose. They may grow suspicious, suspecting the charlatan to be a witch. Should they voice such concerns, even quietly, the accusation is repeated by the crowd and an angry mob quickly forms. Of course, she is not a witch, but a skilled Charlatan and devotee of Ranald, who will not take kindly to the attention the party brings on her.

- Gilbert Mutigge, a cattle trader from Averland, has made the long journey from Wuppertal with a vast herd of Averlander Longhorns. He stands to make a great profit should he make it to the Schaffenfest, but with time running short a number of his drovers have come down with the Galloping Trots. Should the Characters be able to help, he pays them well. However, they best be careful what they eat, as agents of Graf von Saponatheim are keen to make sure the herd is late so tax is paid when it's sold.

Shrine to Taal

Just outside the town on the road to Helmgart stands a small shrine to Taal, where travellers offer prayers as they set out for the mountains. Maintained by local hunters and woodsmen, the shrine consists of a small circular drystone hut with a conical thatched roof, and a deer-skull hangs over the lintel. While Bögenhafen has its share of vagrants and the down-at-heel, none dare sleep in 'Taal's Hut', for fear of offending the wild god.

- When a wounded stag seeks refuge in the shrine, its hunters, a party of minor nobles, are unsure how to proceed. Some are eager to dispatch the beast, while others worry about offending Taal. When the Characters stumble upon the scene, they may be able to save the stag, possibly earning Taal's favour. Alternatively, they could drive the stag out from the hut earning some silver, and Taal's disdain.

- By tradition, local hunting parties leave a portion of Taal's bounty in the shrine for the god. These offerings always disappear overnight, ostensibly taken by Taal. When the Characters notice a child sneaking from the hut under cover of darkness they may pursue, discovering a small gathering of Mutants exiled from Bögenhafen years ago and long thought dead. They have remained in the forests, hidden, eking out a poor existence and avoiding the eyes of humanity. Now they have been found out, they may respond angrily like the cornered beasts they so resemble.

Water Gate

This is little more than a gap in the walls where the Hafenbach stream flows into the town to join the river Bögen. There is a small, sheltered guardpost atop the wall here, with a winch which can be used to lower or raise an iron portcullis, blocking off entrance to the town through the stream.

- When a horrifically disfigured corpse is found pinned against the gate's portcullis, there is panic and speculation. The body bears the marks of ritual slaughter, and must have been killed recently outside the walls. Should the Characters investigate, they discover the body was a bandit, one of Red Hans's outlaw band, who was killed by some villagers when he attempted to raid their homes. They mutilated the corpse, fearing reprisals from his comrades. Unfortunately, the Characters have inadvertently led a group of the violent ne'er-do-wells straight to the village, and now they need to be defended.

- The rising sun reveals that the waters of the Hafenbach have turned a very peculiar shade of purple. In places, green flames dance upon the stream. Someone in a nearby tavern swears that a fish jumped out and asked him for a towel and a pair of shoes, in clear and fluent Reikspiel. Can the PCs find the source of this oddness (a chunk of warpstone, washed downstream and caught on the gate's portcullis) before the town breaks out into mutation, or before Skaven Warlock-Engineer Veekt gets his eager claws on it?

THE DUCHY OF SAPONATHEIM

Although the Duchy of Saponatheim is one of the largest provinces in the Reikland, nearly all its land is densely forested, leaving it largely untouched by human hand. Barring the occasional ruin or heavily fortified population, most of the duchy is left to Beastmen, Bandits, Greenskins, and other terrible creatures that haunt its misty depths. It's only in the south, where the treeline of the Reikwald breaks to the fertile Vorbergland and the land is tamed, that civilisation can be claimed to rule. Here many towns, villages, and farms dot the rolling foothills leading to the Tauzück Hills in the south, the largest of which is Bögenhafen, one of the richest towns in the Reikland.

Graf Wilhelm von Saponatheim from Castle Grauenberg rules the majority of the province (for more on this location, see **Rough Nights & Hard Days**). The duchy is divided into a patchwork of fiefs, which are parcelled out to lesser members of the family and favoured supporters. These titles are always granted as lifetime holdings, rather than hereditary positions. This means they return to the graf's gift on the holder's death.

This allows the graf to maintain a tight control over his family, though earning himself little loyalty. There are only two permanent fiefs left in Saponatheim: the County of Kleinwald and the Barony of Stürmdunkel. The rest were disbanded over two centuries ago during Magnus the Pious's reformation of the Empire.

The duchy lacks the rich mineral deposits of other, wealthier provinces, a source of much irritation to the graf. Trade is the biggest source of income, but the Saponatheims have little control over Bögenhafen's merchants. The talk of court is that he is beholden to his common-born tenants, lacking the strength to bring them to heel.

Another notable settlement where the graf has no control is the fortified town of Kurtzehre, which lies just to the south of Bögenhafen. It is home to the Duchy's greatest concentration of Dwarfs, and is where the Dwarf masons who constructed, and still maintain, Bögenhafen's sewers reside. They avoid Bögenhafen itself, disliking the 'manling stench and their shoddy work', and have rebuilt what was once a small village of the Empire in stone. The handful of Humans and Halflings who reside in Kurtzehre now do so at the sufferance of renowned stonemason Gudruk Stonebeard. He is in charge of the town, no matter which of the graf's ineffectual relatives are granted nominal control over the area for this generation.

- When Stonebeard hears the Characters have spent time in the sewers, he invites them for a banquet to hear a report of how the sewers are holding up. Should the party report any word of giant rats, unholy temples, or secret passages, Stonebeard howls in indignation, and immediately begins preparations to visit Bögenhafen to insist upon making things right, likely bankrupting the town in the process.

- Gold is found in a tributary of the Bögen, at the village of Gammler near the Reikland Circle, sparking something of a goldrush. The PCs may eventually realise the gold is being transmuted thanks to uncontrolled gouts of Chamon, the Gold Wind, which is spilling out from the Reikland Circle, a collection of ancient stone megaliths that normally keep the Winds of Magic in check. A Journeyman Alchemist of the Gold Order has been trying to tap into the Circle, little realising the consequences of his actions. When the PCs tell him, the colour drains from his face as he knows that the 'gold' remains magically active and will likely corrupt and mutate the hapless riverfolk collecting it.

The County of Kleinwald

The County of Kleinwald lies on the eastern border of the Duchy of Saponatheim. While many trappers, charcoal burners and other peasants call it home, there is little of note in the area. A small range of densely forested hills, the Heuvals, are bifurcated by the region's eastern border with the Duchy of Midwald. While there are a few copper mines in the area, they all lie on the wrong side of the border, meaning no revenue passes through Saponatheim coffers.

Noble twins Laurenz and Leota Kleinwald rule the county. The siblings are famed for their debauchery and disinterest in matters serious or devout, just like their cousins Gutele and Boniel von Bruner of Ubersreik. They make no secret of the disdain they feel for their 'little lands' in Kleinwald and do their best to avoid spending time there. Their long-suffering mother, Heidi (from House Bruner in Ubersreik), recently passed away, leaving control to the twins. Thus far, they have shown no interest in taking their responsibility seriously.

The seat of power in Kleinwald is Schevinger Castle. The small, crumbling keep has only one draughty tower and few amenities. Saponatheim bylaws mean that the ruler must spend at least one night in the castle per year, or else the land will revert to Graf Wilhelm's control. To make their 'stay' more bearable last year, the twins held an enormous, drunken party that lasted all night, before sleeping in the coach back to their manor in Bögenhafen.

- Records vary regarding which of the twins was born first. Reikland precedent would indicate that Laurenz, as the male heir, should inherit, but a legal expert (hired by Laurenz himself) in Nuln cites a different precedent as House Kleinwald has its roots in Wissenland, and its laws could apply. This would give Leota power. The Characters are hired by both of the twins to press the case for the other twin's rights.

- When the time comes for Laurenz and Leota to spend the night in Schevinger Castle again, they hire (or strongarm) the Characters into providing security and, they murmur with a grin, 'entertainment'. Unfortunately, the night they chose is Hexensnacht, when the dead grow restless. As the sun sets, their tormented mother's spirit rises. She has a bone to pick with her wayward offspring.

The Barony of Stürmdunkel

To the duchy's south and west lies the densely forested Barony of Stürmdunkel. It is ruled by Baron Hiedemann of House Stürmdunkel, the last of the illustrious bloodline that used to rule all of Saponatheim many centuries ago.

As part of the deal the Stürmdunkels made with Emperor Magnus the Pious, Hiedemann also commands over half the Duchy of Saponatheim's State Army, an honour in which he revels, and one the graf of Saponatheim would happily wrest free from him. Hiedemann maintains a number of regiments, as well as ensuring that the citizenry are well drilled should they be called up to serve in free company militias. Though much of the land has been cleared of the densest forests, a number of patches are maintained despite being home to the usual array of Beastmen, Mutants, and Greenskins, providing Hiedemann's forces ample opportunity to hone their skills. The River Bögen is especially misty near Castle Hohenwand, his official seat, and the baron regularly drills his troops in these bewildering conditions.

Hiedemann splits his time between Castle Stürmdunkel to the south of the Barony and Castle Hohenwand to the west, barring the occasional visits to Bögenhafen, or to his liege at Castle Grauenberg. Hohenwand is an imposing fortress

with high, strong, defensible walls, built by Dwarfs over a thousand years ago. It is here that the headquarters for the State Regiments of Saponatheim reside. The walls are garrisoned by halberdiers, in the form of the Reikland 47th Regiment of Foot, 'The Hedgepigs', and by a recently founded regiment of handgunners, the Reikland 118th Regiment of Foot, 'The Greenbacks'. Hiedemann is a great believer in the power of blackpowder, and is actively petitioning the graf for more investment so he can field more than a few support detachments of handgunners.

Castle Stürmdunkel is where Hiedemann's family resides, both his personal family in the form of his wife, Theodosia, and daughter, Marlaina, and his martial family, the Knights of Stürmdunkel. This knightly order was founded by Hiedemann's distant ancestors and was, for many centuries, little more than an excuse for decadent noblemen of the locality to gather and have parties. However, when Hiedemann's grandfather became baron he whipped them into shape, determined that when the time for war came, as he knew it surely would, they would be ready. Caparisoned in their black armour, wielding their black-laquered hammers carved with lightning bolts, these dark and stormy knights are now a force to be reckoned with.

