

THE ENEMY WITHIN CAMPAIGN

VOLUME I

ShadowsTM Over Bögenhafen



WARHAMMER
FANTASY
ROLE-PLAY

THE ENEMY WITHIN CAMPAIGN
VOLUME I

ShadowsTM Over Bögenhafen





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PREFACE

Welcome to *The Enemy Within Campaign*, the first part of a classic campaign developed for the *Warhammer Fantasy Roleplay* game.

The material presented here was originally published as two separate supplements - *The Enemy Within* and *Shadows over Bögenhafen*. These have now been fully integrated to form *Volume 1* of *The Enemy Within Campaign*.

This volume provides everything you need to start an epic roleplaying campaign in the Empire of the Warhammer Old World. There are essays on politics, geography and religion, historical anecdotes, detailed GM notes, a multitude of maps and player handouts, plus a wealth of advice for players and GMs. Not forgetting a spine-chilling adventure combining intrigue and action which launches the player characters on an desperate quest against the forces of Chaos which threaten their homeland.

And it doesn't end here! *The Enemy Within Campaign* will continue in *Volume 2: Death on the Reik* and future Volumes.



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the enemy within



"And at the appointed time we shall rise from our secret places and throw down the towns and cities of The Empire. Our brethren shall pour forth from the forests to slay and burn. Chaos will cover the land and we, the chosen servants, shall be exalted in HIS eyes.

Hail to Tzeentch, Changer of the Ways - Njarr'thakh 'Lzimbar Tzeentch' "

Excerpt from *The Book of Transmutation*

The Empire, greatest land in the Old World, is under attack, not from enemies on its borders but from within. Lurking within the tangled depths of the vast forests are mutants, Beastmen and even the occasional dreaded Chaos Warrior. From time to time, these groups run amok, slaying and burning until their bestial appetites are sated with the blood and suffering of their victims. Mostly, though, they wait for the day when they shall pour out of the forests to burn the cities and claim The Empire for Chaos. According to various omens, that day is coming; the warp gates will again expand and the Gods will reward their chosen people with blood and the gifts of Chaos. So they wait in the forests, picking off those that wander too far from the roads but mostly fighting amongst themselves - for how else shall the strong prevail?

Dangerous as these bands are, they are not as great a threat as those Human servants of Chaos already in the towns and cities, plotting the downfall of The Empire and worshipping the Chaos Gods behind securely-locked doors. These are indistinguishable from the ordinary citizens of The Empire - they control towns and guilds, and even have influence at the Imperial Court. Such are the Chaos cultists within The Empire, working to undermine it and paving the way for the ascension of their foul gods.

Many of the cultists are dupes or fools blinded by glib promises of power and wealth. They see only personal gain or the fulfilment of their most carnal and depraved desires in the actions of the cults. Blinded by their own desires, they fail to see the true nature of the cults and are easily manipulated by their superiors. Others are not so

glib; they know why the cults exist and do their utmost to further their power. Chaos brings strength, and those who wield that strength are in a position to tear down The Empire and glory in the power of the Chaos Gods.

And so, in dark subterranean caverns and behind the magnificent facades of rich town houses, they hatch their foul plots. If Chaos were a united force they would have succeeded long ago, but time is wasted in internecine warfare as cultists of different groups tear each other apart in pursuit of their goals. Followers of Tzeentch tirelessly track down and destroy the followers of Nurgle, believing them to be too blatant in their activities and indiscriminate in whom they strike down with their foul diseases. Cultists of Slaanesh indulge themselves in mass drug-crazed orgies, uncaring of the consequences and living only for pleasure.

Nor does the conflict stop at fights between the worshippers of different gods. Many cults follow the same god while opposing each other vehemently. All the while the Chaos Gods take delight in the actions of their followers. Casting its hideous shadow over all of this is the Horned Rat and its followers, the Skaven, the feared ratmen who gnaw at roots of The Empire, bringing decay and spreading their own foul practices.

the people of the empire

While having a healthy distaste for Chaos in all its forms, the majority of Imperial citizens are unaware of the extent to which Chaos has wormed its way into all levels of Imperial society. If they knew, they would not be so complacent - steps would be taken to curb the spread of Chaos and Witch Hunters would receive far more support than they presently do. Life in The Empire goes on as normal, the authorities satisfy themselves with the occasional trial of a Demonologist or Necromancer, and with sanctioning the destruction of villages believed to be harbouring the agents of Chaos.

As Chaos grows in strength, the nobles of The Empire continue to indulge themselves in parties and other glittering social events, and the middle classes go blithely on their way seeking to enrich themselves and join the ranks of the nobility. At the bottom the common folk struggle to do the best they can, worshipping their gods and

praying that the harvest will be good this year. But the times are changing. More and more people are joining the Chaos cults and the number of unnatural births is growing each year.

It is with this scene that **The Enemy Within** begins. Your adventurers are about to embark on an awesome campaign to save The Empire from Chaos. The campaign starts off innocently enough and gradually builds into a desperate struggle to defeat the Forces of Chaos. This struggle is at first centred around the various Chaos cults that exist in The Empire, and as they uncover these plots the adventurers slowly become aware that The Empire is under threat, but no one will listen to them. Later, wars break out within The Empire as old and new grievances come to head through the connivances of Chaos. And so the experienced adventurers must survive the internecine conflicts which tear The Empire apart, and create a new beginning.

But all of this is far in the future. The player characters are only starting out on their chosen paths and many career changes and adventures await them. The first of these adventures starts on page 40 and introduces them to life in The Empire, as well as involving them in the machinations of a Chaos cult and its enemies. This adventure is structured to allow you and your players to assimilate the game rules and background as smoothly as possible. Later adventures in the series will be more free-form, allowing greater freedom of action to your players, while also making more demands on your Gamesmastering abilities.

the empire

This book is more than an adventure. It contains information on The Empire's history, politics, religions, peoples and geography. This information provides you with extensive knowledge of The Empire and will prove invaluable as the campaign unfolds.

You do not have to read this section in one go. Instead, feel free to flick through it and just read those bits that interest you. Before playing the adventure, however, you will need to read it and you'll find the rest of this introduction useful as well. The other sections can be read when they are referred to or any time you feel like it.

Remove or copy the pregenerated player characters on pages 117-120, the player information on The Empire and the Imperial Calendar (pages 34-35) and keep them handy. Handouts 1-7 (pages 111-114) should also be kept to hand to give out to your players during the adventure. It might also be a good idea to copy the map of The Empire on pages 14-15 for your players.

what is a campaign?

A campaign consists of a series of interconnected adventures which take place over time and in the same general setting. While many of these adventures are connected directly to a central plot, some are completely unrelated. These 'sub-plots' serve both to distract the players from the main plot, and to give the impression that the world where the adventures take place is a real one in which things happen irrespective of the players' actions.

Unlike single or one-off adventures which have a definite ending, campaign adventures contain threads which continue in later adventures. The final loose end is tied up only at the end of the campaign, and although many of the original threads will be unravelled before then, there are always new ones appearing to keep the players interested in what is going to happen next.

The actions of the adventurers also serve to direct the course of a campaign. Your players will often be called upon to make decisions about how they are going to deal with various problems posed by the campaign. Sometimes these decisions will affect the shape of the campaign in dramatic ways, but more often in fairly minor respects. You should strive to make the influence of the PCs apparent, so that they can feel that their choices affect and alter the course of events - and even the world around them.

player characters

We have provided 6 pre-generated characters suitable for players beginning the **Enemy Within** campaign. We recommend that you either use these characters as printed, or at least study them closely and use them as examples on which to base newly-generated

characters. The various scenarios which comprise this campaign have been designed with these characters' skills and careers in mind, and future packs will include NPCs who can act as patrons to allow the characters to take up one or other of their various career exits. If you decide not to use these characters - who also have detailed pre-adventure backgrounds - you will need to do a little work adapting the scenarios for your group.

Your players should feel free to amend the personalities, names, and sex of the characters. Note that only the *Starter Profile* of each character has been given. You or your players will need to fill in a character sheet for each one, and select which *Free Advance* the character will take. Those skills which are marked with an asterisk (*) have already been included in the character profiles.

If you have less than six players, use the characters in the order provided. You may find it necessary to adjust the profiles of some of the creatures and NPCs encountered - especially if your group are having difficulties. You may reduce the numbers encountered, and/or one or more of the creatures' characteristic scores.

Alternatively, you may double up on the characters, giving some players two characters to play. This is particularly recommended if you have only 2 or 3 players. To avoid your players going schizophrenic, however, it's a good idea that anyone playing more than one character treats one as a main character and uses the other to supply extra muscle or skills. A good way to do this is for you to play the secondary characters' personalities as though they were normal NPCs. This makes it clear to the players that in the last resort you control the actions of their extra characters. This is also a useful GMing device, as it lets you offer advice to the players through the mouth of one of the secondary adventurers.

running the campaign

Running a campaign successfully requires some advance preparation, but you will be well rewarded for your efforts. Your players will enjoy your gaming sessions tremendously and, as

you gain experience and confidence, you'll find the sessions easy to present and lots of fun to play too.

While reading the adventure, think about how you are going to present the information to your players. How is this character going to react? How is this fight scene best presented? Don't be afraid to rehearse NPCs; think about their personalities and how you can best portray them for your players' entertainment.

If possible, give the players their characters and the background material before your first session - you may photocopy this if you wish. This allows you to launch straight into the adventure after answering any questions your players may have. Avoid the temptation to get too involved in the background initially; background information is always a lot more interesting if it is discovered during the course of the campaign.

At first, you may have to give the players hints when they are becoming bogged down. Later, when your players are more experienced, this won't be so necessary, but be sure to try to keep the adventure moving. A few, well-placed hints can make all the difference if your players become stuck. It is also a good idea to get the players into the habit of telling you their actions according to the sequence of their *Initiative* scores. If they know who gets the first blow in combat and then act in descending order, it will speed things up greatly.

Be humorous

The Warhammer world is dark and sinister, but your games do not have to be po-faced. Humorous situations abound in the **Enemy Within** campaign, so make the most of them: ham them up and amuse your players. This makes the game fun - and also highlights the more macabre and horrific aspects of the campaign, throwing them into stark relief. At the end of a session your players should be clamouring for their next journey into the Chaos-riddled world of Warhammer. However, don't overdo the humour; some scenes are meant to be frightening and very atmospheric. Making every one into a joke greatly weakens the dramatic impact of the game.



Presentation

When describing the adventure to your players, tell them what they can see and be prepared to elaborate on any descriptions you give. Players have a right to know what their adventurers can see, hear and smell, and you are their only means of doing this. As soon as you have no more to say, tell them that there is nothing more to be discovered and move on. Exactly what the player characters can discover will vary according to the situation - while walking through a town they have leisure to study their surroundings, but when threatened by an enraged ogre they have little time to do anything other than concentrate on defending themselves.

Be dramatic in your presentation and avoid describing scenes in terms of the rules. When portraying NPCs, be as animated as you can: wave your arms around and adopt different accents for different characters; using voices is great fun and helps your players to identify with your NPCs. If your players portray their characters in a similar fashion your game will be very colourful and enjoyable.

Whenever possible, use colourful language. Instead of saying "the mutant has rotting skin and moves to attack you", say "A horrible creature is running towards you. Its putrescent skin hangs in tatters from its scabrous body and it's howling for your blood!" This will certainly grab your players' interest! In combat, avoid game mechanics in your speech; saying "The creature leaps at you, it slashes with its dagger, but narrowly misses!" is far more exciting than, "Well, the mutant has a 32% chance of hitting, it's rolled a 76, so you're OK." The well placed scream or thump on the table is also very effective on occasions, but don't use these too often or your players will come to expect them and won't jump so much!

Visual aids add greatly to the atmosphere of the game. Show your players the illustrations in the adventure at the relevant points, but be sure to cover up any information they shouldn't see. Alternatively you can photocopy the pictures (for your personal use only) and hand them out instead.

Flexibility

It is your responsibility to channel players along the plotline, subtly guiding them through the course of the adventure. At times you will have to deal with situations that you are unprepared for as the players decide to head off in a totally unexpected direction or to pursue a spurious line of enquiry. When this happens, **DON'T**

PANIC! Try to appear confident and improvise any information you need. You might find this difficult at first, but after a while it will become second nature. After all, you are playing with your friends who'll (hopefully) overlook any minor discrepancies on your part (make the less sympathetic ones run a few sessions themselves!). By use of subtle hints, it should be possible to get them to return to the main adventure without too much trouble.

For general information on buildings and villages refer to **WFRP** page 328. Simply using this as a basis and improvising additional information during play is often all you need to do. Towns and cities can be handled in a similar fashion. Unless you are running a detailed urban adventure, general descriptions are all you need. Where urban adventures occur during the campaign the towns or cities in question will be detailed for you and show the level of detail required for such adventures. These adventures vary in their style of presentation. Altdorf on pages 50-54 is described very briefly: only the area where the main adventure narrative occurs is covered in any detail; descriptions of the rest of Altdorf can be improvised from looking at the map and **WFRP** page 285. In the second adventure, **Shadows Over Bögenhafen**, the town is described in more detail, but even here all the buildings are not described - only those directly relevant to the adventure are covered.

Roleplaying and Combat

Characters are equipped to deal equally well with pure roleplaying sessions as they are with violent confrontations. Some fantasy roleplaying games place great emphasis on combat, often to the exclusion of anything else. While there is plenty of scope for combat in the the **Enemy Within** campaign, not all problems can be solved this way. Often the adventurers will have to talk to, bribe or trick NPCs in order to get vital information out of them. Talking to a dead gatekeeper brings no information,



although it may bring the local Watch and maybe a Witch Hunter or two!

The adventurers should be encouraged to talk to NPCs and not attack them. Sometimes the adventurers will have no choice other than to fight, for example when faced with an insane, bloodthirsty mutant, but in most cases combat should never be their first reaction. Adventurers who instinctively reach for their weapons every time they encounter someone new are likely to have very short careers. A reliance on violence will inevitably bring the adventurers into conflict with the authorities - who dislike indiscriminate killings - or result in frequent player deaths as they tackle someone far too tough for them to handle.

npcs

Non-Player Characters are very important in this campaign. Some act as sources of information, as friends and enemies of the adventurers, while others are used solely for amusement or dramatic effect. Major NPCs who play pivotal roles are fully detailed in the adventures: their personalities, appearances and skills are all provided, as well guidelines on how to use them. But not all NPCs receive this treatment. Many NPCs encountered by the players are simply not initially important; they provide colour only, much like extras in a film. No statistics are provided for these characters; should these ever be required refer to the NPC reference sheets on pages 38-39. Most of the time these NPCs exist only in the background and play no role in the adventure.