- Captain Wallinger of the Greenbacks is in need of more blackpowder, as his most recent shipment was ruined. Should the Characters be able to bring some (or, even better, source a long-term supply) the captain (and by extension the Greenbacks) are in their debt.

- Sir Maximillian Anstrengung, a legendary Knight of Stürmdunkel, rarely removes his armour or helm, even indoors, which has led to some speculation about what he might be hiding. When the Characters catch a glimpse of his horrifyingly ravaged skin, they may well assume he is hiding a terrible mutation! In truth, he was badly burned by a River Troll's acidic vomit. He is very touchy about it, not surprisingly.

DARK CULTS AND SEEDY GANGS

Bögenhafen is emblematic of a change that is taking place across many parts of the Empire. The old ways, with the iron rule of the nobility shored up by faith in Sigmar, are eroding. The burgeoning middle classes (merchants, traders, and artisans) are gaining power, wealth, and influence, transforming the social strata of the Empire. As such, it is no surprise that cults of the dark gods lurk in the shadowy recesses of Bögenhafen's alleyways and basements, as they are not only attracted to change, they cultivate it.

The Bloody Nose

The Bloody Nose is a relatively recent cult, founded in Bögenhafen a few decades ago by 'the Klaus', an especially violent stevedore from Tahme. There are whispered legends of roots in a far older order devoted to violence and bloodshed, but none within the cult has the knowledge, or interest, to pursue these claims. Most cult members are stevedores, although a number of private guards and soldiers of the Watch have recently been indoctrinated. None initially realise the path they walk as they simply revel in the opportunity to fight for fun, but as the blood flows down their faces, so too do they lose their souls, drop by drop.

The Bloody Nose meets irregularly, when Morrslieb is full. Members convene in an empty warehouse, using their knowledge of the docks to ensure their secrecy. Their gatherings begin with a ritualised ceremony in which, firstly, all members swear to keep the existence of the cult secret, before everyone is 'greeted', a process which involves punching one another in the nose until blood streams down their face. Once everyone is bleeding, matters become less formal with drinking games, storytelling, and wrestling bouts competing with more violent melees involving dozens of cultists pummelling one other into unconsciousness.

- Following a particularly raucous meeting of the Bloody Nose in a Haagen warehouse, dozens of dogs are found lapping enthusiastically at the blood. When the Characters are called in to investigate, things rapidly turn nasty as the dogs develop the Brute and Frenzy traits and turn on the party.

- Gunther Faustkämpfer has been a member of the cult for years. He revels in the opportunities it affords him for relentless violence and bloodletting. He finds the lack of leadership since the Klaus's death frustrating. He is determined to establish himself as cult leader by earning the favour of the Blood God in ritual combat. At night, he seeks out the biggest, toughest-looking Character and punches the PC square in the face, without provocation or warning. He then attempts to bludgeon his victim to death with his bare hands. He is accompanied by three or four other cultists, who do their best to prohibit anyone else interfering.

The Blackpikes

The Blackpikes take their name from a local variety of Stirpike, rarely spotted in the Bögen these days. Members of the gang have a crude black fish tattooed on their bodies. While some paranoid investigators have sought to prove a link between the Blackpikes of Bögenhafen and the Fish of Altdorf, none have lived long enough to conclusively establish the connection.

Gustav Friek, a notorious gangster, leads the gang. Friek's interests have, thus far, been predictable: shaking down businesses for protection money and taking a cut on smuggling and other illicit activities taking place within the Pit. A much-feared figure in the town, he eyes the rich territories across the Bögen enviously.

His lieutenants are readying themselves for the call to arms when the Blackpikes cross the Bögen to wage war on their rivals.

- The Characters are approached by Polli Wengerbäss, a low-level member of the Blackpikes. She wants out of Bögenhafen, and will pay the party to smuggle her out under the cover of the misty nights. What the Characters don't know is that she is pregnant with Friek's child, and he will do anything to get her back.

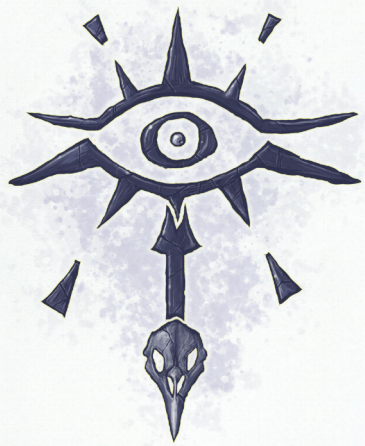
- When the Characters spend the night on a barge (to save money on inns), they hear a commotion from across the water. Should they investigate, they pull two young men from the water, tired and bedraggled, and not speaking any Reikspiel. Shortly thereafter, a rowboat pulls astern full of Blackpike Racketeers, demanding the return of their 'merchandise'. Should the Characters call for the approaching Watch patrol, the thugs flee leaving the Characters with two more mouths to feed, and with the enmity of Friek and his Blackpikes.

The Vigilant Eye

For more than 300 years the Vigilant Eye has kept watch over Bögenhafen. In 2203 IC, when Drachenfels the Great Enchanter tore a gaping rift into the Realms of Chaos at his castle in the Grey Mountains, it caused thousands of smaller tears to rip free across the Vorbergland. In Bögenhafen, this resulted in Daemons by the hundreds clawing into reality. Only one person survived that day: Volker Drauchen. He watched, horrified, as Daemons stalked the streets, slaughtering every living soul. Why they spared Drauchen is impossible to know. But as Horrors of Tzeentch capered before him, he began to make sense of it all, to see method in their madness, and a warped seed took root in the fertile soil of his mind. When the rift sealed after a week and the Daemons vanished, Drauchen started his work.

Thus, the Cult of the Vigilant Eye was born. Drauchen, granted arcane power through his exposure to the raw stuff of Chaos, began to recruit others. Knowing the skein between worlds was weakened at Bögenhafen, he saw it as his sacred duty to preserve the town against all threats, knowing that one day it would prove vital to the Great Architect's Plan. As his cult grew, he retreated to the shadows, manipulating others to carry out his will. Thus, he empowered Wilhard Kleinwald to eliminate the Orc Warlord Zzadrag, and later ensured Beastlord Gurkthar Gorehorn was defeated by Abermann von Stürmdunkel. He also aided Captain Inge von Sternberg in holding back the Greenskin tide of Grom the Paunch by ordering Vigilant Eye cultists to support him. As the decades passed, Drauchen took to meditating on the schemes of his Dark Lord, Tzeentch, for longer and longer periods, and has not been seen since the mid 2400s.

In Drauchen's absence, the Cult is overseen by Unter-Magus Else Überraschung, a sergeant in Bögenhafen's Watch who lives in Altstadt. Like all cult members, she is sworn to ensure the town's continued survival. The ranks of the cult are solely filled with lower-class citizens of the town and its environs.



Many of them are members of the Watch or the local road wardens, although the majority occupy lowly positions within greater organisations: clerks for the great merchant houses, stevedores and teamsters, and other menial jobs. They have only one concern: preserve Bögenhafen.

- When the Characters get in trouble while investigating the Ordo Septenarius, Sergeant Überraschung overrules the Watch patrol that arrested them and lets them go, determined to thwart the Ordo's plan. Should they investigate, Überraschung goes to great lengths to ensure the Characters do not discover the existence of the Vigilant Eye, without hindering their obstruction of the Ordo's ritual, even to the extent of sacrificing her own life.

- While the unter-magus staunchly opposes the Ordo's plan, others within the cult suspect that it was for this purpose that they have been protecting Bögenhafen all along. The leader of this faction is Klaus Kurbschnitte, a cooper from the Pit. Kurbschnitte will hire the Characters to attack Sergeant Überraschung and her Watch patrol, hoping to eliminate not one, but two threats to the Ordo's plans.

Cult Magus Volker Drauchen

Drauchen, the founder of the Cult of the Vigilant Eye, spends much of his time meditating on the arcane machinations of the Great Architect, Tzeentch. He floats within a chamber carved with bafflingly intricate patterns — irregular, overlapping spirals and whorls that he claims map the myriad schemes of the Changer of Ways.

This secret chamber lies beneath a nondescript warehouse in Bögenseite. Though he has dreamed for decades, the actions of the Ordo Septenarius cause him to stir. As Morrslieb waxes full (see page 85) his eyes snap open and his consciousness returns to the present. And he has purpose.

Years of dark sorcery have altered Drauchen. He stands almost 7ft tall with long, gangly limbs and a thin face. A long, bulbous nose projects from furrowed brows and vibrant bright-blue eyes glimmer unnaturally from deep-set sockets. He is entirely hairless, and has shrouded his twisted body in tattered robes of black and blue.

VOLKER DRAUCHEN – EYES OF TZEENTCH (GOLD 2)

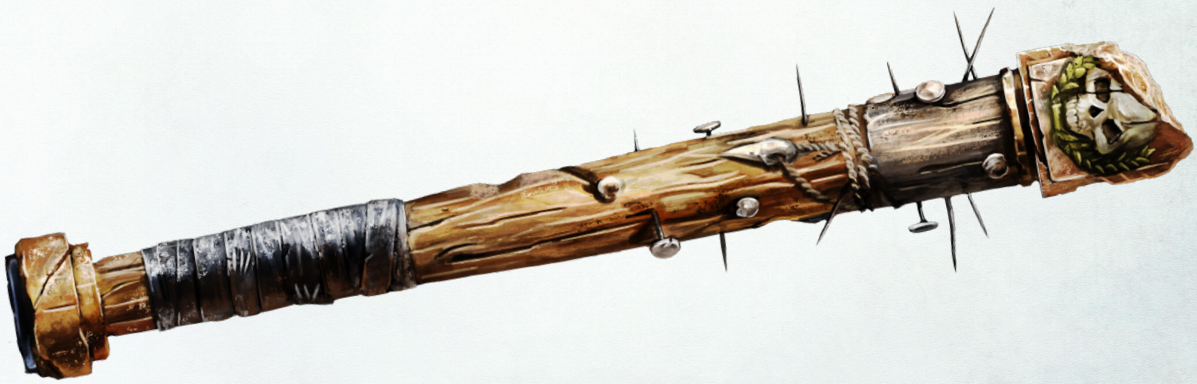
M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	53	28	63	56	94	70	65	108	110	35	47

Skills: Channelling (Dhar) 140, Charm 58, Cool 130, Intimidate 93, Intuition 124, Language (Magick) 138, Leadership 55, Lore (Tzeentch) 158, Melee (Basic) 73, Perception 114, Secret Signs (Cultist) 128, Stealth (Urban) 90

Traits: Mutation (any you feel are required, Drauchen is change), Weapon (Dagger) +8

Talents: Aethyric Attunement 8, Chaos Magic (Tzeentch), Combat Aware 4, Combat Reflexes, Detect Artefact 2, Etiquette (Cultists) 2, Fearless (Daemons) 4, Hardy 5, Instinctive Diction 8, Luck 4, Magical Sense 4, Menacing, Night Vision 2, Read/Write, Schemer 4, Second Sight 4, Sixth Sense 4, Well Prepared 5.

Trappings: Ceremonial Dagger, Fate of Bögenhafen, Grimoire, Tattered Robes



APPENDIX 2
NEW RULES

Appendix 2 covers new rules used in **The Enemy Within**, and offers suggestions for building your own NPCs.

NPCs

There are many Non-Player Characters (NPCs) used in **Enemy in Shadows**; both major and minor.

Major NPCs are important to the primary plot, are significant characters, or pop up multiple times during the campaign, so are given full game details.

Minor NPCs are not important to the primary plot so receive simpler game details. They are assumed to have all Skills they require to do their jobs, even if they are not listed: just use the appropriate unmodified Attribute should a Test be required.

If any NPC has a Trait or Talent listed that modifies Characteristics (such as the Tough Trait, which adds **+10 T** and **WP**), the modification is included in the Attributes, and the Talent or Trait is marked in italics to show this.

HELGA LANGSTRASSE – DOKTOR (SILVER 5)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	30	30	30	45	40	30	30	45	45	35	15

Skills: Bribery 45, Consume Alcohol 55, Charm 45, Cool 55, Drive 40, Endurance 55, Entertain (Storytelling) 40, Gamble 50, Gossip 50, Haggle 50, Heal 55, Intimidate 35, Language (Classical) 50, Language (Guilder) 55, Leadership 40, Lore (Anatomy) 55, Lore (Medicine) 60, Perception 50, Research 55, Sleight of Hand 40, Trade (Barber) 40

Talents: Field Dressing, Read/Write, Resistance (Disease), Surgery

Traits: Prejudice (the Unwashed), Weapon (Bone Saw) +7

Trappings: Apprentice (Fanna Geshenkle), Bandages, Book (Medicine), Guild Licence, Healing Draught, Surgery, Trade Tools (Medicine)

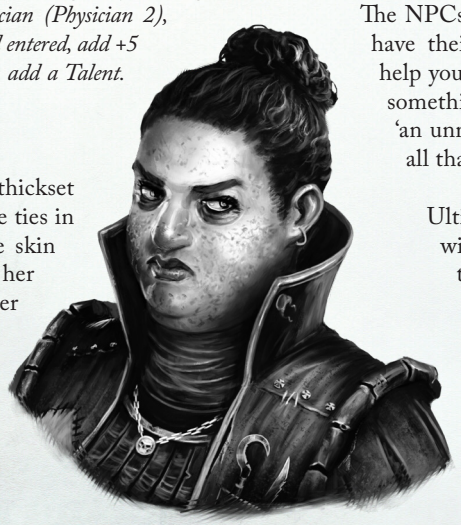
Building Your Own

An easy way to create an NPC is to take the statistics presented in the **WFRP Bestiary** (or randomise them like normal) and take the Character through some Careers. For each Career Level you wish the NPC to progress through, add +5 to all Skills and Attributes available, and then add at least 1 Talent from each Career Level completed. With that done, just list the Trappings for the current Career, and all Career Levels below it, and you're finished!

Example: *To quickly create a university-educated Human Doktor, take the basic Human (**WFRP** page 311) and put it through the following Career Levels: Student (Scholar 1), Physician (Physician 2), Doktor (Physician 3). For each Career Level entered, add +5 to every available Attribute and Skill, then add a Talent. Meet Doktor Langstrasse.*

Doktor Langstrasse

Doktor Helga Langstrasse is a short, thickset woman with black, curled hair that she ties in a tight bun when working. Her olive skin is pock-marked, at its most severe on her cheeks. She has a distinctive Ostlander accent, so pauses before words she wants to stress, and rarely uses 'the' or 'a' (she will not say, 'the man was very big', instead she'll say, 'man was… big'). Her eastern inflections mean she is often presumed to be from Kislev.



NPC Money

Most Characters in the Empire carry some coin. To randomly determine the amount of money carried by an NPC, make an Earning roll using the Character's Status, as shown in **WFRP**, page 51. NPCs with money listed in their Trappings ignore this option.

Example: *Helga Langstrasse the Doktor has a Status of Silver 5, so carries 5d10 Silver.*

Empire Accents

The NPCs in the **Enemy Within** campaign normally have their accents marked in their descriptions to help you portray them. Typically, this is presented as something like 'a lower-class Reiklander accent', or 'an unmistakable Altdorfer accent'. But what does all that mean when roleplaying these Characters?

Ultimately, it's up to you. A GM from London will view Empire accents very differently to a GM from Berlin, or from New York, Mumbai, or Melbourne, so there is no point in us telling you something like: 'all Altdorf accents are synonymous with London accents', as that may sound like nonsense to you, as surely it should be a Berliner accent, or a Parisian one, or something else.

So, assuming you like to mimic different accents, it's up to you to decide what a Middenlander sounds like in your games, or a Stirlander, or a Nordlander. Assign the accents you prefer to each of the provinces and major cities, and you're good to go. If you are looking for guidelines for how to do this, consider the table opposite, which is presented as a loose guide only.

Accents	How to choose your version of the accent
Cities	
Altdorf	Accent of your capital city
Talabheim	Accent of a nearby capital city or important city
Middenheim	Accent from a provincial city
Nuln	Like Altdorf, but with a strong rising inflection
Provinces	
Averland	Sing-song tones
Hochland	Rustic with colloquialism
Middenland	Tough and direct
Mootland	Thick rural accent
Nordland	Aggressive and passionate
Ostland	Uses pauses for stress
Ostermark	Thick theatrical accent
Reikland	Your accent
Stirland	Rural and sophisticated
Sudenland	Like Reikland, but monotone
Sylvania	Classic vampire accent
Talabecland	Suburban Talabheim accent
Wissenland	Monotone with a rising inflection

DOORS AND LOCKS

There are a lot of locked doors hiding dark secrets in the Empire, and Characters are likely to break through many of them.

Locks

As mentioned on page 127 of the rulebook, all locks have a Difficulty and a target **SL** to pick. Presented as **D** for Difficulty, with the modifier, and **SL** for the target SL. So, an **Average (+20) Lock** requiring **0 SL** to pick is listed as (**D +20, SL 0**).

Doors

Breaking down a door, window, or anything else is resolved using the object's Toughness Bonus and Wounds, presented as **TB** and **W**. So, an object with Toughness Bonus 4 and 10 Wounds is listed as (**TB 4, W 10**).

Any Character seeking to break down a door rolls to hit with their chosen weapon as normal. The SL rolled is added to the Character's Strength Bonus. If their weapon would help, especially bludgeoning weapons — you can add the weapon Damage, such as a sword or a dagger, halve any Damage caused.

When attacking inanimate objects, you do not cause a minimum of 1 Wound (as described in **4: Apply Damage** in **WFRP**, page 159) — some objects are just too tough to damage.

Example: *Gerhardt is chasing a cultist, who darts for a cellar and slams the door shut behind her. Gerhardt curses as he hears the cultist lock the door with a click and a laugh. Realising the rapier and main gauche he's carrying aren't much use against a solid door, he takes two steps back, steels himself, and charges with his shoulder. As he is using his body, Gerhardt's Player rolls a* ***Melee (Brawling)*** *Test against his Skill of 46. He rolls 63 for* ***–2 SL****. Adding his Strength Bonus of 4, Gerhardt has a total of 2. Unfortunately, that's lower than the door's Toughness Bonus of 4, so Gehardt bounces off, hurting himself more than the door. Cursing again as he rubs his shoulder, he goes looking for an appropriate weapon or tool to break down the door.*

Putting it All Together

A solid door with Toughness Bonus 6 and 15 Wounds, secured by a well-constructed lock that is **Difficult** (**–10**) to pick and requires **2 SL** to bypass, is abbreviated in **The Enemy Within** like this: (**D –10, SL 2; TB 6, W 15**).

DISEASE AND INFECTION

This section adds a new disease and some extra symptoms to expand your personal disease creations.

The Litany of Pestilence

Purple Brain Fever

Purple Brain Fever is a feared disease. It causes the head to swell to appalling size, and is accompanied by flushing fevers and delirium. The face turns a frightful plum colour, the eyes bulge from their sockets, and the tongue swells until the mouth can no longer contain it. Death usually occurs within a week.

Contraction: If you fail an **Average (+20) Endurance** Test when physical contact is made with an infected individual (at a rate of 1 Test per hour of exposure).

Incubation: 1d10 hours.

Duration: 1d10 days.

Symptoms: Blight, Convulsions, Delirium, Fever (Severe), Lingering (Challenging), Swelling (face and head).

Symptoms

These two new symptoms can be added to any disease you create.

Delirium

Your sensibility comes and goes, with moments of clarity replaced suddenly by bouts of raving, hallucinations, and terror. Make a **Challenging (+0) Willpower** Test each hour, and consult the following table.