During play you may find yourself improvising a NPC. If so, keep a record of the NPC, as you may wish to use him or her later. Similarly, major NPCs can be reused in different forms, providing you change the names and personalities. For example, you can always use the basic description of Max Ernst on page 52 for any Protagonist you may need later.

Occasionally, the adventurers may wish to question a minor NPC - about where they can find an inn or a temple, for example. All you have to do then is assume the role of the character and tell the players what they want to know, or tell them that you don't know or mislead them: "Why, there be an inn just down that street there." Minor NPCs usually know only very general information. Sometimes a scenario may state that they possess some specific knowledge, or you may wish to use them to supply the adventurers with vital information they may have overlooked earlier.

Military forces within The Empire are detailed on pages 28 and 29. You can use these any time you want the PCs to encounter military characters.

Changing Careers

Characters changing careers during the campaign can be handled in a number of ways. Some careers, such as Bodyguard or Bounty Hunter, can be entered easily. All the character needs are the relevant trappings and someone to protect (as a Bodyguard) or hunt (as a Bounty Hunter). For more specialist characters, such as Druidic Priest or Wizard, it will be far more meaningful and fun if a suitable teacher has to be found first. For careers like Mercenary, Soldier or Artillerist, a period of military service would be required. At various points in **The Enemy Within** campaign, opportunities and prospective teachers will appear.

For example, the pregenerated character Werner Murrmann may become a Bodyguard of Josef or one of the other characters at any time after acquiring 100 EPs - this change is totally in keeping with the flow of the adventure. Since Harbull Furfoot, being a Halfling is ineligible for the only career exit listed under Herbalist (Druid), a Pharmacist NPC will appear later, to give the character the opportunity of following this career instead.

You do not have let a character enter a career that you don't wish them to. The characters have to look out for any opportunities offered and take them when they appear. Careers can also be adventure led - "Well, you've killed the Town Burghers and fled the town, so the only career exits open to you now are as outlaws!"

Learning New Skills

Once in a new career a character need only pay for new Advances in order to attain them, but what about skills? Skills can be either assumed to be picked up in a rudimentary fashion from a teacher when the character first changes career or worked on while practising the career. In the first case, a character becoming a Druidic Priest would be taught the basics of the career but not to any stage where the character is adept at using the available skills. By spending Experience Points the character is able to 'buy' a skill and use it effectively. In the second case, a Bodyguard could be considered to practice skills such as *Disarm* or *Strike Mighty Blow* until he or she was confident in their usage; ie, when EPs have been spent to purchase the skills.



For skills which require work with materials like *Prepare Poisons* or *Boatbuilding* characters would have to have a place to practise these skills and any necessary equipment.

Alternatively, you may like players to have to spend time learning each skill, possibly with the guidance of a teacher, but this can restrict the flow of the campaign at times, and the former system allows the greatest flexibility.

Player Character Deaths

Death is something that comes to all and cannot be put off forever. Adventurers face death more often than most and will occasionally die - no one has an endless supply of Fate Points! When a player character dies, it will be necessary to replace him or her. The new character can be rolled up as normal or you may decide that the adventurers need a certain character type with them (such as an Initiate). In this case, tell the player his or her new career and then generate it normally, but be sure to check that the player wishes to play the character! Later in the campaign, when the adventurers are very experienced, you may to like to allow a new player character a few free advances before he or she begins play.

When introducing new player characters, it will be useful to work out a background for the character similar to the ones given with the starting characters in this book. Ask the player how he or she sees the character and develop the background between you. The character should be introduced into the campaign at a suitable point and with a reason for being there. Almost anything will do as long as it makes sense. New characters can be found in a multitude of places - as prisoners, as travellers on the road, as patrons of an inn, etc.

Finding a Physician

Death from bleeding is a fate that awaits many adventurers. Faced with a bleeding wound and no immediate medical aid the adventurers are likely to go looking for a Physician with Surgery skill. Surgeons are harder to find than

normal Physicians and are rated as *Scarce* when using the *Consumer Guide* (see WFRP p292).

travel in the empire

The Empire is a large place, and during their adventures the player characters are sure to make many journeys along its roads and waterways. This section deals with how to make those journeys interesting and exciting for your players.

Daily Movement Rates

When the adventurers are travelling long distances it is more convenient to deal with movement rates per day than it is by the turn or hour. The daily movement rate gives an average rate of travel in miles, assuming an 8-hour journey and sufficient stops to rest the animals. The distance varies according to the type of terrain covered.

	Road	Off Road	Hills	Mountains
Coach or Cart	30	N/A	N/A	N/A
Draft Horse	30	20	10	5
Horse	40	30	20	10
Pony/Mule	36	25	20	10
Wagon	15	10	5	N/A

Watercraft*

Rowing Boat 20

Small Sailing Boat 30

Commercial Barge or Riverboat 20

Sailing Ship 40

* The speeds given assume good wind conditions and a slow current such as the River Reik from Marienburg to Altdorf. Add 25% to a vessel's speed if moving downstream in a fast-flowing river and subtract 25% if moving upstream. Also add or subtract up to 25% in strong winds for sailing ships, depending on the wind's direction.

forcing animals

It is assumed that on some days the PCs will make faster progress than on others and you may want to vary the rate of travel day by day. If they wish, riders may push their mounts beyond their normal endurance, but this is likely to see them become lame or possibly result in their death. Generally speaking, any mount or draught animal that is pushed beyond its normal movement rate will deteriorate until it has had an opportunity to rest.

When calculating the effects of extra travel on mounts, the mount's Toughness is used to determine how far it can be pushed before being injured or, in extreme cases dying. For each extra 10% of travel, a *Toughness* test is made for each animal, the first test is made with a +20 modifier and the second with a +10. Characters with *Ride* skill or *Drive Cart* skill make the test with an additional +10 modifier. A successful test has no effect on the animal, otherwise it loses a point of T. An animal which misses a test by 50% is automatically lamed and can only move at a quarter of its normal speed. If an animal's T ever reaches 0, the animal instantly collapses and dies; the rider will be thrown and will take a 1xS3 hit unless a successful *Initiative* test is made.



Toughness tests should be evenly spaced out during the journey so as not to occur all at once. For dramatic impact the last test should be at the end of the journey! Travellers deciding to continue for more than 8 hours travel, check their animals' T (as above) for every extra hour of travel. Animals regain a point of T for every 12 hours they spend resting.

Example

Hans Wurtbad is 60 miles from Altdorf and wishes to arrive in the capital tonight. His horse can only travel 40 miles along the road in 8 hours, so Hans decides to push his mount. To

cover 60 miles in 8 hours, Hans needs to increase his horse's speed by 50%. The GM decides to spread the five *Toughness* checks out along the way. The first is made after 1½ hours at +30 (10 for *Ride* skill and 20 as its the first test). Hans unfortunately rolls an 89 so his horse loses a point of T. The next test comes 1½ hours later and is made against the horse's reduced T of 2, this test is made at +20 (*Ride* and +10 as it's the second test). Hans needs 30% or less, he rolls a 23 so his horse is all right. The third test is made with no modifiers and is successful. For the fourth test Hans needs 30 or less, he rolls 35, a failure which reduces his mount's T to 1. The last test is made as Hans races his horse up to the city gates, Hans rolls 55 and his horse dies and collapses beneath him. Hans makes his *Initiative* test and lands safely on his feet.

If Hans was not in so much of hurry, he could have decided to ride the 60 miles in 12 hours, in which case he would have to make a T test for this horse every hour, beginning with the 9th.

Handling Travel

Travel can be dealt with in a number of ways. When the PCs are crossing large amounts of countryside and you have no specific adventure or events in mind for them, you can simply inform them that it takes 15 days to get from Middenheim to Altdorf by coach or that it takes 12 days to travel from Nuln to

Altdorf by barge (downstream), but 20 days to go from Altdorf to Nuln (upstream). At the other extreme, when searching a section of road or river for vital clues to the whereabouts of a group of bandits or goblins, the journey can be played out in great detail, with each bridge, farm and side road or track being described to the players. While both methods are equally valid for specific circumstances, for more general play a method that lies somewhere between the two provides the best feel for travel and allows for the most flexibility.

This approach describes the general terrain to the players as they travel along roads, through woods or valleys, or over hills or mountains. No great emphasis is put on individual features except those the GM specifically wishes to draw the PCs' attention to, such as an abandoned farmstead, a broken down wagon or other interesting feature. In this manner long journeys can be dealt with quickly, without becoming too bland or boring. Similarly, the GM can place an interesting event at any point on the journey to stop the PCs from becoming too complacent or to help develop the overall flow of the campaign.

This way, you can simply tell that the PCs pass a number of coaching inns on their journey without having to detail each one. However, if the PCs should wish to enter a coaching inn and interact with NPCs present in it, it is a simple matter to shift into more detailed time.



land Travel

Land travel is the way that folk living away from the major rivers get around. Road travel near the cities and large towns is relatively safe; away from the large urban centres, travellers may fall victim to highwaymen, bandits, or even the dreaded Chaos Beastmen who lurk in the dark parts of the forest.

Coaching houses

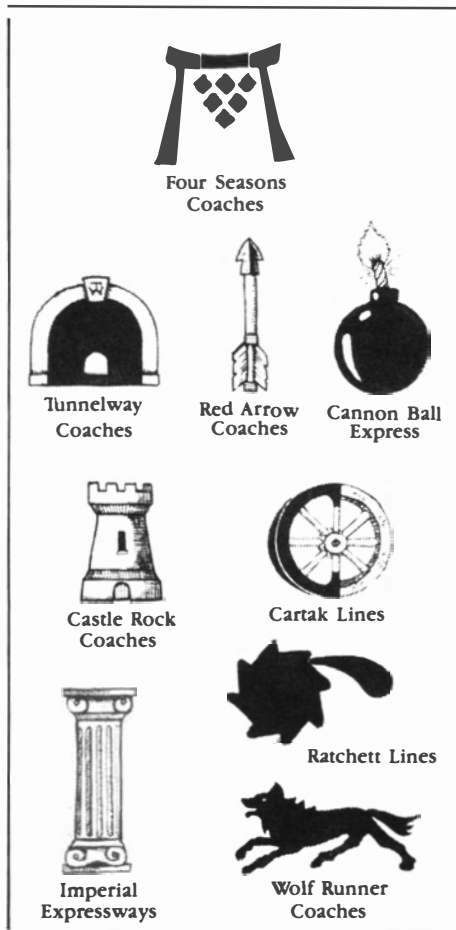
The roads of The Empire are well served by numerous coaching houses. The most famous of these is Four Seasons Coaches. Four Seasons is rapidly expanding its operation from its base at Altdorf. All of the main roads are now served by Four Seasons and they are establishing a chain of exclusive Coaching Inns along the main routes out of Altdorf. Along minor routes, Four Seasons still call at the independent Coaching Inns, but is only a matter of time before they open their own coaching inns and threaten the livelihoods of the independents.



Other coaching houses of the The Empire include:

- Cartak Lines of Altdorf
- Ratchett Lines of Altdorf
- Red Arrow Coaches of Averheim
- Wolf Runner Coaches of Middenheim
- Castle Rock Coaches of Middenheim
- Cannon Ball Express of Nuln
- Imperial Expressways of Nuln
- Tunnelway Coaches of Talabheim

There are also hundreds of smaller coach lines which run between the towns and villages of The Empire.



Travel By Water

Water travel is not dominated by a single company in the way that land travel is. Many merchant companies and literally thousands of small operators ply the waterways of The Empire. Many Wastelanders are to be found travelling along the Reik and its tributaries to as far as Kislev and southern Averland.



a BRIEF history of the empire

The Legend of Sigmar Heldenhammer

Some 2,500 years ago, the north-eastern lands of the Old World were inhabited by numerous barbaric, feuding tribal groups. The development of these early Humans had been rapid to say the least, but further progress was hindered by inter-tribal rivalries and assaults from the ubiquitous Goblinoid hordes, engaged in their centuries-long war against the Dwarfs of the Worlds Edge Mountains.

Legend tells that the birth of Sigmar - first son of the chief of the Unberogen tribe - was heralded by fierce storms and a twin-tailed comet. Whatever the truth, it seems certain that the man who came to be known as the Heldenhammer was marked by destiny from an early age. At the age of 15, he demonstrated his prowess as a warrior by single-handedly defeating a Goblin war party. As chance would have it, this particular band was escorting a captive group of wounded Dwarfs back to their lair, deep within the Great Forest. Among the Dwarven captives was one Kargan Ironbeard, king of many of the Old World Dwarfs of that time. On returning safely to his stronghold, he gave orders for a great feast in Sigmar's honour and, in gratitude for the saving of his life, Kargan gave Sigmar his own warhammer, Ghal-maraz ("Skull-splitter"), whose magical abilities increased Sigmar's prodigious fighting talents beyond anything the human tribesmen had ever encountered. As the young warrior's reputation spread, the ranks of his followers were swollen by a steady stream of recruits eager to share his glory.



Following the death of his father, Sigmar became chief of the Unberogens, and when he defeated the chief of the Teutogens - a long-standing enemy - in single combat, his triumph seemed complete; only the Goblins stood between him and the founding of a unified nation. With this goal in mind he gathered the tribal chiefs together and embarked on a campaign to rid the lands of the Goblinoids once and for all. Not all were willing to join the war at first, but as victory followed victory, more and more were swayed to his cause. At last, following a great battle on the plains of Stirland, the Goblin hordes ran, broken and panic-stricken towards the distant crags of the Worlds Edge Mountains.



The Battle of Black Fire Pass

But the war was not yet over. Shortly afterwards, a half-starved and badly wounded Dwarf staggered into Sigmar's camp on the confluence of the rivers Söll and Upper Reik. The Dwarf had travelled many leagues from the court of King Kargan in the northern reaches of the Black Mountains, to bring a desperate plea for aid. The Dwarfs of Black Fire Pass had recently suffered a humiliating defeat at the hands of a combined army of Goblins, Hobgoblins, and Black Orcs - the scattered remnants of their forces were retreating northwards to regroup at Karak-Varn, leaving just a few hundred stalwarts to hold the pass for as long as possible. Wasting no time, Sigmar unfurled his standard and gave the call to arms...

With Sigmar at its head, the Human army was unstoppable. Swinging Ghal-maraz two-handed, he cut through the Goblinoid hordes as though wielding the scythe of death itself. As the Goblins began to fall back, the remaining Dwarfs charged from their strongholds, trapping the foul creatures between Sigmar's army and their own deadly axes. Terrible was the slaughter that day, and few were the Orcs or Goblins that escaped to tell of the battle of Black Fire Pass, and the deadly skill of Sigmar Heldenhammer. From that day on, Sigmar was known as the "Hammer of the Goblins".

The victory at Black Fire Pass just about wrapped up the war that had raged

between Dwarf and Goblin for nearly 1500 years. The goblinoids' main supply lines to the Dark Lands - whence they had first emerged - were effectively cut, and the few, isolated bands that remained within the woods of the Old World could be picked off fairly easily. Some, however, chose to lay low within the darkest reaches of the forests, waiting for an opportunity to take their vengeance...

With the end of the Goblin wars, Sigmar was able to realise his dream of founding a mighty Empire. Not one of the chiefs of the other tribes hesitated to swear allegiance to him and, the high priest to Ulric duly crowned him Emperor in a small town known as Reikdorf - the site of the future Altdorf.

Sigmar's Passing

The reign of Sigmar Heldenhammer was not the longest of The Empire's rulers, but in those few years the foundations and traditions of The Empire became well established. The various tribal chiefs were assigned provincial control of areas such as Middenland, Talabec-land and so on, but while they were permitted considerable autonomy, Sigmar was at pains to stress the need for unity - "The strength of The Empire lies in its diversity, not its division," he said. "Together, we shall keep our lands free of the hated Goblins; but divided we shall surely fall!"

There was much construction work at this time; large areas of the forests were cleared for cultivation - although plenty still remained - and many towns sprang up. Foremost among these were the future city states of Nuln, Talabheim, and Middenheim.



Just fifty years after his coronation, the records tell that Sigmar abruptly laid aside his crown. "The time has come to return Skull-splitter to its makers," he declared, "and there is a road I must walk alone..." With that, he left his palace in Altdorf and set out for the Dwarven citadel of Caraz-a-Carak, permitting no-one to accompany him beyond Black Fire Pass. If he ever arrived there, the Dwarfs do not tell, and no word of Sigmar Heldenhammer, first Emperor of The Empire, has ever come back to his subjects. And yet the people believe that in the hour of The Empire's direst need, Sigmar will return, and his coming will be foretold by the passing of a twin-tailed comet...

The Electors

Deprived of their Emperor - who had remained a bachelor and left no heir - the provincial rulers called an emergency Council of State to decide what to do. After much wrangling, it was agreed that they should choose a new Emperor from one of their number

by a straight vote. They also agreed that all future Emperors should be chosen in the same way, and that each Province should be entitled to one vote in perpetuity. Thus the system of Electors was established.

Years passed, and the towns grew to cities. New towns were built, and smaller, non-electoral provinces came into being as the heirs of the provincial rulers were bequeathed their own estates. As Emperor succeeded Emperor the provinces were able to achieve greater and greater independence - promising to vote for a particular Emperor in exchange for various taxation rights and exemptions.



By now the Cult of Sigmar the God was also well established. A strange hermit had mysteriously arrived in Altdorf one summer solstice, claiming to have had a vision of Sigmar surrounded by the other gods. A temple was promptly built to the newest of The Empire's gods, and such was the power of his legend that the cult rapidly attracted a large following. In due course, the High Priest (or "Grand Theogonist" as he came to be known) was even made an Imperial Elector, and became the closest of all the Emperor's advisers - much to the annoyance of the High Priest of Ulric.

It was around this time that Emperor Ludwig the Immense (whom history was later to re-title "Ludwig the Fat") awarded The Empire's Halflings an Imperial charter, "in recognition of invaluable services rendered to His Imperial Majesty, Ruler of the Heights

and Depths, etc, etc". Under this charter, the Halflings were given part of Stirland - henceforward known as Mootland - to administer as they saw fit. Moreover, they were also granted an Imperial vote to be cast by their Chief Elder. Ostensibly, the charter was granted in recognition of Halfling contributions to Imperial cuisine, and it is certainly true that before the appointment of a Halfling cook, food poisoning had been a common occurrence even in the royal household. However, the fact that Ludwig wished to get his own back on the Grand Countess of Stirland - who had not only declined his proposal of marriage, but had also made offensive remarks about the excessive corpulence of the Imperial person - was probably also a contributory factor. In any event, the creation of Mootland certainly took a large chunk out of Stirland's territory.



The steady decline of Imperial control reached its nadir with the reign of Boris the Incompetent (1053-1115). The appalling administration of his reign saw such an increase in official corruption that even the Imperial coffers were greatly reduced by the fraudulent dealings of unscrupulous tax officials. The failure by town authorities to deal with the overcrowding of their towns was duly rewarded by a devastating outbreak of the Black Plague in 1111. Whole populations were wiped out by this virulent disease, and four years later it even claimed the Emperor himself.

The Age of Wars

By now many of the Provincial Rulers had had enough of "weak-willed Emperors creaming off our taxes", and successive elections got more and more heated. Some wanted complete independence, while others tried to invoke the reign of Sigmar in an attempt to reverse many of the privileges which they saw as destroying The Empire's very foundations. When the Electoral Council of 1152 ended in a stalemate, the Grand Duke of Talabecland returned to his palace, raised an army and actually waged war on Stirland. This was all the provocation the other Electors needed - for over 200 years The Empire was torn apart by a series of bitter civil wars, and no Emperor managed to hold onto the crown for longer than 10 years.

The Age of Three Emperors

Things came a head in 1360 when Otilia, Grand Duchess of Talabecland declared herself Empress *without election*. In this she was supported by the High Priest of the Cult of Ulric, who had earlier been made an Elector in an attempt to break the deadlock, and as a counterbalance to the influence of the Grand Theogonist. Relations between the two Cults had been strained for some time since provincial rivalry had left the Grand Theogonist with the casting vote in Imperial Elections. So, when the Grand



Count of Stirland - Ottilia's long-standing rival - was elected Emperor in 1359, she approached Ulric's high priest in Talabheim and persuaded him that she had unearthed evidence that the Cult of Sigmar had been founded by a madman. The so-called vision of the hermit all those years ago had been completely misinterpreted - Sigmar had not been deified, it was just a sign that his reign had been blessed by Ulric himself. This suited the High Priest's political ambitions very nicely, and he instantly declared all followers of Sigmar's Cult to be heretics. Ottilia promptly outlawed the Cult in Talabecland; Sigmar's temples were desecrated and his Clerics pursued by Witch-Hunters.



Meanwhile, the *elected* Emperor continued to hold court in Nuln, and attempted to wage war on the "blasphemous she-devil" in Talabheim. But the Emperor was himself under attack from Middenland and years of civil wars had taken its toll on The Empire's many armies. The result was a stalemate which lasted for nearly 200 years. During this time Ottilia passed her "crown" to her descendants, while "true" Emperors were still chosen by elections held in Nuln. These, however, had now become formal proceedings whereby the choice of the Grand Theogonist was automatically ratified - dissenters being persuaded of their error of judgement by the sword-point of one of the many Temple guards invited to oversee the security of the election!

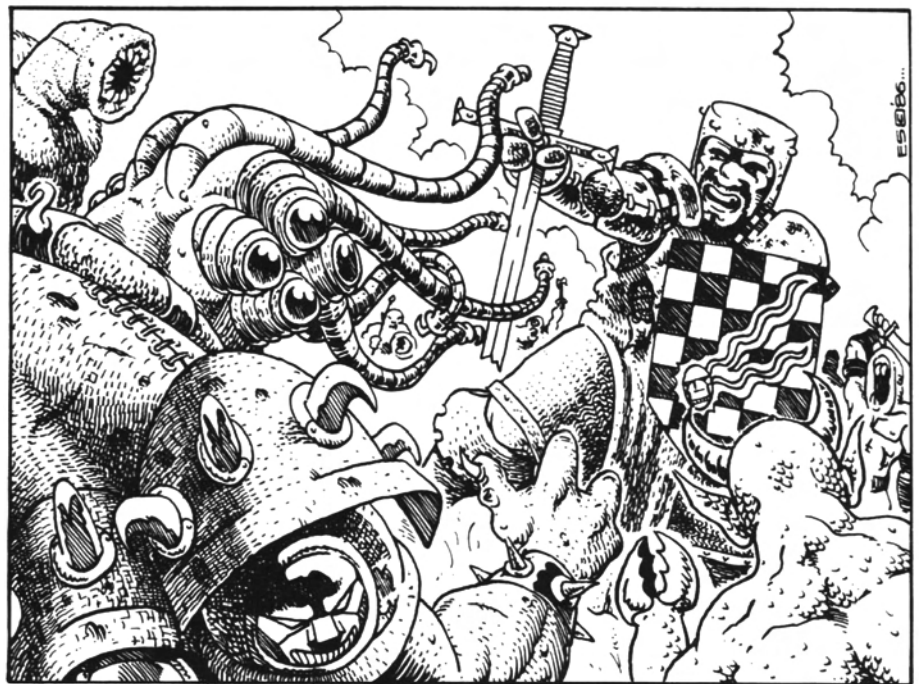
In 1547, the then Grand Duke of Middenland - having been led to believe that he would be elected Emperor - found himself at the wrong end of a repeating crossbow when he tried to cast his vote on his own behalf. Returning to Middenheim in a fury, he printed and circulated a pamphlet denouncing the election as a sham, and declaring himself rightful Emperor.



Thus, The Empire of Sigmar's dream came to have no less than three Emperors, all at war with one another. Those at Middenheim and Talabheim handed their authority on to their offspring, while the Grand Theogonist continued to hold elections in Nuln.

The Dark Ages

The Age of Three Emperors continued with little change for over 400 years. But the years of war had taken their toll, and the taint of Chaos was ever at work. Gradually the warring provinces themselves began to fragment, and the self-styled Emperors soon had their



hands full dealing with problems and uprisings within their own boundaries. There was a sudden increase in the numbers of Demonologists and Necromancers during this period; secret shrines to the Chaos Gods were built in hidden groves, deep within The Empire's forests; and many of the dead slept but fitfully.

In 1979, after the election of the Empress Magraritha, even the Grand Theogonist decided to abandon the electoral sham, and no elections were held until the spring of 2303.

The Incursions of Chaos

The Empire's disintegration continued apace throughout this time until, by the year 2000, it no longer existed as a cohesive unit. There was no recognised Emperor, Goblins were breeding in the forests, and Orcs were raiding the borders in ever-increasing numbers. It seemed only a matter of time before this part of the Old World would once more be reclaimed by the forces of darkness.

Indeed, in 2302 the old Chaos warpgates entered a new phase of hyper-activity and the boundaries of the Chaos Wastelands began to expand once more - sweeping down over Norsca and the Northern Steppes. Horrible mutations began to appear among Humans and Dwarfs alike, while rumours spread of Beastmen prowling the forests and of Chaos Warriors marching on The Empire. It seemed as if The Empire's days were numbered.

But then, there appeared in Nuln one young man of noble birth, known as

Magnus the Pious, whose armorial bearings included a twin-tailed comet. With the forces of Chaos advancing on Kislev, he made a stirring call to the people and young men and women flocked to join his army. Marching into Talabecland - where the anti-Sigmar witch-hunts had all but subsided - he sent out riders bearing messages of good-will to all the provincial rulers, and urged "All true sons and daughters of Sigmar" to unite. "We must take up arms as one great people, lest the Chaos hordes o'erwhelm us all and the final darkness consume the world," he declaimed. Amazingly, the people responded, and as one great nation The Empire went to war against Chaos. Magnus made an alliance with the Tsar of the Kislevites and, leading from the front, he stood firm as a rock while the churning seas of Chaos broke upon him - and then withdrew!

An Empire REBORN

Following the war, Magnus was duly elected Emperor and crowned in Nuln, with the blessing of the Grand Theogonist. He reigned for 65 years and restored much of The Empire's former glory. Unfortunately, he died celibate and his brother Gunthar - a follower of the Cult of Ulric - who would normally have been the automatic choice as Magnus' successor, had made the mistake of crossing the Grand Theogonist. By now, the Cult of Sigmar had no less than three Electors (one in each of Talabheim, Nuln, and Altdorf) and consequently, Count Leopold of Stirland was elected in his stead. Gunthar was obliged to move to Middenheim and his descendants live there still.

The family of Emperor Leopold von Krieglitz held onto the office for the next 60 years, by which time the concessions and privileges that Marienburg had won in exchange for access to its ports, finally allowed its Burgomeisters to declare the Wasteland's independence, and secede from The Empire. Rumours that Leopold's grandson, Emperor Dieter IV, had connived with the Burgomeisters almost led to the Electoral Council bringing charges of incompetence against him. In the end, by a narrow margin, the Electors decided to appoint a new Emperor - Wilhelm II, Prince of Altdorf, - and settled for the lesser punishment of disenfranchising Dieter's family, who withdrew in disgrace to Talabheim. Here, there still remained a few reactionary followers of Ulric who regarded the Cult of Sigmar as heretical and they were only too glad to espouse Dieter's cause. In time, the von Krieglitz family were able to recover a measure of its former power - being appointed to the office of Grand Duke of Talabecland.

In the meantime, the new Emperor - Wilhelm Holswig-Schliestein - having no desire to move to Nuln, decided to move the Imperial capital back to Altdorf, where it remains to this day. During the reign of Wilhelm, who became known as 'the Wise'. The Empire made many technological advances, not least in the arts of war. Trade was greatly expanded too, and the new network of roads improved communications greatly. Close relations were maintained with Kislev and an embassy was even sent to Bretonnia.