1d10 Roll	Effect
1–2	**Lucid interval:** You have a period of blissful calm. Any Conditions you have previously gained from your Delirium are removed.
3–5	**Fitful Sleep:** You toss and turn, asleep but not resting. Gain 1 Unconscious for the next hour, and 1 *Fatigued* Condition for the next 1d10 hours.
6–9	**Confusion:** Plagued by weird, distorted visions, you gain one Stunned Condition for the next hour.
10	**Hallucinations:** You see strange and terrifying visions, and must make a Test against Terror 3 every 10 minutes for the next hour. You also gain +1 *Stunned* Condition for the next 1d10 hours.

Treatment: Some authorities treat delirium as part of a fever, prescribing the same measures. Remedies cost from a few pennies to a few shillings, and 10% are genuine.

With the correct medicine, a successful **Challenging (+0) Heal** Test banishes the hallucinations for 1d10 hours.

It is also common to sedate delirious patients with a tranquillising drug, such as Moonflower or even Nightshade, to keep the patient comfortable until the condition has passed, sending them into a Fitful Sleep until they either recover or die.

Swelling

A part of the body swells up to several times its normal size, turning an angry red or purple colour and becoming almost unusable. The affected body part is normally the location of a wound or bite causing the Swelling, or the point of contact where a disease or infection entered the body.

Treatment: Most treatments involve plunging the affected part, or sometimes the whole body, into an ice-water bath to reduce the heat that accompanies the swellings. An **Extended Hard (–20) Heal** Test requiring **+3 SL** reduces the swelling by 2d10 hours. Each Test takes an hour. The patient is left with +1 *Fatigued* Condition for every Test made in the process.

Some physicians instead bleed the patient with a blade or leeches. A successful **Extended Heal** Test requiring **+4 SL** and Trade Tools (Physician) reduces the swelling by (1d10 + the patient's Toughness Bonus) hours. Each Test has a base Difficulty of Impossible (–50) and takes half an hour.

Location	Effect
Head	The eyes and tongue bulge, the cheeks become livid, the jaw is forced open. Eating is impossible, but clear liquids may be sipped in small quantities. Any Tests requiring speech are 3 steps more Difficult.
Arm	The arm and hand swell, the shoulder and elbow joints cannot move, and the hand becomes useless. For the duration, the arm counts as Amputated (**WFRP**, page 180).
Body	The entire body swells until the sufferer can no longer wear clothes. All Tests involving movement become 3 steps more Difficult.
Leg	The leg swells grotesquely, becoming as wide as the widest part of the thigh for its entire length. The foot is almost indistinguishable. For the duration, the leg counts as Amputated (**WFRP**, page 180).

OPTIONS: BUT THAT'S IMPOSSIBLE!

The **Enemy Within** campaign presents some situations that are particularly difficult. To account for this, it uses two extra steps of Difficulty beyond those presented in **WFRP**: these should be added to the **Difficulty Table** in **WFRP**, page 153. This also means that –50 is now the maximum penalty when Combining Difficulties, as explained on page 162 of **WFRP**. If you are using these optional rules, it is recommended you also use the **Automatic Failure and Success** rules on page 150 of **WFRP**. This ensures a roll of 01–05 will always score a success with +0 SL, even if the modifier for the roll should lower the chance of success below 01–05.

Difficulty	Test Modifier
Futile	–40
Impossible	–50

If you do not wish to use these increased difficulties, simply replace any instance of **Futile (–40)** and **Impossible (–50)** in this book with **Very Hard (–30)**.

This Difficulty is reduced by 1 step for each Wound the patient suffers before the Test is taken. So, if a patient is bled of 5 Wounds of blood, the Test is **Challenging (+0)**.

A few healers use healing poultices for swelling reduction, especially if there is a visible wound to which poultices can be applied. A successful **Extended Hard (–10) Heal** Test requiring **+5 SL** and a Healing Poultice per Test reduces the swelling by (2d10 + the patient's Toughness Bonus) hours. Each Test takes 10 minutes.

NEW CREATURE TRAITS

This is the collated list of all the new Traits and Mutations used in **The Enemy in Shadows**.

Mutations

Animalistic Legs (Goat)
Your bones grind in searing agony, cracking audibly as they twist and shift as coarse hair bursts forth from your skin.

Over the next few days, your toes slowly atrophy and finally drop off as cloven hooves force their way from your feet.

Your legs now resemble the hind legs of a Goat, the knee bending backwards. While you may hide this with sufficiently loose clothing, your gait is noticeably unnatural. Gain +1 Movement.

Bestial Face (Dog)
You feel an irresistible urge to fall to your knees and howl. As your jaw is forced to its maximum extension, you begin to choke uncontrollably as a thickly furred snout forces its way through your face. Your Human nose, lips, and teeth slough off, nothing more than relics of your former existence, replaced by the snarling face of a dog.

Lose 20 Fellowship and 10 Intelligence. Gain the *Acute Sense (Smell)* Talent.

Rotting Flesh
It started with a tingle. Then an irresistible itch. Unable to stop yourself, you tore and tore and tore as your flesh corroded beneath your touch.

Now your skin constantly rots and regenerates, falling away in long strips revealing patches of oozing blood and pus in place of skin and hair.

Gain the Fear 3 Trait. Further, lose 20 Fellowship.

Pin Head
You remember little of the event. Blinding pain. Tears. Fear. But, worst of all, the ooze — there just wasn't space in your head for who you once were. Now your head is no larger than an apple, not that you really understand what a head is. Or an apple.

Lose 40 Intelligence, to a minimum of 10. Gain the *Stupid* Creature Trait.

Pointed Head
New bone gathers beneath your scalp and erupts from the crown of your head in a wet splash of blood, skin, and hair. Your new, pointed skull, which has the colour of an infected toenail, is permanently on display where it breaks free from your torn scalp.

Lose 5 Intelligence and 10 Fellowship. Gain +1 Armour point to your Head Hit Location. Headwear only fits if specially crafted for you, though you do squeeze into pointed hats relatively well.

Thorny Scales
It burns beneath your flesh as blisters form then burst, each peeling away as if long burnt by the sun. Rather than raw, reddened flesh, your new skin is revealed as hard scales, which are greatly reduced in sensitivity and flexibility, but much tougher.

Lose 10 Dexterity and Fellowship. Gain +1 AP on all locations. This AP may not be used for Critical Deflection.

Creature Traits

Absorb
At the end of the Round, if the creature has a higher Advantage than all engaged opponents, it absorbs one opponent of equal Size or smaller. An absorbed victim gains a number of *Entangled* Conditions equal to the creature's Strength Bonus, and counts as being in a Grapple. An absorbed victim loses the creature's Strength Bonus in Wounds at the end of each Round; Armour points or Toughness Bonus do not reduce this loss. The same number of Wounds are 'healed' by the creature. If an absorbed victim is killed, the creature retreats to digest the suspended corpse over the next few days. Any attack that hits the creature does an equal amount of Damage to the absorbed victim.

Amorphous
The creature is an amorphous blob. It halves any Wounds suffered from Damage other than fire, cold, or magic. It ignores all Critical Wounds, and can only be destroyed by being reduced to 0 Wounds by extreme cold, fire, or magic. If reduced to 0 Wounds by other means, it falls dormant for 1d10 Rounds, then regenerates +1 Wound. Amorphous creatures shy away from extreme sources of heat or cold.

Blighted (Type)
The creature harbours the disease listed, and it can pass it on with a touch. If touched, the victim must check for Contraction, but the Test is 2 steps more Difficult than normal. If the disease is contracted, its Incubation is changed to 'Instant'.

Fleshthief

The creature, which must have the *Daemonic* Trait, can wear the flesh of any Human it kills. Further, it can impersonate the Character of the worn flesh perfectly, able to mimic voices and mannerisms with an uncanny ability. Preparing the flesh takes 1d10 Rounds, after which it can be worn or removed at will, which takes 1 Round. Once prepared, the flesh only rots should the creature die, but it can be damaged by normal means. If the creature wishes, it can burst free from a worn flesh suit in a horrific fashion, granting the *Terror 1* Trait for 1 Round, but also ruining the flesh, meaning it cannot be used again.

Those who know the Character being impersonated may attempt a **Futile (–40) Intuition** Test to detect that there is something wrong, though they will not know exactly what.

Mindless

The creature is mindless, living by base instinct or magical compulsion alone. It has no Initiative, Intelligence, Willpower, or Fellowship Characteristics, and need never Test them. For the purposes of calculating Wounds, it uses its Stength Bonus whenever Willpower Bonus is required. As it has no Initiative Characteristic, it always takes its Turn last in any Round.

Split

If the creature suffers a Critical Wound, or loses all its Wounds, it is replaced by two sullen Blue Horrors that claw free from the original creature in a gouting swirl of coruscating, magical energies. Both of the new Horrors are unwounded.

RING OF OPSIANON

Gideon wears a gold ring set with a black, faceted obsidian stone.

The ring was supposedly forged almost three hundred years ago, several decades before the Colleges of Magic were founded. Its creator, Kurtis Krammovic, wished to hide his magical nature from those unsympathetic to witches in those dark times. It was secured by High Astromancer Filonia Perls of the Blue Order in 2498 IC in an exclusive auction for magical artefacts in Marienburg.

The ring was stolen from High Astromancer Perls by Teugen five years ago. Gideon claimed to need it to stabilise its physical form when not in a stolen skin. Further, the ring was required to enact the ritual that would 'save Teugen's soul'. Perls, a court wizard who reads futures for important nobles in Altdorf, wants it back, and has an open reward of 10 GC for its return.

RULES

Any Daemon wearing the ring can ignore the *Unstable* Creature Trait, and cannot be detected by Second Sight. Further, as the Daemon's magics cannot be detected by Second Sight until cast, its spells may not be Dispelled by other Characters.

Mortals wearing the ring instead gain all the effects of the *Mundane Aura* Spell.

Unfortunately, as the ring has now been steeped in Gideon's Daemonic energies for many years, it is dangerous. For every month it is worn by a mortal, a Test to resist a Minor Exposure to Corruption must be taken. This taint can only be removed by rare rituals and spells of the Light Order of Magic.

APPENDIX 3
HANDOUTS AND PLAYER AIDS

This last Appendix presents the Imperial Calendar and all the Handouts. The calendar can be used to record the passing days during your campaign.

THE IMPERIAL CALENDAR

The Warhammer world takes 400 days to travel around Söll, its sun, a much larger and hotter star than our own. It is orbited by two moons. The larger of these (known in the Empire as Mannslieb, 'Beloved of Manann') has a cycle of 25 days from full to full, and looks not unlike the moon of our own world. The other (named Morrslieb, 'Beloved of Morr') is erratic, appearing now closer, now further away, and has an unpredictable cycle. Ancient myth has it that when Chaos first broke through into the Known World, an enormous chunk of warpstone was hurled high into the sky, where it circles endlessly to this day, spreading Chaos on the lands over which it passes. True or not, the followers of Chaos hold festivals when Morrslieb is full.

The Imperial Calendar divides the year's 400 days into 12 months with 6 additional intercalary days. Four of these betweenmonth days are festivals that mark the turning of the seasons: the summer and winter solstices, and the spring and autumn equinoxes. The other two mark the days when both moons are always full at the same time: and the superstitious, and even the cynical, avoid the eerie light of the two moons on Hexensnacht ('Witching Night') and Geheimnisnacht ('Night of Mystery').

Days

The days of the week are:

- Wellentag (VELL'n-taag): 'Workday'
- Aubentag (OW-ben-taag): 'Levy Day'
- Marktag (MARK-taag): 'Market Day'
- Backertag (BAKKER-taag): 'Baking Day'
- Bezahltag (b'TZAAL-taag): 'Tax Day'
- Konistag (KO-nis-taag): 'King Day'
- Angestag (AN-ges-taag): 'Start Day'
- Festag (FESS-taag): 'Holiday'

Months

The names of the months, and their meanings, are as follows.

- Nachhexen (Nach-HEX'n): 'After-Witching'
- Jahrdrung (YAAR-drung): 'Year-Turn'
- Pflugzeit (pFLOOG-tsight): 'Plough-Tide'
- Sigmarzeit (ZIGG-mar-tsight): 'Sigmar-Tide'
- Sommerzeit (ZOMMER-tsight): 'Summer-Time'
- Vorgeheim (FORR-g'hime): 'Before Mystery'
- Nachgeheim (NACH-g'hime): 'After Mystery'
- Erntezeit (ERN-t'sight): 'Harvest Time'
- Brauzeit (BRAOW-tsight): 'Brewing Time'
- Kaldezeit (KAL-tsight): 'Cold Time'
- Ulriczeit (UL-rik-tsight): 'Ulric-Tide'
- Vorhexen (FORR-hex'n): 'Before Witching'

THE HARMONY OF THE SPHERES

'They came in their silvery ships. Impossibly powerful. Mysterious. Then our world was frozen, huge, and empty, and life was simple and barbaric. But they changed us. They changed everything. We only know them as the Old Ones.

'They had the power to move worlds to or from the eternal heat of Söll, which is how they brought our cold globe to life. But this unbalanced the other worlds, for everything is connected. So they moved them too, forming an impossible harmony among the spheres, a perfection that can be seen to this day by observing the heavens.

'See the five Children of Asuryan: Charyb, the closest world to the sun, takes 80 days to orbit; while Deiamol takes 133 and a third of days; Tigris, 200; our world, 400; and Verdra, 800.

'Compare this to the five Councilors of Asuryan: Lokratia takes 1,600 days to orbit, four of our years; Isharna, 10 years; Loekia, 30 years; Voelia, 150 years; and distant Obscuria takes 300 years to circumnavigate our sun. Even after so many millennia have passed, the harmony is a wonder beyond measure to behold and comprehend.'

– The Book of Days, Finreir of Saphery

THE CALENDAR

● = Mannslieb Full

Hexenstag – New Year's Day

Nachhexen

Wellentag	1	9	17*	25 ●	
Aubentag	2	10	18	26	
Marktag	3	11	19	27	
Backertag	4	12	20	28	
Bezahltag	5	13	21	29	
Konistag	6	14	22	30	
Angestag	7	15	23	31	
Festag	8	16	24	32	

*First day of spring

Jahrdrung

Wellentag	1	9	17*	25	33
Aubentag	2	10	18 ●	26	
Marktag	3	11	19	27	
Backertag	4	12	20	28	
Bezahltag	5	13	21	29	
Konistag	6	14	22	30	
Angestag	7	15	23	31	
Festag	8	16	24	32	

Mitterfruhl – Spring Equinox

Pflugzeit

Wellentag	–	8	16	24	32
Aubentag	1	9 ●	17	25	33
Marktag	2	10	18	26	
Backertag	3	11	19	27	
Bezahltag	4	12	20	28	
Konistag	5	13	21	29	
Angestag	6	14	22	30	
Festag	7	15	23	31	

Sigmarzeit

Wellentag	–	7	15	23	31
Aubentag	–	8	16	24	32
Marktag	1●	9	17	25	33
Backertag	2	10	18*	26●	
Bezahltag	3	11	19	27	
Konistag	4	12	20	28	
Angestag	5	13	21	29	
Festag	6	14	22	30	

*First day of summer

Sommerzeit

Wellentag	–	6	14	22	30
Aubentag	–	7	15	23	31
Marktag	–	8	16	24	32
Backertag	1	9	17	25	33
Bezahltag	2	10	18 ●	26	
Konistag	3	11	19	27	
Angestag	4	12	20	28	
Festag	5	13	21	29	

Sonnstill – Summer Solstice

Vorgeheim

Wellentag	–	5	13	*21*	29
Aubentag	–	6	14	22	30
Marktag	–	7	15	23	31
Backertag	–	8	16	24	32
Bezahltag	1	9 ●	17	25	33
Konistag	2	10	18	26	
Angestag	3	11	19	27	
Festag	4	12	20	28	

Geheimnistag – Night of Mystery

Nachgeheim

Wellentag	–	4	12	20	28
Aubentag	–	5	13	21	29
Marktag	–	6	14	22	30
Backertag	–	7	15	23	31
Bezahltag	–	8	16	24	32
Konistag	1	9	17*	25●	
Angestag	2	10	18	26	
Festag	3	11	19	27	

*First day of autumn

Erntezeit

Wellentag	–	4	12	20	28
Aubentag	–	5	13	21	29
Marktag	–	6	14	22	30
Backertag	–	7	15	23	31
Bezahltag	–	8	16	24	32
Konistag	1	9	17	25	33
Angestag	2	10	18 ●	26	
Festag	3	11	19	27	

Mittherbst – Autumn Equinox

Brauzeit

Wellentag	–	3	11	19	27
Aubentag	–	4	12	20	28
Marktag	–	5	13	21	29
Backertag	–	6	14	22	30
Bezahltag	–	7	15	23	31
Konistag	–	8	16	24	32
Angestag	1	9 ●	17	25	33
Festag	2	10	18	26	

Kaldezeit

Wellentag	–	2	10	18*	26●
Aubentag	–	3	11	19	27
Marktag	–	4	12	20	28
Backertag	–	5	13	21	29
Bezahltag	–	6	14	22	30
Konistag	–	7	15	23	31
Angestag	–	8	16	24	32
Festag	1 ●	9	17	25	33

*First day of winter

Ulriczeit

Wellentag	1	9	17	25	33
Aubentag	2	10	18●	26	
Marktag	3	11	19	27	
Backertag	4	12	20	28	
Bezahltag	5	13	21	29	
Konistag	6	14	22	30	
Angestag	7	15	23	31	
Festag	8	16	24	32	

Mondstille – Winter Solstice

Vorhexen

Wellentag	–	8	16	24	32
Aubentag	1	9 ●	17	25	33
Marktag	2	10	18	26	
Backertag	3	11	19	27	
Bezahltag	4	12	20	28	
Konistag	5	13	21	29	
Angestag	6	14	22	30	
Festag	7	15	23	31	

Printed by V. Mulheim
Altdorf
Goellner Strasse

WANTED!
BOLD ADVENTURERS!

His Excellency,
THE CROWN PRINCE, HERGARD VON TASSENINCK,
of the
GRAND PRINCIPALITY OF OSTLAND

hereby gives Notice that He is currently Resident in Altdorf
and wishes to engage the Services of a Party of skilled Adventurers.
Employment is to begin as soon as possible, for an indefinite Period.

Would-be Applicants are forewarned that They shall be required to undertake
a most perilous Mission into unexplored Regions of the Grey Mountains.
The Matter is of the utmost Delicacy and absolute Discretion is required.

Remuneration is negotiable, depending on Experience,
but a Minimum of 8 Schillings per Person per Day is guaranteed,
in Addition to a generous Bonus on Completion of the Mission.
No Laggards, Cowards, or Dwarfs need apply.

Signed

Personal Scribe to Crown Prince Hergard

No. 293

Messrs Lork, Stork & Barl
Civil Lawyers, Commissioners for Oaths, etc.
Garten Weg
Bögenhafen

Dear Herr Lieberüng,

After many lengthy Researches, We have come to believe that Yoü are the only living Relative of one Baronet Lieberüng, late of the Town of Ubersreik. This being the Case, and any other heretofore ünknown and pertinent Factors notwithstanding, I am herewith charged to inform Yoü that Yoü are the sole Beneficiary of the late Baronet's last Will and Testament (hereinafter referred to as the Party of the first Part), as well as to the Entail of his Title and all Lands and Estates attached thereünto.

I, the ündersigned, acting in my Capacity as legal Executor of the aforementioned Document of the Party of the first Part, do therefore ürge Yoü to make yoür way with all convenient Speed to my Offices at the Address süperscribed to this Letter. Thereüpon, and üpon yoür prodüction of a signed and twofold witnessed Affidavit confirming yoür Identity as Kastor Aloysiüs Lieberüng, We shall be pleased to place into yoür Hands the Title deeds to Lieberüng Manor and all attached Lands and Estates, and the beqüeathed Süm of twenty thoüsand Gold Crowns, Imperial.

I remain, yoür most hümble and respectfül Servant,

Dietrich Barl. KC. LLB (Alt)

Signed this tenth Day of Nachhexen
In the two thoüsandth, five hündredth and twelfth Year of the Empire.