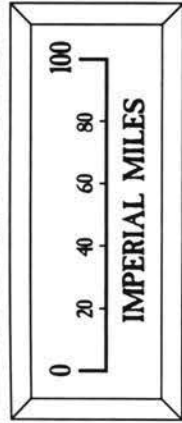


The current Emperor - Karl-Franz I - is a direct descendant of Wilhelm and although he is perhaps not yet as noteworthy as his illustrious ancestors, he is generally well-thought of by all his subjects.



a time line for the empire

Date (Imperial Calendar - IC)	Event	Date (Imperial Calendar - IC)	Event
-30	Birth of Sigmar.	1359	Grand Duke of Stirland elected Emperor in Nuln.
-15	Sigmar rescues King Kargan and receives the magical warhammer Ghal-maraz ("Skull Splitter").	1360	Grand Duchess Ottilia declares herself Empress in Talabheim <i>without election</i> . She outlaws the Cult of Sigmar in Talabecland.
-8	Sigmar becomes chief of his father's tribe and unites the other tribes in war against the Goblins.	1360-1547	Civil wars rage - no conclusive outcome.
-1	Sigmar turns the tide of the war at the Battle of Black Fire Pass.	1547	Grand Duke of Middenland declares himself the rightful Emperor, starting the Age of Three Emperors.
0	Sigmar is crowned Emperor at Reikdorf by the High Priest of Ulric.	1550-1978	Steady disintegration of The Empire sees increase in the numbers of Demonologists and Necromancers; proliferation of secret worship of the Chaos Gods.
0-49	The Empire is established; woods are cleared for cultivation, and the first towns are built.	1979	Empress Magritta becomes last elected Empress for 400 years.
50	Sigmar abdicates to return Ghal-maraz to its Dwarven makers in Caraz-a-Carak.	1980-2300	Collapse of central authority is completed.
100-500	Electoral system established; the towns become cities; the Cult of Sigmar the God becomes widespread.	2302	Incursions of Chaos begin their assault on the Old World. Magnus the Pious appears in Nuln, and makes successful appeal for unity against the Chaos threat.
c1000	Ludwig the Fat issues a royal charter to the Halflings of the Moot, granting them administrative autonomy and an Imperial vote.	2303	The Incursions of Chaos subside and withdraw in the face of determined resistance from the Kislevite/Imperial alliance, led by Magnus.
1053-1115	Reign of Boris the Incompetent; corruption is rife.	2304	Magnus is elected Emperor. The Empire's former glories are restored.
1111	Devastating outbreak of Black Plague reduces whole populations.	2369	On the death of Magnus, The Empire passes not to his brother Gunthar, but to Count Leopold of Stirland.
1152	Inconclusive Electoral council starts Age of Wars.	2429	The Burgomeisters of Marienburg declare the Wastelands' independence and secede from The Empire; Emperor Dieter IV is deposed in favour of Prince Wilhelm of Altdorf.
		2502-	Karl-Franz - Wilhelm's great, great present grandson is elected to the throne.



SEA OF CLAWS

LAURELORN FOREST

SALZENMUND •

FOREST OF SHADOWS

THE
WASTELAND

MIDDENHEIM •

MIDDLE MOUNTAINS

• Bergsburg

• Wolfenburg

The Cursed Marshes

Howling Hills

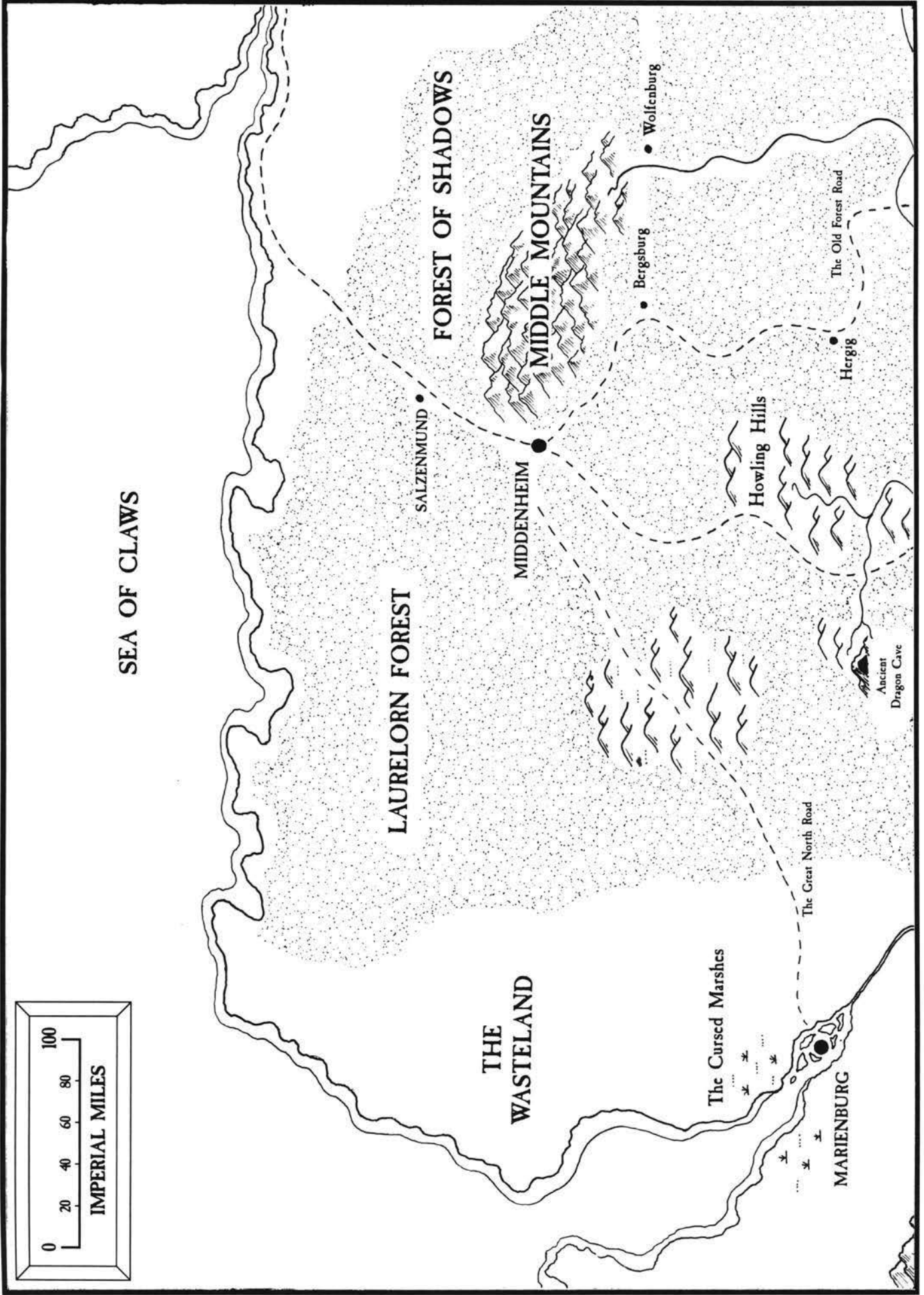
The Great North Road

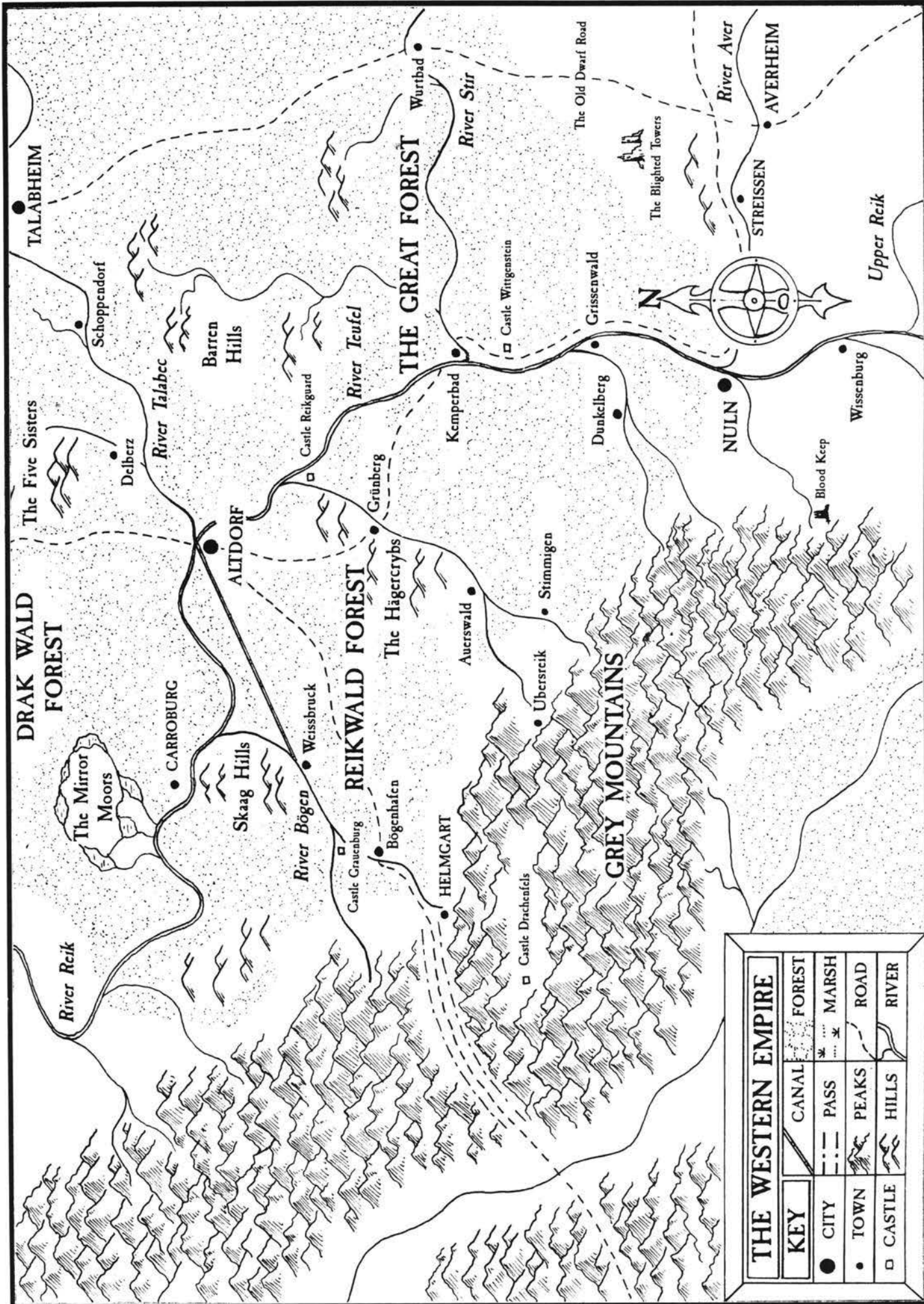
MARIENBURG •

The Old Forest Road

• Hergig

Ancient
Dragon Cave





THE WESTERN EMPIRE				
KEY	CANAL	FOREST		
● CITY	--- PASS	⚡ MARSH	⚡ PEAKS	ROAD
◻ CASTLE	⚡ HILLS	⚡ RIVER		

the political structure of the empire

(See also - *The World Guide* - *The Empire* - WFRP, p281).

the emperor and his advisers

In theory, Emperor Karl-Franz I has absolute control over all aspects of Imperial society. In practice, however, his power is limited by a whole range of special privileges granted to various offices by the edicts of his predecessors, and the Crown is only really maintained out of a strong national sense of historical necessity - the last time The Empire lacked a recognised figurehead, it was almost wiped out by the Incursions of Chaos (see *A Brief History of the Empire*). When he stepped upon the throne dais in the Imperial Palace, Karl-Franz swore an oath that he would "at all times govern and maintain the majesty of The Empire". But this has proved to be no easy task...

The Council of State

Broadly speaking, the Emperor has the power to set taxes, raise armies and to issue edicts. To assist him in the day-to-day running of the Imperial court, and to advise him on matters financial, military and so on, the Emperor appoints a Council of State. The members of this council, which always includes the Grand Theogonist of the Cult of Sigmar, are selected from the families of the most ancient lineage. They have no *constitutional* authority but nevertheless still wield great power, since the Councillors control access to the Emperor and - whenever they manage to speak with one voice - can exercise considerable influence on him. The Grand Theogonist, who is arguably the most powerful man in The Empire, is usually behind the Council's more urgent recommendations...

Emperor Mattheus II, the grandfather of Karl-Franz I and a strong believer in democratic principles, actually attempted to draw up an Imperial constitution based around the Council.



This merely aroused the suspicion of the Provincial Electors (see below), and the idea was quietly abandoned. However, it takes a strong Emperor indeed to go against the advice of a united Council.

Imperial Plenipotentiaries

The Emperor occasionally also appoints special representatives in the provinces (known as Imperial Plenipotentiaries) and, in some cases, in the provincial towns as well. These appointees serve a dual function: on the one hand they might be loyal servants looking after the Emperor's interests, and keeping tabs on his so-called servants, and on the other, they could be ambitious, Machiavellian types sent to quiet back-waters to keep them out of harm's way. Whatever the reason for their appointment, it is generally believed that Imperial Plenipotentiaries are merely court favourites, and few people accord them any respect.

the electors

The real power in the realm resides with the 14 Provincial Electors (of whom, just to complicate matters, the Emperor is one). These are responsible for choosing the successor of the current Emperor. Political necessity demands that they pick someone who will not actually try to use his powers properly, and the choice normally falls on the least accomplished of their number. In practice, this means that the slightly eccentric Holswig-Schliestein family can count on holding office for the foreseeable future; the other Electors regard them as unambitious and the safest bet for the continuation of their own privileges. For their Electoral power is largely a secondary function of their real positions; all the Electors are either important provincial rulers, or magnates of the Cult of Sigmar or Ulric. As history shows, there is much rivalry between the provinces, and plenty of contention between the two Cults - although in the latter case, the Grand Theogonist of the Cult of Sigmar can be said to have tipped the balance in his favour by getting his two "lieutenants" accepted as Electors, while the Cult of Ulric is represented only by its High Priest.