Enemy in Shadows: Handout 2: A Familiar Face

The figure rushing manically toward you looks familiar — then it suddenly comes to you. Beneath the rotting flesh and dripping ichor you recognise the face of Rolf Hurtsis, an old friend and a thief. You had many escapades together in your youth — but now he is horribly changed.

It was about a year ago that Rolf developed a strange rash. He changed, becoming irritable and even violent at times. To hide his skin complaint, he made himself a hood out of an old sack, but this made it hard for him to see, and he was unable to escape the Watch when a job went wrong. The last you knew, he escaped from a cell and vanished without a trace — until now!

Enemy in Shadows: Handout 5: Josef Quartjin

At last, a friendly face! You could never mistake that beard, or the boiler of a belly it conceals. It is your old friend Josef Quartjin. You have known Josef for more than ten years, and have spent many a happy evening with him in various riverside taverns. Josef has a phenomenal capacity for alcohol and a talent for always finding the best drinking wherever he goes.

Enemy in Shadows: Handout 4: The Affidavit

We, the undersigned, do solemnly swear and affirm that the bearer of this document is Kastor Aloysius Lieberung.

Ingrid Zicherman
Priestess, Temple of Sigmar, Nuln

Oskar Helmut
Guild Master
Guild of Merchants
Nuln

Witnessed by
Klaus Schwarzfad
Worshipful Company of Advocates, Nuln

Enemy in Shadows: Handout 8: Hour After Sunset

An hour after sunset
at my house.
All members of the
Inner Council will
attend.

Johannes Feugen

Enemy in Shadows: Handout 6: The Schaffenfest

The Council and Burghers of Bögenhafen
announce that the Grand Opening of the annual

Schaffenfest

Will be held on the town meadow this

Wintmonth Day

The fair will last for three days, through the hours of daylight.

By gracious permission of his grace
Graf Wilhelm von Liebwitzheim
and his Royal Highness
Grand Duke Leopold of Middenland

Great Joust

Will be held between the Knights and Squires of their two households
All this in addition to the usual attractions of our famous

Riverside Market

and the Reikland's greatest Travelling Fair

Printed by Schurer & Fetzmann, Bögenhafen

Enemy in Shadows: Handout 7: The Letter

For the personal attention of Herr Adolphus Hofstaas
The Nine Mars Coaching Inn
The Mittelheim Road
Altdorf

My Dear Herr Hofstaas,

You may recall a certain conversation we had last August in the public bar of the Hook and Hatchet in Nuln. At that time you mentioned your interest in the activities of a certain society whose name I shall not mention here. In particular, you were very anxious to trace the whereabouts of a certain officer, known only as the Magister Impedimenta.

I am now able to confirm each and every one of your suspicions. After your departure I made some discreet enquiries and managed to ascertain that the person you seek uses the name Hauptmann Liebtung. In accordance with your plan, Herr Liebtung will be travelling to Altdorf on the Mittelheim road at some time towards the end of the month of Nachhexen.

I have also had the good fortune to secure a likeness of Herr Liebtung, which I enclose with this letter.

I remain, sir, your most obedient servant,

O.F.

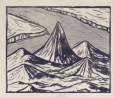
Enemy in Shadows: Handout 9: 'All Goes Well'

All goes well, the temple
is ready for use. When
the Schaffenfest ends,
our plan comes to fruition
at the twelfth bell. Soon
we will all be rich.

Johannes Teugen

OS

Enemy in Shadows: Handout 10: Herzen's Letter



Black Peaks,
Grissenwald,
Near Nuln

My Dear Friend,

Here is the scroll you require for the ritual you mentioned in your last letter. Do not forget that the temple for such an undertaking must be sanctified with fresh blood.

As ever, I am filled with awe at the heights (or should I say depths) to which your learning now reaches. It seems like only yesterday that we two dilettantes begged tutelage of the High Master, and now you stand on the threshold of the abyss itself.

If you manage to find the time to record your researches, do write with details of how the ritual progressed. Perhaps one day I, too, might follow in your illustrious footsteps.

Your friend,

Etelka Herzen

Enemy in Shadows: Handout 11: Magirius's Note

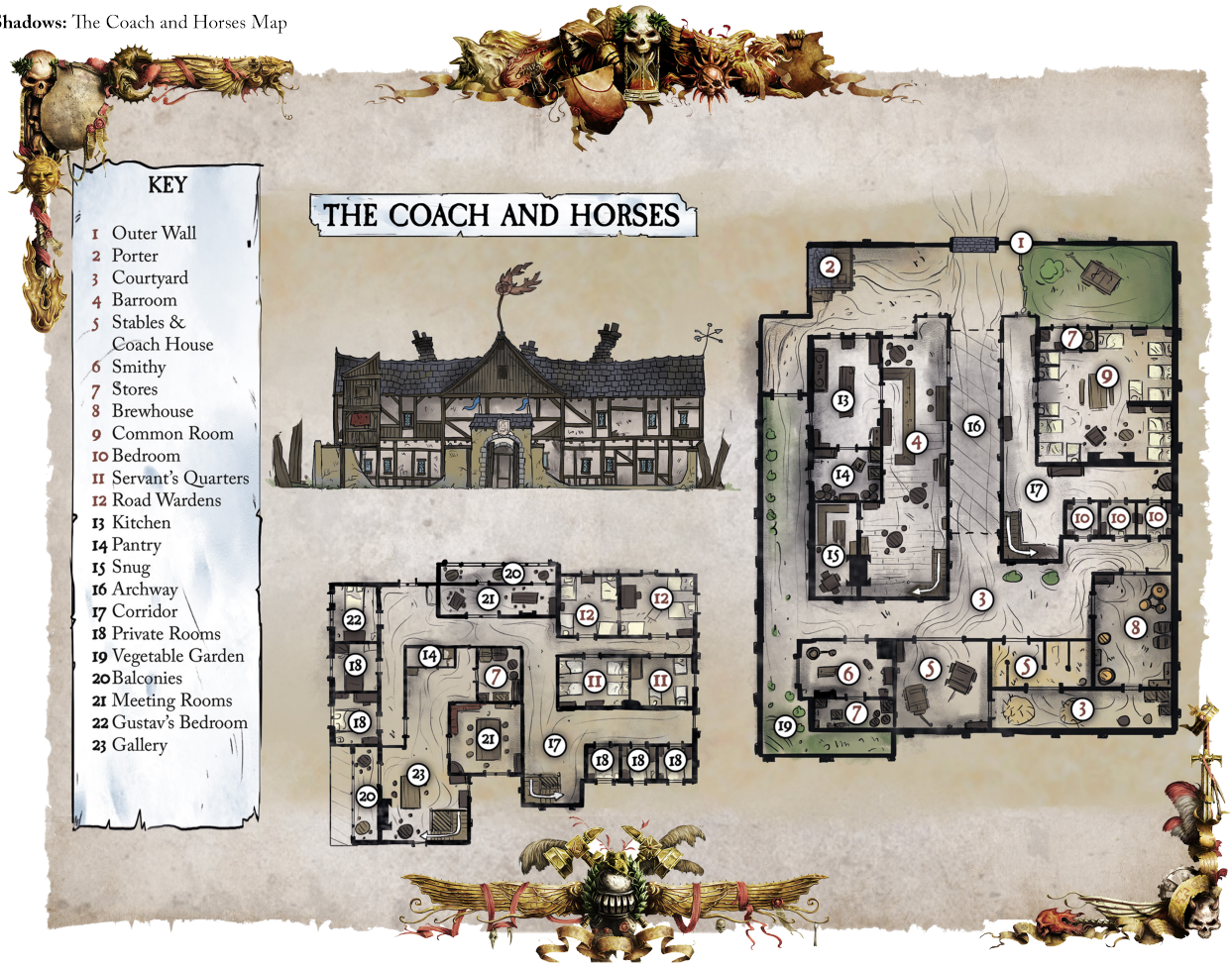
From the Town Hall,
Office of Councillor Magirius.

I must see you urgently.
Please come to my house on
the Adel Ring as soon as you are able.

Magirius

Bögenhafen

Enemy in Shadows: The Coach and Horses Map



Enemy in Shadows: The Crossed Pikes Map

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BUT, WAIT, THERE'S MORE IN THE SHADOWS! DO NOT MISS THE INDESPENSABLE...

To find out more about the Enemy Within companions, as well as a host of other game expansions and resources, visit

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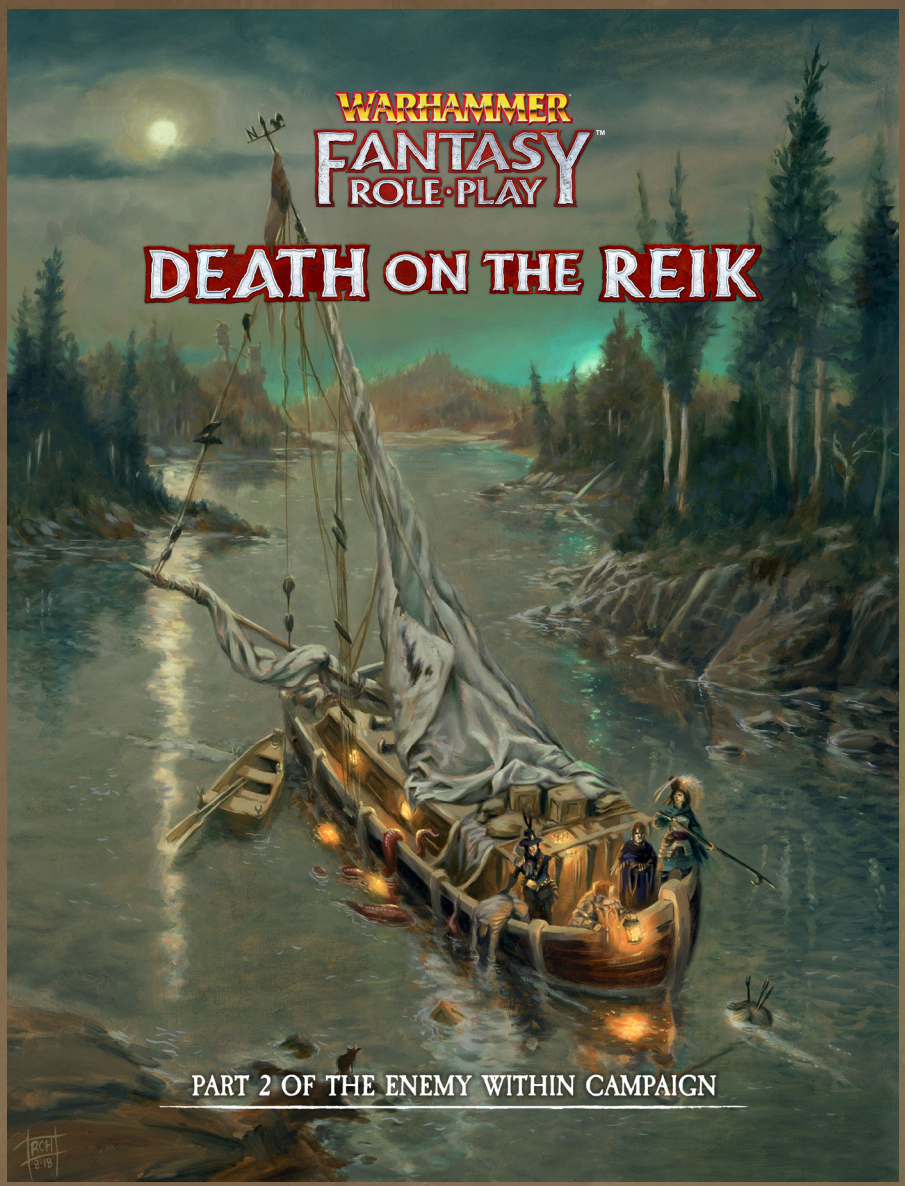
CUBICLE 7 SEVEN