The 15 current Electors, together with their titles and seats of power are:

1. Emperor Karl-Franz I, Grand Prince of the Reikland - based in Altdorf age 35; named heir is Prince Wolfgang Holswig-Abenauer, his sister's eldest son.
2. Grand Theogonist Yorri XV of the Cult of Sigmar - based in Altdorf.
3. Arch Lector Aglim of the Cult of Sigmar - based in Talabheim.
4. Arch Lector Kaslain of the Cult of Sigmar - based in Nuln.
5. High Priest Ar-Ulric of the Cult of Ulric - based in Middenheim.
6. Grand Prince Hals von Tasseninck of Ostland - based in Wolfenburg; age 62; named heir is his only son, Prince Hergard.
7. Grand Duke Leopold von Bildhofen of Middenland - based in Carroburg; age 46; named heir is his younger brother, Baron Siegfried.
8. Grand Duke Gustav von Krieglitz of Talabecland - based in Castle Schloss (just outside the town of Herzig); age 22; no named heir.
9. Grand Baroness Etelka Toppenheimer of Sudenland - based in Pfeildorf; age 51; named heir is the adopted son of distant relative, Baron Olaf Sektliebe.
10. Graf Alberich Haupt-Anderssen of Stirland - based in Wurtbad; age 15; no named heir.
11. Grand Countess Ludmila von Alptraum of Averland - based in Averheim; age 77; named heir is her eldest daughter, Baroness Marlene.
12. Graf Boris Todbringer of Middenheim - based in the Middenpalaz in Middenheim; age 57; named heir is his youngest son, Baron Stefan.
13. Duchess Elise Krieglitz-Untermensch of Talabheim - based in Talabheim; age 31; no named heir
14. Countess Emmanuelle von Liebewitz of Nuln - based in Nuln age 27; no named heir
15. Elder Hisme Stoutheart of Mootland - the Halfling Elector.



Although the Electors are in competition for much of the time, their position unites them against the Emperor, the independent towns, and the Guilds (see below for details of the latter two). Since the power of the Elector derives from the Provinces/City States, the title is hereditary - although there are no particular dictates as to how an heir must be chosen. In theory, the Emperor may veto any choice, but in practice, this is an extremely rare event - without the support of a sizeable majority of the Electors, the Emperor has no hope of enforcing such a veto. Emperor Leopold was the last Emperor to try such a move and, in his case, the threat of civil war was enough to make him back down.

The Prime Estates

When Boris the Incompetent attempted to make his favourite racehorse a Duke, the other Electors unanimously voted that they needed some eyes and ears in the capital to warn them if the Emperor was planning any other "foolishness". Accordingly, they each despatched a special representative to Altdorf to form a watchdog body, called the Prime Estates. This gathering meets in a splendid building in the Imperial capital, and is ostensibly open to any person of recognised noble birth, although lackeys of the Emperor are usually carefully excluded. The Prime Estates has now become a *de facto* supreme court - all Imperial edicts are carefully studied ("in the interests of State") and reports are sent back to the Provincial Electors. Since the latter can effectively refuse to police any edict they don't like, the Prime Estates has an almost complete veto on the Emperor's right to issue commands.



And with the Prime Estates there to hinder the implementation of Imperial edicts, the Emperor suffers even greater frustration. Of course, the Prime Estates can be said to have served a very useful function sometimes in this respect, given that Karl-Franz - as all Emperors - is occasionally given to crazy schemes along with those which might have some merit. Some of the more controversial edicts have included the Halfling Licensing Proclamation, by which no one was to be allowed to employ Halfling cooks without a license (since 99% of the nobility have Halfling cooks, and since there were howls of protest from the Moot, this particular Edict never got very far), and the imposition by Empress Margaritha of an Anchor Tax, by which ships mooring on The Empire's rivers were to be the subject of a 15 Crown tax per anchor (the Prime Estates enforced this for three months, but stopped when ship-

owners began dropping their anchors overboard rather than pay, and it proved dangerous to moor in any town or city harbour as loose ships drifted all over the place).

the provinces

As has already been implied above, the great City States of Middenheim, Talabheim, and Nuln operate just like the other Electoral Provinces. The only real difference is that their populations are obviously somewhat more concentrated. The remaining provinces which make up the rest of The Empire are all attached to one or other of the Electoral Provinces. These are:

- the County of Wissenland (attached to Nuln)
- the County of Sylvania (attached to Stirland)
- the League of Ostermark (attached to Talabecland)
- the Barony of Hochland (attached to Talabheim)
- the Barony of Nordland (attached to Middenheim)

Accordingly, the rulers of these areas are responsible first to the relevant Electoral ruler and secondly to the Emperor. In other words, if Karl-Franz wishes to find fault with the behaviour of Chancellor Dachs of Ostermark, he will raise the matter with Grand Duke Gustav of Talabecland. These provinces are effectively covered by the same immunities and exemptions as the 'parent' province, whatever their status.

The larger provinces are subdivided into a variety of minor counties, baronies and leagues, with administrative governors appointed by the provincial rulers. These in turn may appoint town governors, although this practice is not always followed for every town, some of which actually elect their own town councils.

Considerable rivalry still exists between Electoral Provinces. Only the rulers of Averland and Sudenland could honestly claim to have no pretensions to either the Imperial crown or the extension of their own boundaries. Fortunately for the unity of The Empire, however, these ambitions are currently well suppressed - the memory of years of bitter civil war is an important factor in this regard - and political machinations are conducted *very* discreetly.

The provincial rulers are largely able to exercise their authority as they see fit

within the boundaries of their domains. Some are more independent than others, thanks to special privileges which previous Emperors have granted their provinces. For example, the City States of Middenheim and Talabheim send no taxes to the Imperial coffers, and only have to supply troops when all the other provinces have been exhausted. The County of Wissenland, on the other hand, is little more than an administrative sub-division of the City State of Nuln.

The style of government also varies from province to province. Talabecland, for example, is rigidly autocratic, while Sudenland has many democratic institutions. In general, however, these variations have little meaning for the average Imperial citizen: the rich are still the most privileged while the poor do all the work!

towns

As far as most people in The Empire are concerned, the most important arm of government with a direct bearing on their daily lives is the nearest town. This is the place where taxes are collected, military service is rendered, trials are held, and merchandise is sold. The exact governmental structure varies from town to town. Some have autocratic governors appointed by the provincial ruler, while others have elected councils; some have Imperial Plenipotentiaries - direct representatives of the Emperor, and others seem to muddle along with no obvious administrative structure at all.

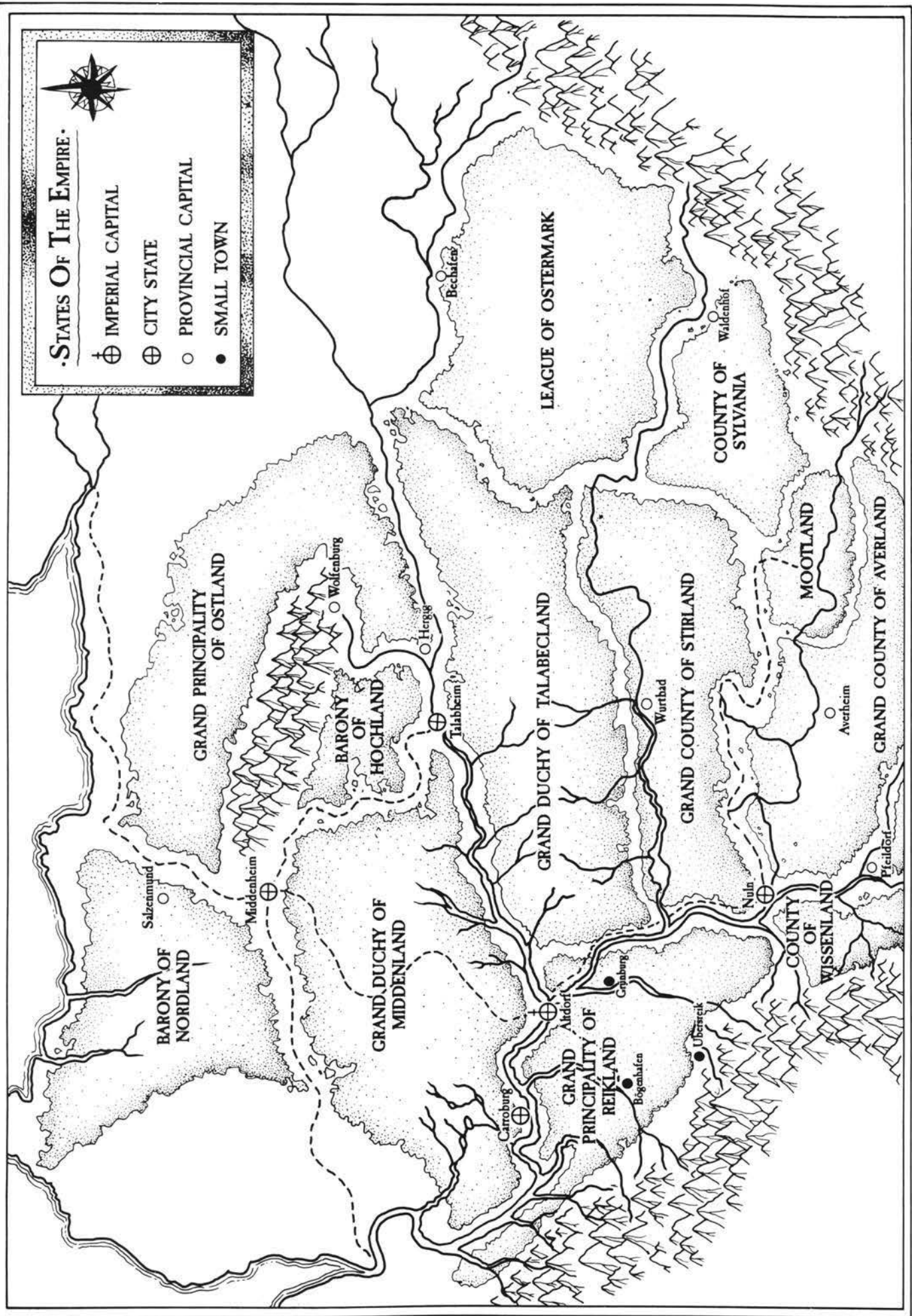
Normally, towns hold their charter from the Emperor - Kemperbad in the Reikland is the largest example - or are simply part of the political structure of the Province. Some of the larger towns, however, may have independent exemptions and privileges that defy the Crown or any Provincial authority. The independent towns can be a thorn in the flesh of all higher authorities, since their agents cannot operate to collect taxes or raise troops from them. Such towns have been known to be powerful enough to wage war against provincial rulers; all have strong military bodies based upon the Watchmen. Since no rural magnate can ever feel satisfied with an independent town sitting on its



STATES OF THE EMPIRE



- ⊕ IMPERIAL CAPITAL
- ⊕ CITY STATE
- PROVINCIAL CAPITAL
- SMALL TOWN



wealth and status, it has happened on many occasions that provincial rulers have looked for any excuse to interfere. When, following a disastrous harvest, Streissen suffered from an outbreak of bread riots in the year Karl-Franz came to power, Grand Countess Ludmila of Averland made it quite clear that she would only send her troops *after* the town government had agreed to pass all its privileges and authority to her. The massacre that accompanied her takeover is one of the more infamous chapters of recent history.

The town's authority (whatever its structure) does not end at its walls. All the villages and farms within a 10-20 mile radius look to the town for protection, and in return are subject to its laws and taxes. However, these are often monitored and interfered with by higher authority.

Guilds

The fourth 'power' in the social mix of the Empire are the Guilds. In all towns, the Guilds are among the most important institutions. They normally have a monopoly on the labour market in the trades with which they are concerned, and Guild membership is compulsory for anyone wishing to ply a trade in the town. In return, the ordinary guild member gains a powerful voice which town councils tend to listen to. When a large job needs to be undertaken - particularly one commissioned by the town council, or by another Guild - it is traditional for an approach to be made to the relevant Guild rather than direct to a craftsman. The Guild negotiates the cost and rates of pay, and parcels the labour out among its members on a sub-contract basis.

Varieties of Guilds

There are Guilds for just about every career going - Alchemists and Artisans, Merchants and Seamen, and of course, Thieves and Lawyers.

The craft Guilds (for example, Metalworkers, Carpenters, Cartwrights, Masons, Jewellers and Tailors) keep control over standards of workmanship, and every apprentice is examined by an official of the Guild before being granted journeyman status and allowed to set up shop. The craft Guilds also require that any craftsman claiming to have served an apprenticeship elsewhere must present them with testimonials and letters of introduction from the Guild of which he or she was previously a member.

The labour Guilds (for example, Labourers, Teamsters and Stevedores) are not so strict in their requirements, since the same standards of craftsmanship do not apply to their work. They do, however, keep close control of their members' activities and protect their monopoly of labour ruthlessly.

The Merchants' Guild works in much the same way as a craft guild, overseeing apprenticeships and so on, but its members are free to seek business as they please. The majority of mercantile operations are family-based and, outside these families, new members are not encouraged. Occasionally the Guild may intervene when competition or disputes between two or more members threaten its unity or reputation, but by and large the Merchants' Guild is content to let its members conduct business as they see fit.

All Guild members pay an annual membership fee, which helps to maintain the Guilds' premises. These range from lavish town-houses to well-concealed, rambling hideaways, to small rooms at the back of an artisan's shop. Additionally, apprentices must pay a fee in order to be examined by a Guild official before progressing to full membership and being allowed to ply their trade in the town. In some places, members of craft Guilds are also expected to do one day's work per year for the Guild, for which they are not paid.



Those foolish enough to operate without the backing of a Guild can expect all kinds of trouble - a verbal warning is the first step, followed by threats of physical violence which are swiftly carried out if the person concerned continues to be recalcitrant.

Guild Structure

The internal structure of each guild varies enormously across The Empire, although most of those in the Reikland follow the same basic pattern, with only minor variations. A Guild Council comprising a dozen or so of the Guild's most senior members elects the Guild Master who chairs regular council meetings which make all policy decisions from setting membership fees to holding *ad hoc* trials for those who transgress Guild laws. Vacant places on the Council are very rare - usually following the death of one of the members - and tend to be filled according to the dictates of the remaining members, who meet in closed session to make their decision. In small towns and villages, however, there might not be enough members to justify such a formal structure, and in

many such cases a town or city guild will extend its control to cover the nearby villages.

The Guilds' collective power is subtle, yet potent. Since they are the representatives of skilled labour and monied wealth, they have managed to alter the will of the Emperor, provincial rulers and town authorities on many occasions. Guilds have been known to become involved in riots, revolts and strikes as more blatant manifestations of their strength, and it is widely recognised that there is a struggle for ultimate power between the rural propertied interests - represented by the nobility and, to an extent, the Crown; the urban oligarchies who run the towns; and the Guilds, especially where the latter are excluded from offices and privileges granted to the former two.