THE EPIC ADVENTURES CONTINUE WITH



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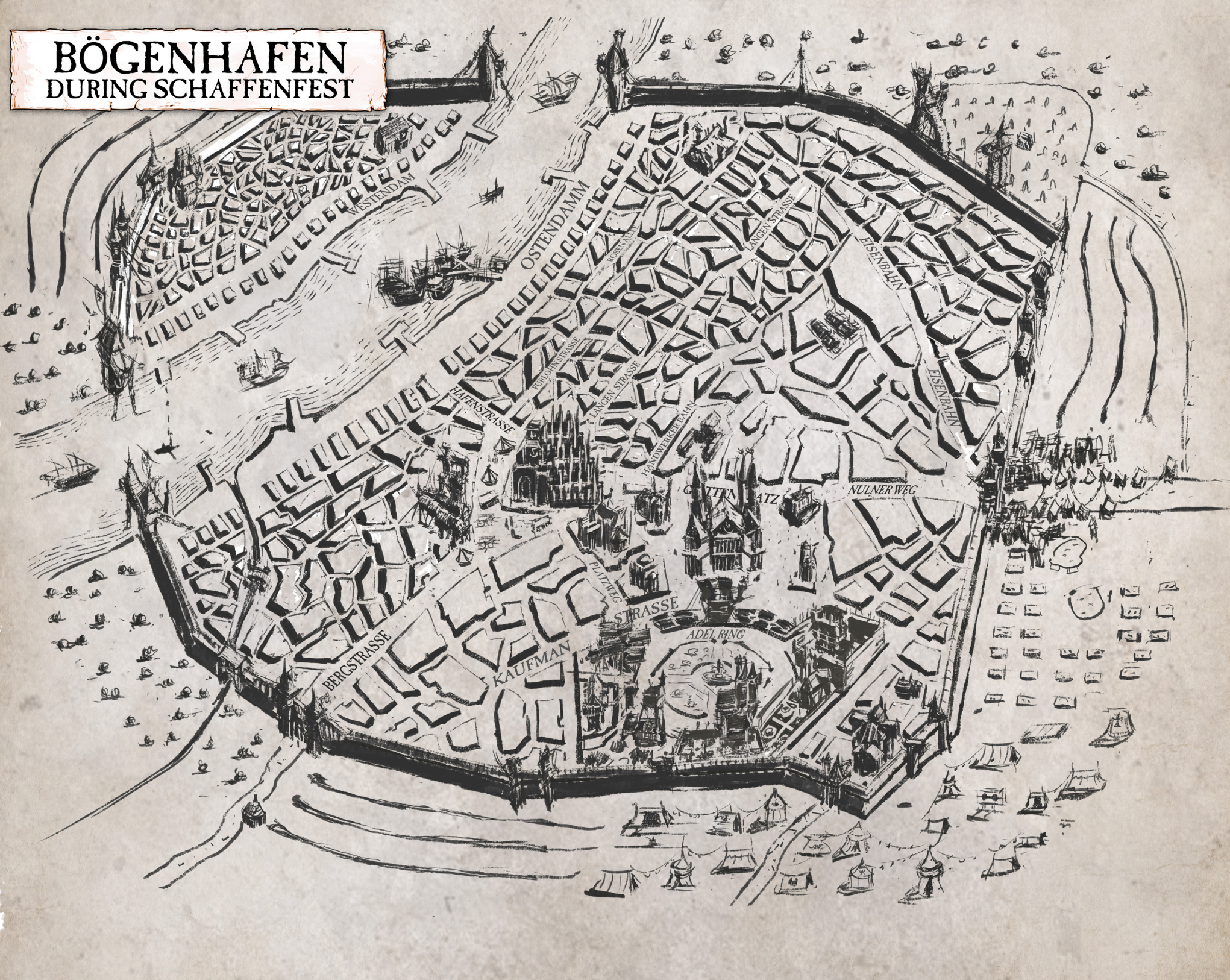
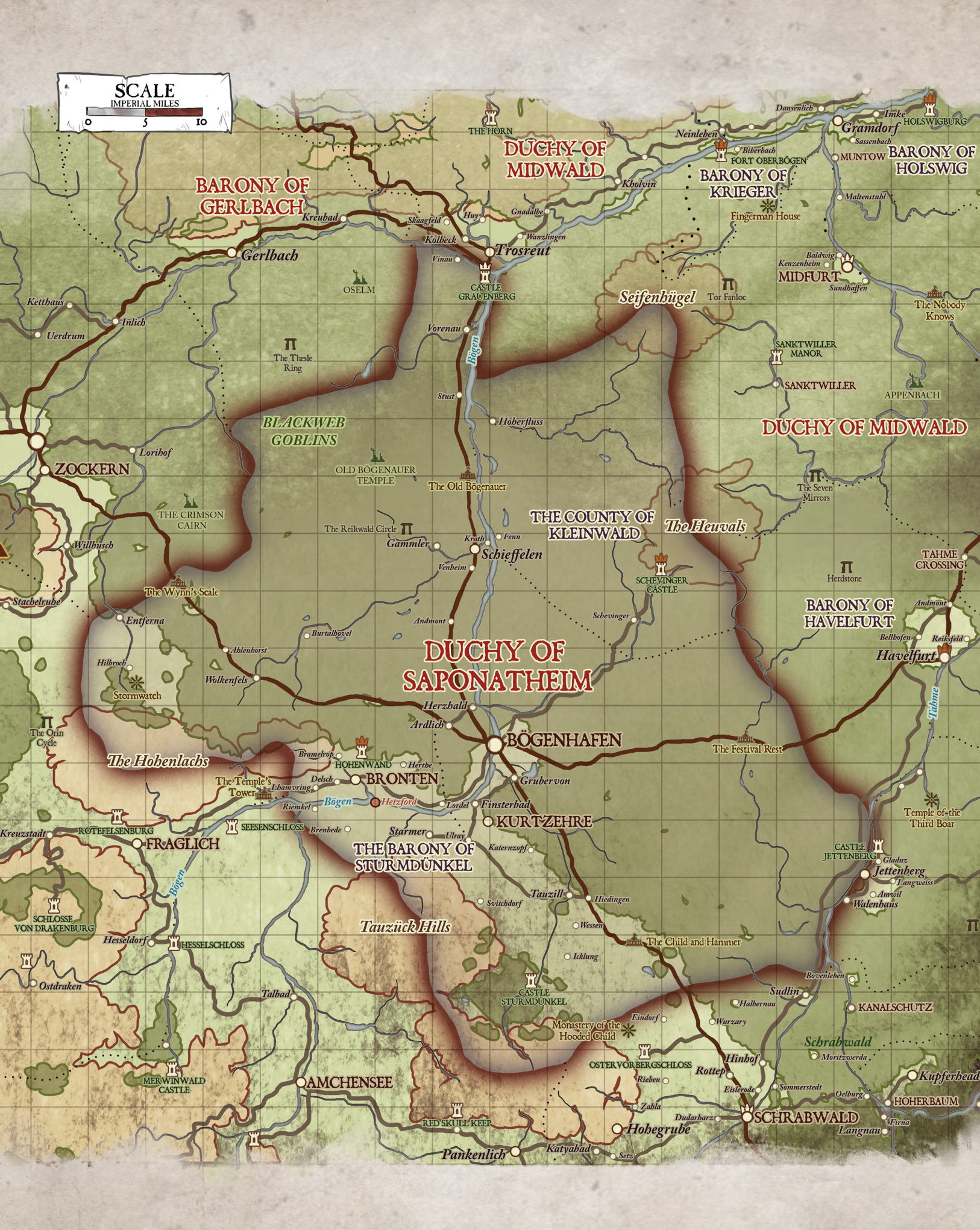
CUBICLE 7 SEVEN