Taxes & Revenue

Taxes may be levied at a variety of levels: The Emperor sets taxes to maintain his court and finance his armies; provincial rulers set taxes to maintain their courts and armies, as well as to build roads, canals and so on; town councils set taxes to maintain their Watch and Roadwarden patrols, as well as things like town walls and municipal buildings and services.

Not surprisingly, the list of things which can be taxed is endless - Imperial Citizens pay an annual poll tax of one Crown per person; tolls are charged for the use of roads and river locks; gate taxes are charged on all non-inhabitants entering/leaving towns; merchants are taxed on merchandise sold, and so on. Since it is reckoned that only the unpropertied, non-Guild, working class actually pays *all* the taxes imposed upon it, the burden on the poor is unbelievably great. The nobles pay hardly any taxes at all, and exemptions free many towns and Guilds from specific taxes, which is generally why the Emperor is forced to have new taxes devised so frequently.

In fact, there are so many provinces, cities, individuals and offices with exemptions from taxation and the requirement to supply troops that there have been long periods when the defence of the realm was severely compromised. Karl-Franz, like many of his predecessors, has instructed his treasury officials to invent new taxes (on printing, gunpowder, bordellos and pit-fight gambling) to raise money and then been forced to grant exemptions as interest groups have united to defy him. New taxes are devised every month,

and there exists a professional class of confidence tricksters who travel from place to place collecting taxes the Emperor hasn't actually imposed yet...

law in the empire

The various law enforcement agencies - Roadwardens, the local town and city Watches, and so on - have more than enough to keep them busy, and often operate on the principle of a suspect being guilty unless proved innocent (you can find the Basic Profiles of these characters on the reference sheet in Booklet 2). Characters need to be very careful when dealing with the law. Even if they are innocent, behaving with arrogance and condescension is the surest way to get themselves arrested.

Guilty characters, on the other hand, need to tread even more cautiously. If the crime is a trivial one, bribery is a possibility - especially if presented as payment of an on-the-spot "fine". If the bribe attempt fails, however, things are going to be a whole lot worse. More serious crimes - theft, breaking-and-entering, and so on - often (but not always) end in a trial before the nearest magistrate. But if the character resists arrest, the lawmen are quite likely to decide to dispense justice on the spot, which usually ends in the character's burial in an unmarked grave! Crimes such as horse-stealing, murder, and so on, are regarded as so heinous that the arresting party is actually expected, more often than not, to deal with the criminal on the spot.



Arrested characters may or may not be tried according to their social position and the evidence against them. Unless there is incontrovertible evidence against a noble or wealthy merchant, these people often never come to trial,



a few well-placed Crowns being sufficient to have proceedings dropped. The very poor tend not to reach court either; they either languish in prison for years or end up in a penal colony breaking up rocks to repair the roads. Occasionally one of poor will be placed on trial to take the rap of a guilty noble who has bribed his way of trouble. It is usually the not-so-rich who end up in court, faced with a fair assortment of charges (it is customary to tag on as many charges to the main one as possible, to cover any previously unsolved crimes).

Characters brought to trial are likely to face prolonged and costly proceedings. Regardless of any evidence, characters without substantial funds or a public reputation are likely to be found guilty unless there is another suspect available (preferably of lesser social standing). Depending on the nature of the crime, the verdict will usually be execution or a long period of incarceration. Occasionally, poor, innocent characters do go free, but more often they end up being punished for crimes they did not commit.

people

noble houses

The nobility of the Empire ranges from the mighty Imperial family of the Holswig-Schliesteins to the many lowly baronets and knights who are found on every estate. The importance given to titles varies greatly - for example, the Countess of Averland rules a vast area lying between the river Aver, the Upper Reik, and the Black Mountains, while the Countess of Sylvania rules an area that would barely support a poor baronet of the western Empire. This diversity is noticeable in the wealth of the more important families - particularly those who hold Electoral positions. The members of the wealthy families are always apparent by their rich robes and glittering jewels. It is a popular saying that, on a moonless night, the Imperial Court at Altdorf can be seen as far away as Nuln. In contrast, those nobles who live in the eastern Empire often have difficulty convincing visitors that they are in fact the wealthiest persons in the area.

ordinary people

You should not get the impression that The Empire is teeming with plate-clad aristocrats. The vast majority of the populace - like the players' characters - are poor, simple folk. While the towns

and cities have a growing 'middle' class of artisans and merchants, those who bear the brunt of the taxation laws and who die in droves in times of war are the peasants.

titles

The Emperor is known as His Imperial Majesty - Emperor Karl-Franz. Rulers of Principalities are Princes or Princesses, while rulers of Duchies are known as Dukes or Duchesses. The prefix 'Grand' signifies that the title holder is also an Elector - thus Emperor Karl-Franz is also Grand Prince of the Reikland. Rulers of Counties are known as Counts or Countesses, and rulers of City States are Grand Dukes or Grafs. Rulers of Baronies are known as Barons or Baronesses, as are heirs to Counties and Duchies. Heirs to baronies are known as Baronets, and heirs to Principalities known as Crown Princes. The ruler of the League of Ostermark is known as Chancellor.

Orders of Knighthood

Those nobles deemed especially worthy, or who have proved themselves in the service of The Emperor or one of the Electors, are often admitted to one or other of the various Orders of Knighthood. This is a great honour, and only the most exceptional characters may hope to rise to such status. The most famous of these orders are:

The Knights Panther - an Order dedicated to the eradication of mutants, and the preservation of racial purity within The Empire, who form the elite corps of the standing army in Talabheim.

Order of the Fiery Heart - an elite cavalry unit of Sigmar Templars, dedicated to the destruction of all Goblinoids. They have a long and glorious history, dating from the civil wars when the Cult of Sigmar was outlawed in Talabecland.

Order of the White Wolf - formed by the Templars of Ulric, and comprising the elite unit of Middenheim's standing army. The members of this order are among the fiercest and most aggressive of The Empire's warriors. Unfortunately, their tendency to attack in a frenzy, irrespective of tactical or strategic considerations, does have its drawbacks.

Order of the High Helms - this is a newly constituted order, founded by the Emperor who wants to create an elite cavalry unit of very tough, and extremely tall, knights. Members are

selected according to their physique (minimum acceptable height is 6 feet 6 inches) and are currently being drilled in Altdorf.

families

A few, brief notes are provided on some of the more noteworthy noble families.

The Todbringers of Middenheim: distant relatives of the von Bildhofen family (qv), their current head is Graf Boris - an Elector and the Provincial Ruler of the City State.

The Krieglitz-Untermenschen of Talabheim: descended from Emperor Dieter von Krieglitz (who was deposed

after the secession of the Wastelanders), and Grand Duchess Ottilia Untermensch (who declared herself Empress without election in 1360). Their current head is Duchess Elise - an Elector and the ruler of the City State of Talabheim.

The von Krieglitz family of Talabecland: also descended from Emperor Dieter von Krieglitz. Current family head is Grand Duke Gustav - an Elector and Provincial Ruler of Talabecland (based in Castle Schloss).

The von Tassenincks of Ostland: rulers of Ostland. The current family head is Grand Prince Hals. His son, Hergard, is currently resident in Altdorf and on the lookout for a group of adventurers. As

easterners, the von Tassenincks are regarded as little better than country yokels by their more sophisticated western cousins.

The von Bildhofens of Middenland: descended from Grand Duke Gunthar von Bildhofen (the younger brother of Emperor Magnus the Pious), who fell foul of the then Grand Theogonist and retired to Middenheim. the current family head is Grand Duke Leopold - an Elector and Provincial Ruler of Middenland.



RELIGION in the empire

the cult of sigmar

As might be surmised from the size of The Empire, religious practices vary enormously from place to place, with one notable exception: the Cult of Sigmar is widespread and predominates over all others. The Cult is organised along strictly hierarchical lines, under the spiritual leadership of the Grand Theogonist at Altdorf. One rung down the ladder of power are the two Arch Lectors based in Nuln and Talabheim, and directly beneath them are 18 ordinary Lectors - one for each Province, excluding the Mootland. The Grand Theogonist appoints all Lectors, and on the death of their leader these meet in secret conclave beneath the Cathedral in Altdorf to choose his or her successor. Because of the vital role played by the Dwarfs in the legend of Sigmar (see *A Brief History of The Empire*, page 10), it is customary for the Grand Theogonist and the Arch Lectors to assume Dwarven names on accession to their offices.

The Cult's Orders

Clerics of Sigmar will belong to one of three orders, which determines their function within the Cult. PC Clerics will all belong to the Order of the Silver Hammer, whose members travel The Empire, promoting the Cult, rooting out heretics, and generally bringing glory to the Cult. As adventuring Clerics, they are required to pay 25% of their income to the Cult, and may be required to spend 1 week per year as a temple guard, or as a bodyguard to a Cult dignitary. They are able to conduct services, and hear

confessions only in the absence of a member of the ecclesiastical order (see below).

The other orders are The Order of the Torch, from whose ranks are drawn the administrators of the Cult's temples and the priests who actually officiate at religious ceremonies; and The Order of the Anvil, which is a monastic order whose members live out their lives in isolation from the rest of society, dedicating themselves to meditation and prayer. The former Order makes up the main element of the Cult, and the other orders are subject to it. Its members are assigned to provincial temples, with Initiates or semi-trained lay personnel acting as village priests, while town temples usually have a cleric of level 1 or higher. The main function of the latter order is to study and interpret the word of Sigmar, which forms the basis of Imperial law. Members may be found in law schools and the upper ranks provide legal advisors for the Grand

Theogonist and the Emperor. You should note the distinction between this order and the Cult of Verena. The Order of the Anvil is concerned with the letter of the law, leaving the Cult of Verena to worry about justice.

The Cult also has an attached order of Templars - The Knights of the Fiery Heart - whose members are not necessarily Clerics, and who form a fanatical, military wing, which fights alongside the Imperial army in times of war (see page 28 - *Soldiers of The Empire*).

sigmar heldenhammer - patron deity of the empire

Description: Sigmar is the deified, legendary founder of The Empire (see *A Brief History of The Empire* - p10). As befits the character of this mighty warrior, Sigmar is worshipped both for his military might, and as the great unifier - the synthesis of all the conflicting interests of the various power groups within The Empire. Statues and paintings usually depict him as a muscular, bearded giant of a man, with long, blond hair. He invariably bears a massive, two-handed Dwarven warhammer, and is often shown seated on a simple throne with piles of Goblin heads at his feet.

Alignment: Neutral

Symbol: The cult of Sigmar is usually associated with two symbols: a stylised Dwarven warhammer, and an octagon formed by two superimposed squares, the points of which have been joined up. The former symbol refers, of course, to





Sigmar's magical warhammer, Ghalmaraz, while the latter is symbolic of Sigmar's unification of the eight tribes who were the first human inhabitants of this part of the Old World.

Area of Worship: Although technically only a lesser deity, Sigmar is worshipped throughout The Empire. Only in the City State of Middenheim - the site of the chief temple to Ulric - are his temples outnumbered by those of another deity. There is hardly a village, let alone a town, that does not have a temple or shrine dedicated to him. Outside The Empire, however, worship is limited to a handful of exiles and emigrants.

Temples: Sigmar's temples vary enormously both in the degree of ornamentation and in their layout, largely depending on the character of the benefactor who contributed to their construction. There is one fairly common design, however, which emulates the lofty cathedral in Altdorf. This is based around an octagonal central chamber, topped with a gilded cupola and supported by ornate flying buttresses. Inside it is richly decorated with brightly coloured frescoes, a huge statue and golden altar pieces. All Sigmar's temples have two features in common: they have no seats for the congregation, who are expected to stand and/or kneel on hard, cold, stone floors; and they all point towards Caraz-a-Carak, the Dwarven citadel whither, it is believed, Sigmar made his last journey in mortal form.

Friends and Enemies: The Cult maintains friendly relations with the Dwarven Cult of Grungni, and is neutral towards all other Cults (excepting, of course, those of the Chaos Gods and those proscribed within The Empire, towards which the Cult is violently hostile).

The rivalry between the Cults of Sigmar and Ulric is detailed in *A Brief History of The Empire* (page 10). Currently this rivalry is kept on a very formal, secular level, and the ancient dispute over the legitimacy of Sigmar's divinity remains buried. However, there still exists a fanatical group of Ulric worshippers who strive to promote the Sigmorian Heresy. In brief, they argue that Sigmar is not a god but the apotheosis of a collection of ideals about unity, strength, and the supremacy of The Empire. According to them, Clerics of Sigmar are no better than Demonologists. These fanatics are forced by the political climate, and by the power of the Grand Theogonist, to conceal their identities and to meet in secret. Nevertheless, it is rumoured that some of the upper echelons of the Cult of Ulric are members of the group.

Holy Days: The principal festival of the Cult is the first day of summer - 18th Sigmarzeit. This commemorates both the day when Sigmar was crowned Emperor, and the date of his abdication when, as it is described in the *Geistbuch*, the Cult's most sacred literary work, "he forsook the world of mortals to augment the realms of the gods." The festival is celebrated throughout The Empire with great feasts and merry-making, and in Altdorf there is a great procession round the city walls, led by the Grand Theogonist himself.

Cult Requirements: The only qualifications expected of a would-be Initiate are that he or she be of Good or Neutral alignment, devoid of Goblinoid blood, and free of any mutations denoting the mark of Chaos.

Strictures: All Initiates and Clerics of Sigmar must abide by the following strictures:

- i) obey the commands of their superiors in the Cult without question;
- ii) never refuse aid to a Dwarf (unless of evil or chaotic alignment);
- iii) work to promote the unity of The Empire - even at the cost of individual liberty;
- iv) bear true and loyal allegiance to His Imperial Majesty the Emperor;
- v) root out and destroy Goblinoids, and the servants of Chaos, wherever they may hide.

Spell Use: Clerics of Sigmar have access to Battle Magic spells only, and - unlike those of other deities - they acquire their spells from their superiors; only the Grand Theogonist can presume to trouble the deity with such trivial matters. When a Cleric wishes to acquire a new spell, he or she must go through the rituals described in the *WFRP* rulebook as normal, but must also ask another Cleric of the Cult to pass on the spell. If there is no NPC Cleric available, or if he or she does not know the desired spell, it cannot be learnt. Note also that an NPC Cleric may refuse to pass on a spell if he/she believes that there is just cause to do so.

The following special spell is unique to the followers of Sigmar, and may be acquired (providing the above requirements are met) at any time after the character has attained level 1.

Pool Power

Spell level: 1
 Magic Points: 1 per Cleric per turn (see below)
 Range: 1 group
 Duration: 1+ turns
 Ingredients: Chain of pure copper, long enough to link all participants
 Saving Throw: Not applicable

This spell may be cast by a group of 3 or more Clerics, who each spend 1 Magic Point for each turn that the spell is to remain in effect. When cast, the total current Magic Points of all participating Clerics are 'pooled', and may be drawn upon by one member of the group who acts as the focus of the spell's power. The focus must remain within 4 yards of the group, but is otherwise free to move, fight, cast spells and so on. The other Clerics may do nothing while the spell lasts. In addition, all spells cast by the focus are treated as though cast by a Cleric of a level equal to the sum of the levels of the participating Clerics (up to a maximum of level 4). The focus may not cast any spell which he or she has not previously learnt.

For example, three 1st level Clerics (with current MP totals of 4, 5, and 6) cast a Pool Power spell. Two of them must remain motionless, while the third now has 12 MPs to draw on. If this character now casts a Fire Ball spell, he can cast up to 3 fire balls in one round, just as though he were a 3rd level Cleric. Note that a group of eight 1st level Clerics would not be able to cast spells as an '8th level' Cleric - 4th level is the limit.

Special Abilities: On attaining 1st Level, a Cleric of Sigmar may be trained in the use of the *Hammer of Sigmar*. The training is acquired in the same way as a skill, and costs 100 Experience Points; as with spells, NPC Clerics of Sigmar may withhold this training if they believe that there is just cause to do so. The Hammer of Sigmar is a special ability which may only be used with a warhammer of some kind; it allows the Cleric to attack *once* with an effective S of 10 (see **WFRP** p190), and may be used as many times per day as the Cleric has levels (ie a 3rd Level Cleric may use it 3 times per day).

Skills: The skills available to a Cleric of Sigmar depend on the order to which he or she belongs. At each level, Clerics of Sigmar may acquire *one* of the following skills:

ORDER		
HAMMER	TORCH	ANVIL
S Disarm	Cure Disease	Astronomy
K Dodge Blow	Etiquette	Demon Lore
I Specialist Weapon	Heraldry	History
L - Flail weapons	Law	Surgery
L Strike Mighty		
S Blow		

Trials: These are almost invariably set by the Cult's hierarchy, rather than being direct instructions from the deity himself, and nearly always relate to the defence of The Empire - be it spiritually or physically. Typical trials involve

finding and destroying a Goblin or Beastman lair within the Forest of Shadows; delivering assistance to a beleaguered Dwarven stronghold; or even joining the monastic order for a period (effectively removing a PC Cleric from play).

Blessings: Skills favoured by Sigmar include *Charm, Excellent Vision, Hypnotise, Lightning Reflexes, Very Resilient, Very Strong* and *Wrestling*. Favoured Tests include *Fear, Interrogate, Reaction, Strength* and *Terror*.

worship of other deities

As well as numerous temples dedicated to the gods described in *Religion and Belief* in the **WFRP** rulebook, the people of The Empire acknowledge many other minor deities. These are not Cults in the true sense of the word, and their authority may well be limited to a particular place or area. Typical examples are Bögenauer, the god of the town of Bögenhafen, and Handrich, the god of merchants and commerce (see the adventure *Shadows Over Bögenhafen*, page 104).

Gods such as these do not have Clerics of their own, but instead rely on Clerics from other, related Cults, or else make use of lay-preachers - town councillors in the case of Bögenauer, and members of the merchants' guild in the case of Handrich.

Sub-Cults

Many of the major gods are worshipped under different names, and in different ways in different places. Some sub-cults worship a major deity under a different name, while others worship a single aspect of a particular deity. There are many of these sub-cults, and not all are on friendly terms with the major religion from which they spring. In some cases, the Clerics of a sub-cult might be completely ignorant that their god and the god of another cult are one and the same; in other cases, Clerics of both cults might regard each other as heretics. A few examples of some of the sub-cults of the major gods are given below:

Manann, the God of the Seas, is worshipped by the Elves as Mathlann, God of Storms, and as Stromfels, God of Reefs and Currents, by some wreckers and pirates along the northern coast of the Empire. The worship of Stromfels is illegal in the Empire. He is also worshipped, under a variety of names and titles, by boatmen and others living on tidal rivers.



Mórr, the God of Death and Dreams, is worshipped by some illusionists, as noted in the **WFRP** rulebook. He is also known as Sarriel, the God of Dreams, by the Elves, and as Gazul, Lord of the Underearth, by the Dwarfs. He is also known as Forsagh, the God of Prophecy by some seers and fortune tellers.

Taal, the God of Nature, is also known as Torothal, the Goddess of Rain and Rivers, by the Elves, and as Karog, God of Rivers, by some fishermen. He is also worshipped as Karnos, Lord of Beasts, in some areas of the Middenland and Talabecland, where his worship is popular among hunters and trappers.

Rhya, the Mother Goddess, is also worshipped as Haleth, Goddess of Hunting, in wild areas throughout the northern Empire, and as Dyrath, the Fertility Goddess, in the pastoral and agricultural areas of the Reikland.

These are just a few examples; most of the deities of the Old World are worshipped in many guises in different parts of the Empire.

PROSCRIBED cults in the empire

Khaine

The worship of Khaine is proscribed throughout The Empire, and he is only worshipped secretly by murderers and cut-throats. There are secret cults worshipping the Lord of Murder in some of The Empire's larger towns and cities, but they seldom act openly and are ruthlessly suppressed by the authorities. Nevertheless, it must be said that in certain cities officials who act with conspicuous zeal in this suppression are sometimes found dead, often murdered in their beds while their spouses slept on undisturbed.

Khaine's colours are black and red, symbolising night, death and blood. His symbols, a scorpion and a wavy-bladed dagger, are seldom displayed openly, but may sometimes be worn by his more devoted followers, worked subtly into the design of a piece of jewellery or the ornamentation on a weapon.

The Gods of Chaos

Although the worship of the Chaos Gods is officially proscribed within the boundaries of The Empire, it still continues in secret. Humanity has developed under Chaos' aegis and its traits are inextricably intertwined with Human nature. Needless to say, the Chaos cults are all extremely secretive and not easily infiltrated. But the practice of exiling mutants to the deep forests where lurk bands of Beastmen and the occasional Chaos Warrior only serves to increase the numbers of Chaos' followers. And even in more civilised areas there are 'secret societies' - headed, perhaps, by a Demonologist or Necromancer. Sooner or later, all those who put power and earthly dominion before liberty and fraternity (and their numbers are surprisingly great) are drawn into the web. Indeed, the power of the Chaos gods is slowly and inexorably spreading across The Empire like the roots of some foul and poisonous fungus, and the growths of this network of decay are hideous to behold.

A few notes are provided on the extent of the worship of each of the Chaos Gods, and more details of these Gods and their followers (outside The Empire) can be found in the forthcoming **Realms of Chaos**. As might be expected, the worship of Chaos Gods can take many forms, and groups of cultists may be hostile toward each other, even though they worship the same god.

The Horned Rat

Symbol:



The Horned Rat is the feared deity of the Skaven. This mighty Chaos god gnaws at the fabric of the universe and is worshipped by all Skaven, although his worship is not restricted solely to the Ratmen - many Humans also offer it prayers and sacrifice. These Human followers can be found throughout The Empire's cities, where they serve as spies for the Skaven and also as suppliers of sacrificial victims. Many of these worshippers hope to be spared

the doom that will befall their fellows, but they do not realise that all Humans are as one to the Spreader of Decay, and none will be spared when the towns and cities collapse under the influence of the Skaven.

The organisation of these cults varies greatly. Some are headed by Skaven who lead bizarre rituals in catacombs deep beneath the towns and cities, while others are led by Humans who meet occasionally with the Skaven to receive instructions on how they can best serve the Horned One. Cultists in prominent positions do their utmost to hinder the improvement of urban areas and attempt to close down or reduce any operations involved with the maintenance of sewers or other public works.

As yet, the spectre of the Horned Rat has not figured much in The Empire. Few people outside the cults believe in the existence of the Skaven - and those who do try to forget.

Khorne

Symbol:



Subtlety has never been one of the strong points of the followers of Khorne, who tend to go in for wholesale slaughter. Not surprisingly, then, followers of the Blood God are fairly easy to spot and the few that ever penetrated The Empire's borders did not survive long enough to establish any underground cults. However, many of those mutants and Beastmen that still survive within the depths of The Empire's forests worship Khorne and indulge in orgies of slaying whenever the mood takes them.

Nurgle

Symbol:



Followers of the Plague God are also fairly rare within The Empire, but a few do exist, practising their filthy rites within the depths of the sewer systems of the major cities. Such groups rarely number more than fifty, and are largely isolated from groups in other cities. From time to time, the city or provincial authorities will mount an expedition to exterminate the depraved worshippers of Nurgle, but since such efforts must stop short of burning down their cities there are always a few who escape to replenish their numbers.

Nurgle's colours are sickly greens, yellows, and browns - usually worn in simple, geometric patterns. Worshippers often find it expedient to wear neither a symbol or nor the alternative badge

of the silhouette of a fly, but most go hooded - either to disguise the deformities caused by Nurgle's Rot (see **WFRP** p318), or to inspire dread and doubt.

Slaanesh

Symbol:



Followers of the bisexual, self-indulgent god Slaanesh are renowned for their affinity for all manner of perversions and for their excesses of hedonistic self-indulgence. As such, they are less inclined towards furthering their power as to indulging their penchant for drug-crazed orgies. Nevertheless, this is a relatively flourishing cult - particularly among the upper classes - and many of the larger towns and cities will have at least one group. A typical group may have up to 20 members who meet irregularly in the cellar of an outwardly respectable noble, for example. Occasionally, groups from several areas will arrange mass meetings in some secluded forest clearing, to delight in night-long orgies of depravity.

In full regalia, worshippers of Slaanesh wear rainbow-coloured robes which expose the right breast. They often wear white facial make-up with bright eye-shadow and lipstick. For obvious reasons, Slaanesh's symbol is rarely worn openly, but the more daring might substitute a brooch or other ornament depicting erotic figures or tableaux.

Tzeentch

Symbol:



Tzeentch is the most enigmatic of the Chaos Gods. His sympathies lie directly with the Forces of Chaos as demonstrated by the distortion of natural law through the forces of mutation and magic.

The Cult of Tzeentch is easily the most widespread in The Empire. He is particularly popular with mutants, but his cults are just as likely to be found in the towns and cities as they are in the forests. These groups are all committed to the subversion and overthrow of The Empire, and have an extensive network of informants and spies - some of whom occupy very high places indeed. The activities of this cult are shielded by its hostility towards the cult of Nurgle: who would suspect that those who are most zealous in the persecution of Nurgle's followers are actually Chaos cultists themselves? The size of any particular group of cultists varies from place to place, the largest ones being located in the great cities or deep

in the forests. They meet wherever and whenever is expedient, being much more organised and circumspect than the followers of Slaanesh.

The colours of Tzeentch are pink, puce, and/or purple and are often used in subtle combinations in everyday clothing. For more formal rituals and meetings, however, the robes are usually most garish and strident in both pattern and colour.

Geography of the Empire

The major geographical features are detailed in the **WFRP** rulebook (p281). The information presented here is largely for emphasis and to help you create the atmosphere of The Empire's vast, forested landscapes.

The forests

The most significant geographical features of The Empire are its huge forests which cover vast areas of land and remain largely unexplored wilderness. The forests' depths provide a haven for bandits, mutants, and Beastmen, so it is not surprising that most people refuse to penetrate any deeper than the fringes.

Many areas have been cleared for cultivation or building, and this is especially true of the areas around the large towns and cities. But the forests themselves vary enormously in character:

The Reikwald Forest occupies the area between the river Reik and the Grey Mountains, stretching from south of Altdorf to beyond Carroburg, where the river flows almost to the foothills of the mountains. It is mainly a coniferous forest, particularly in the uplands, although there are deciduous stretches along the rivers.

The Great Forest is bounded on three sides by the rivers Stir, Reik and Talabec. It is a mixed oak forest, whose great age is reflected by the great size of some of the trees that may be found there. The Great Forest is dominated by huge 'imperial' oaks, and hoary, moss-covered willows.

The Laurelor Forest, the home of the best-known Wood Elf settlement in The Empire, stands between the Middle Mountains and the borders of the Wasteland. Like the Great Forest, it is a mixed deciduous forest, but it is lighter and airier, and not nearly so oppressive. It is the home of the giant *lornalim* - a straight-trunked tree, with a silvery bark and fibrous, yellow leaves, much loved by the Elves.

The Drak Wald Forest is bordered by the Talabec, the Reik and the Middle Mountains. The bulk of the forest consists of dark, brooding stretches of mixed deciduous forest, with coniferous stretches on hill and mountain slopes and light, airy groves of *lornalim* deep in the forest's heart where Humans seldom venture.

The Forest of Shadows covers much of the Grand Principality of Ostland; it is bounded by the river Talabec, the Middle Mountains and the northern coast. It is an eerie place; its trees are unlike those of any of the other forests, twisted into grotesque shapes, and covered with hanging curtains of moss and lichen. Strange, bloated fungi proliferate here - huge, bilious puffballs and brightly coloured toadstools - and many of the trees sprout cancerous growths of black and purple frilled fungi.

The provinces

For reference purposes, the Provinces of The Empire are listed here, together with their administrative capitals:

Province	Capital
Averland, Grand County of	Averheim
Hochland, Barony of	Bergsburg
Middenheim, City State of	Middenheim
Middeland, Grand Duchy of	Carroburg
Mootland	None
Nordland, Barony of	Salzenmund
Nuln, City State of	Nuln
Ostermark, League of	Bechafen
Ostland, Grand Principality of	Wolfenbung
Reikland, Grand Principality of	Altdorf
Stirland, Grand County of	Wurtbad
Sudenland, Grand Barony of	Pfeildorf
Sylvania, County of	Waldenhof
Talabecland, Grand Duchy of	Castle Schloss
Talabheim, City State of	Talabheim
Wissenland, County of	Wissenburg

Communications

Rivers are by far the most heavily-used communications links between settlements, and in places these links have been shortened by the construction of canals. The famous Weissbruck canal is a prime example of this, having been constructed by Dwarven engineers some 50 years ago. The size of The Empire, however, together with the sedate speed of most river boats, means that there can be considerable delays in the delivery of news and other information. In times of war, such delays can be fatal, and so in 2453 Emperor Wilhelm the Wise instituted a system of Imperial Messengers. When the need arises, these horsemen can ride almost non-stop from all the borders of The Empire to the capital, by changing horses at the



coaching inns. Where they are unable to obtain fresh horses at an inn, they have Imperial authority to commandeer a horse from any coach or traveller they meet.