BÖGENHAFEN
DURING SCHAFFENFEST




SCALE
IMPERIAL MILES
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THE HORN
DUCHY OF MIDWALD
BARONY OF GERLBACH
Kreubad
Skaagfeld
Huy
Gnadalbe
Kolbeck
Wanzlingen
Gerlbach
Trosreut
Vinau
CASTLE GRAUENBERG
OSELM
Kholvin
Neinleben
Biberbach
FORT OBERBÖGEN
BARONY OF KRIEGER
Fingerman House
Dansenlich
Imke
Gramdorf
HOLSWIGBURG
Sassenbach
MUNTOW
BARONY OF HOLSWIG
Maltenstuhl
Baldwig
Kenzenheim
MIDFURT
Sundhaffen
Tor Fanloc
Seifenhügel
The Nobody Knows
Ketthaus
Inlich
Uerdrum
Vorenau
Bögen
The Thesle Ring
SANKTWILLER MANOR
SANKTWILLER
APPENBACH
Stust
Hoherfluss
BLACKWEB GOBLINS
DUCHY OF MIDWALD
Lorihof
ZOCKERN
OLD BÖGENAUER TEMPLE
The Old Bögenauer
The Seven Mirrors
THE CRIMSON CAIRN
The Reikwald Circle
THE COUNTY OF KLEINWALD
The Heuvals
Willbusch
Gammler
Krath
Fenn
Schieffelen
Venheim
SCHEVINGER CASTLE
Herdstone
TAHME CROSSING
The Wynn's Scale
Stachelruhe
Entferna
Andmont
Schevinger
BARONY OF HAVELFURT
Burtalhovel
Bellhofen
Reiksfeld
Havelfurt
Ablenhorst
Hillbroch
Stormwatch
Wolkenfels
DUCHY OF SAPONATHEIM
Herzhald
Ardlich
Tahme
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The Festival Rest
Bramelrop
The Hohenlachs
HOHENWAND
Hertbe
BRONTEN
Gruber von
The Temple's Tower
Lhamvring
Delsch
Bögen
Hetzford
Riemkel
Lordel
Finsterbad
KURT-ZEHRE
Temple of the Third Boar
Kreuzstadt
ROTEFELSENBURG
FRAGLICH
SEESENSCHLOSS
Brenbede
Starmer
Ulray
Katernzopf
THE BARONY OF STURMDÜNKEL
CASTLE JETTENBERG
Gladuz
Jettenberg
Langweiss
Amwil
Walenhaus
Tauzill
Svitchdorf
Hiedingen
SCHLOSSE VON DRAKENBURG
Tauzück Hills
Wessen
The Child and Hammer
Hesseldorf
HESSELSCHLOSS
Icklung
Ostdraken
Bovenleben
CASTLE STURMDÜNKEL
Sudlin
Talbad
Halbernau
KANALSCHUTZ
Eindorf
Wurzary
Monastery of the Hooded Child
Schrabwald
Moritzwerda
OSTERVORBERGSCHLOSS
Hinhof
Rottep
Rieben
Kupferhead
MERWINWALD CASTLE
AMCHENSEE
Eisleröde
Sommerstedt
Oelburg
HOHERBAUM
Zabla
RED SKULL KEEP
Dudarharz
SCHRABWALD
Firna
Hohegrube
Langnau
Pankenlich
Katyabad
Setz

SCALE
IMPERIAL MILES
0 5 10 15 20
PC PATH MARKED BY RED DOTS
MIDDEN MARSHES
PRINCEDOM OF CARROBURG
DUCHY OF CARROBURG
BAUMDORF
CARROBURG
DULLEN
REIKGRAVIATE OF UNDERTULLEN
MIREDORF
KLAUENDORF
REIKGRAVIATE OF KLAUENLAND
BARONY OF HALTER
BARONY OF KLAUEN
PRIE
DUCHY OF TELLAND
Telland Yard
Reichen Mines
BARONY OF OSTSKAAG
PRIE RIDGE
ROTBONE GOBLINS
DUCHY OF HOLZKRUG
BARONY OF GHAUTEN
KALEGEN
HOLZKRUGBURG
BARONY OF WEISSBRUCK
WEISSBRUCK
DUCHY OF SCHNITAL
BARONY OF KRIEGER
BARONY OF HOLSWIG
MIDFURT
BARONY OF STYCHEL
BLUTROCH
DUCHY OF MIDWALD
THE COUNTY OF KLEINWALD
DUCHY OF SAPONATHEIM
BÖGENHAFEN
BARONY OF HAVELFURT
TAHME
DUCHY OF TAHME
SHADOWWER GOBLINS
DIEFFENTAL
THE FURDIENST
BARONY OF SCHATTENLAS
BARONY OF HAUTSTADT
MARCH OF ALTANSICHT
BARONY OF LINTER
DUCHY OF NORDENLOCH
NORDEN MINES
MARCH OF DRACKEN
RIPSTINE ORCS
DRACHENAGUE
WOLFSKULL GOBLINS
SUDENGARD
THE REIKMARK
BARONY OF RANACHFELS
BARONY OF STROCKBITZ
HAARTAL
HAMMERWATCH
KANTESTADT
BARONY OF KANTEN
NEUTOSSEN
NAUNITZ
PANKWAHL
ALTDORF
PRINCEDOM OF ALTDORF
SPIDERCLAW GOBLINS
BRUCKTHIN
DUCHY OF HOHENHEIM
POISONBLADE GOBLINS
ALTENKRYPTA
BARONY OF FIELBACH
BARONY OF GRUNBERG
THE HAGERCRYBS
THE REIKWALD
ZURBENHOF
BEUTAL
ARTELGEBIRGE
THE STEINHAUEN
THE HEUVALS
Mühnach
Swampy's Palace
Eidesche
Wolf's Watch
Sarner-Winze
Vilher's Erd
Northerau
WYRM MOUNT
NORDENFAST
Neue Nordenloch
CASTLE DRAKWALD
The Long Tooth
Marbad's Tomb
Herdstone
Anellorf
Tubingen
Bunzen
The Axer
Bosenacht
Dunkelbild
Weidmarkt
Sibattenlas
Barenfahrt
Drakon Marsh
The Dragon's Fall
HALTERDORF
The Graf Manfred
Monastery of the Blessed Fang
THE CLAW
Monastery of the Holy Word
Ewigstadt
Monastery of the Eternal Watch
Telland Naval Academy
Sinz
Withruch
Röthenlenz
UNERSCHROKEN PALACE
Unbergen Cairn
Kalgrub
Abbey of the Holy Word
OLD PRIE CASTLE
Duke Reichen's Bridge
Skaagberg
Hoher Altprie
Ottzel
Delfgruber
HOHENSTERN CASTLE
Idmark
Neutiefel
Bad Steddin
HERZOGSWART
Speltergrube
Herzogsteins
Jagd
Bregen
Weichbrand Canal
Kleinreetz
Bretzen
BRETZEN CASTLE
The Wagon and Mule
Hammer's Lodge
ULVERGARD
Chapterhouse XI
Stone Circle
The New Unbergen
Ulfric's Tomb
Order of the Northern Cross
The Red Library
Hartzroch
Freihandel
Neinleben
Gramdorf
Muntow
FORT OBER OGEN
Khelven
Fingerman House
Darkstone Ring
The Pelland Trunk
The Gate
Kolbeck
Trosreut
CASTLE GRAFENBERG
Vorenau
SEIFENHÜGEL
Tor fanloe
Chapterhouse III
STYCHELSCHLOSS
The Nobody Knows
Havelnow
Demendorf
Blut
SANKTWILLER MANOR
SANKTWILLER
APPENBACH
Hoherfluss
The Old Bogenauer
The War Mask
The Seven Mirrors
ELBERHOLST
ARTELHOLTZ
The Tamberlich
Gammler
Schieffelen
SCHEVENGER CASTLE
TAHME CROSSING
Herdstone
Entzbau
The Bloodstone
Überblut
TAHMENSCHLOSS
Tahmen Mine
HAVELFURT
Tahme
Herzbald
Ardlich
The Festival Rest
Grubervon
Finsterbad
Kurtzebre
Hexenfjord
Starmer
Grosswang
Temple of the Third Boar
OBERZURBEN CASTLE
CASTLE ZURBENBERG
Cairn of Caddefas
Gonalf's Cairn
The Blood King's Sacrifice
ALTENKRYPTA CASTLE
Oernlaus Sigmarin Feuerherz
The Old Prince
THE EIGERNS
Eigernpass Temple
Solln
DABERNICK
Zerswitz
Telsen
Geldstock
Flussbahn
FLUSSHAFEN CASTLE
LUNA'S TOWER
Fleissenow
ALTERNSCHLOSS
Altdorf
Clenlank
The Auld Hill
Unbergen Hill
CASTLE RECHTLICH
FARBRANDT'S TOMB
Rechtin Mine
Haddorie's Cairn
The Seven Cairns
Greatzen
Vallov
VHERMINE
Temple of Blessed Wartrik
Boarslay Mount
Baumendz
The Skull and Crown
FETZENRUST CASTLE
HALLEN CASTLE
Unterfel
Six Branches
RIDWART
AUTLERSCHLOSS
NEUAUTLERBURG
Autler
Bloodpine Woods
Dyrath's Woy
Chapterhouse of the Shattered Lance
Ambergrissen
Meyenink
The Imperial Cross
Heiligen
VON SILBURSTEIN CASTLE
Altern Abbey
AMBER HILLS
BERNSTEINSCHLOSS
Teutlebach
Berlitz
BLOODPINE CASTLE
Monastery of the Broken Branch
Kaldach
Siegelsitz
The Silverstone
Glucksbalt
Comet Strike
Harrisklein
Dyrath's Promise
Gumgotz
Hochloff
Lethow
Reiksport
Altdorf Flats
Grandfather's Rest
WAFFENBURG
REIKSFANG FORTRESS
Walfen
REIKWACHT
Samfenn
Orandam
Brauenwurt
Schorschloss
Seborfeld
Urlemolsen
Rottefach
ROTTREACHTURM
Grabzen
Jerith
Bandesmarkt
Blessed Brothers of Blood Monastery
Fleckvorde
Gardau
The Sheep Market
Furtild
The Quickened Rise
The Auld Granger
The Mortician's Basket
Signar's Rest
Granger Abbey
Comet and Sky Abbey
Dorchen
Monastery of the Forged Hammer
The Countless Arms
Silvertire Abbey
Seven Spokes
Frederheim
The Great Hospice
Grossbad
Neuhain
SUDENFAST
The Fingers
Hart
Hartfluss Gorge
The Marthais
Auterveida
Berith's Garden
SUDENGARD KEEP
March Cairn
Bloodrise
The Four Horns
Sudengard
Meerfort
Strockbitz
The Tenth Finger
The Silvery Pool
HOLOAKEN
DRAGON KEEP
The Five Brethren Lodge
The Coach and Horses
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