The Semaphore Machines

Lone dispatch riders might travel quickly, but they are easy prey for bandits or highwaymen, and so Emperor Karl-Franz has recently decided to establish a network of complex signalling machines. These are currently being built on convenient hilltops in lines radiating outwards from Altdorf, and it is intended that, in time, they will eventually connect the furthest corners of The Empire to the capital.

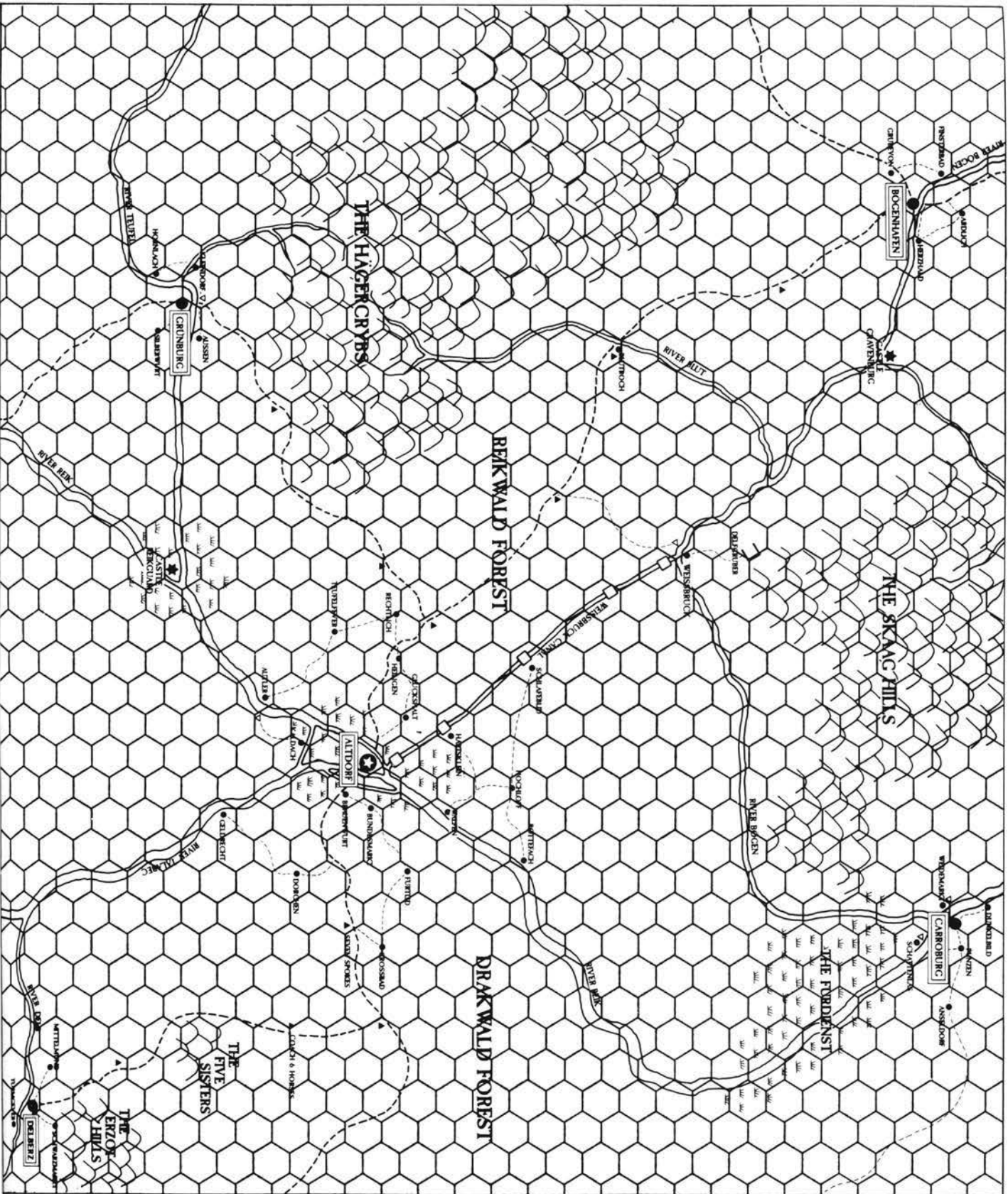


Designed and crewed by members of the Dwarven Engineers' Guild at the appointment of the Emperor, the machines consist of a massive stone tower surmounted by a wooden pylon. On top of the pylon stands a small hut used by the crew, which contains the operating mechanism for the semaphore device and a telescope for the observer. The semaphore device itself consists of two huge wooden 'flags' which are moved by a complex system of chains, gears and pulleys. At night, a beacon is lit in the lower stone section of the tower, and messages are sent by opening and closing a great pair of iron shutters on one side of the beacon room. The machines are built just far enough apart for messages to be readable by another machine operator using a telescope.



Magical Communications

The Temples of Verena are in constant communication with each other, collecting and distributing information, and have the means to send messages magically. Certain Wizards have crystal balls and similar magical equipment which can also be used for communication. These channels are seldom used by the Imperial authorities, however, because of the deep distrust that magical operations inspire in those who know nothing about them.



• THE REIKLAND •



KEY

	CITY (10,000+)
	TOWN (1,000+)
	VILLAGE (10+)
	COACHING INN
	FERRY
	LOOK
	CASTLE
	MINE
	ROAD
	TRACK
	RIVER
	MARSH LAND
	HILLS

Gazetteer of the Reikland

settlement name	size ¹	ruler ²	pop.	wealth ³	source of wealth	garrison/ militia ⁴	notes
Altdorf	C	Emperor	15,000	5	Trade; Govt.	500a/8000c	Imperial Capital; Site of Cathedral to Sigmar
Anseldorf	V	Grand Duke Leopold of Middenland	56	1	Agriculture	-	Near Carroburg
Arölich	V	Graf Wilhelm von Saponatheim	72	2	Agriculture	-/5c	Near Bögenhafen
Aussen	V	Emperor	43	1	Subsistence	-	Near Grunburg
Autler	V	Emperor	81	2	Timber	-/10c	Near Altdorf
Blutroch	ST	Emperor	0	0	-	-	Wiped out by Red Pox
Bögenhafen	T	Emperor	4,500	3	Trade; Wine Timber	-/500c	see Shadows Over Bögenhafen
Braunwurt	V	Emperor	52	1	Textiles	-	Near Altdorf
Bundesmarkt	V	Emperor	77	1	Agriculture	-/5c	Near Altdorf
Carroburg	C	Grand Duke Leopold of Middenland	8,000	4	Trade; Govt. Glass & Pottery	200b/1250c	Ducal Seat
Castle Grauenberg	F	Graf Wilhelm von Saponatheim	200	4	Govt.	50a,100b/-	Fortress
Castle Reikguard	F	Crown Prince Wolfgang Holswig-Abenauer	300	4	Govt.	200c/-	Fortress
Delberz	ST	Grand Duke Leopold of Middenland	2,000	3	Wine; Timber	20b/75c	Home town of some of the pregenerated PCs
Delmgruber	M	Emperor	650	4	Coal; Iron	50b/200b	Mine
Dorchen	V	Emperor	75	2	Agriculture	-	Near Altdorf
Dunkelbild	V	Grand Duke Leopold of Middenland	67	2	Timber	-/5b	Near Carroburg
Finsterbad	V	Graf Wilhelm von Saponatheim	82	3	Wine	-/10c	Near Bögenhafen
Furtild	V	Emperor	53	1	Subsistence	-	Near Altdorf
Geldrecht	V	Emperor	49	1	Timber	-	Near Altdorf
Gluckshalt	V	Emperor	72	2	Agriculture	-/10c	Near Altdorf
Grossbad	V	Emperor	69	2	Agriculture	-	Near Altdorf
Grubevon	V	Graf Wilhelm von Saponatheim	57	2	Agriculture	-/5c	Near Bögenhafen
Grunburg	ST	Emperor	1200	2	Trade; Boat-building	25b/100c	Ferry over Teufel river
Hartsklein	V	Emperor	65	1	Pottery	-	Near Altdorf
Heiligen	V	Emperor	58	2	Agriculture	-	Near Altdorf
Herzhald	V	Graf Wilhelm von Saponatheim	73	2	Timber	-	Near Bögenhafen
Hochloff	V	Emperor	81	2	Agriculture	-/10b	Near Altdorf
Hornlach	V	Emperor	74	2	Timber	-/5b	Near Grunburg
Kaldach	V	Emperor	52	1	Subsistence	-	Near Altdorf
Kleindorf	V	Emperor	35	1	Agriculture	-	Near Grunburg
Mittelmund	V	Grand Duke Leopold of Middenland	35	2	Agriculture	-	Near Delberz
Punzen	V	Grand Duke Leopold of Middenland	57	1	Agriculture	-	Near Carroburg
Rechtlich	V	Emperor	42	1	Subsistence	-	Near Altdorf
Rottelach	V	Emperor	88	2	Wine	-	Near Altdorf
Schattenlas	V	Grand Duke Leopold of Middenland	54	2	Subsistence	-	Near Carroburg Ferry over Reik
Schlafbild	V	Emperor	38	1	Agriculture	-	Near Altdorf
Schwarzmarkt	V	Grand Duke Leopold of Middenland	61	2	Agriculture	-/5c	Near Delberz
Silberwurt	V	Emperor	85	2	Agriculture	-/10c	Near Grunburg
Teufelfeuer	V	Emperor	0	2	Wine	-	Burnt by Witch-hunter
Turmgever	V	Grand Duke Leopold of Middenland	53	1	Timber	-	Near Delberz
Walfen	V	Emperor	52	2	Brick-building	-	Near Altdorf
Weidemarkt	V	Grand Duke Leopold of Middenland	61	2	Wine	-/5c	Near Carroburg
Weissbruck	V	Emperor	72	2	Trade & transport	-	Mining Community; Ferry over river Bögen

Notes

¹ Settlements are classed as City (C), Town (T), Small Town (ST), Village (V), Fortress (F)

² Ruler refers to the Provincial Suzerain. Towns will also have local councils, and villages will have more or less informal meetings of elders, and so on.

³ Wealth is rated from 1 (impoverished) to 5 (very rich)

⁴ Garrison refers to professional soldiers stationed at the settlement. Militia refers to volunteers or conscripted forces who are generally responsible for law enforcement. Troop quality is rated as Excellent (a), Average (b) or Poor (c)

soldiers of the empire

There are many different kinds of soldier found within The Empire. The ones that follow are a representative sample of those likely to be encountered by the adventurers. For example, the adventurers could pass the soldiers on the road or come across them in a coaching inn. They are not primarily intended as opponents, but to provide colour and background to the campaign.

Most troops are not armed with missile weapons, but these may be added if desired.

the imperial guard

The Imperial Guard forms the personal bodyguard of the Emperor. Units of the Guard travel with the Emperor on all occasions, and are responsible for the security of all palaces and castles belonging to the Imperial family. In time of war, they take the field along with the Emperor, forming an elite unit at the core of the Imperial armies. The Emperor is currently recruiting and outfitting the Order of the High Helm, a unit of 'giants' (soldiers over 6' tall). This has caused some dissension amongst the rest of the Guard as it is commonly believed that the 'giants' possess only 1 brain amongst four!

1. Cavalry

Individual squadrons are commanded by noblemen, and are generally recruited from their home provinces. A commission in the Imperial Cavalry is regarded as a fine and fitting occupation for the younger sons of the Empire's noble houses, and many of them take this as an opportunity to outshine their elder brothers, who command the armies and militias of their home provinces. There is great rivalry between the cavalry squadrons of various nobles.

Cavalry Officer

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	65	50	5	5	13	50	3	49	69	39	69	40	50

Cavalryman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	38	4	4	11	50	3	39	39	29	40	29	30

Skills

Disarm
Dodge
Etiquette
Ride
Secret Language - Battle
Specialist Weapons
Strike To Injure
Strike Mighty Blow
Strike To Stun

Possessions

Full Plate Armour
Shield
Dagger
Hammer or Sword
Lance
Lance, 2-Handed

All ranks carry shields emblazoned with a skull and the initials of the current Emperor (KF in the present day). Extravagant helmet crests are common, and vary from squadron to squadron, generally being an elaboration of the family crest of the squadron's commander. The rider illustrated is an officer in the squadron of Graf Alberich Haupt Andurssen - 'The Hawk of Wurtbad'.

2. Infantry

The Imperial Foot form the second arm of the Guard. Although they do not have the glamorous image of the Imperial Cavalry, they are nonetheless a crack fighting force.

Officer

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	60	45	5	5	13	60	3	49	69	40	60	40	50

Soldier

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	40*	4	4	11	50	2	39	39	29	40	29	30

* Imperial Guard Archers have a BS of 60 and WS of 50

Skills

Disarm
Dodge Blow
Secret Language - Battle
Specialist Weapon - 2-Handed
Strike Mighty Blow
Strike To Injure

Strike To Stun

Equipment

Full Plate Armour
Shield
Halberd
Sword
Two Handed Sword - Officers only

3. & 4. Mercenaries

Mercenaries are widely used throughout The Empire. Some are Imperial natives, while others are foreigners. Mercenary units vary tremendously in equipment, training and quality. Some are little more than organised brigands while others are highly trained and disciplined. Some mercenary units have become practically institutionalised within the armies of the Empire, having first seen service in the civil wars of the Age of the Three Emperors.

Illustrated are a captain of the Gryphon Legion (3), a mercenary cavalry regiment of Kislevite origin which has served the Imperial family for several generations, and a trooper of the Stirland Free Foresters (4). The Foresters were first raised to fight the Incursions of Chaos two hundred years ago, and turned to the mercenary life rather than disbanding or becoming brigands. They have fought in several border conflicts between petty nobles in The Empire, as well as seeing action in the Border Prince and Tilea.

The profiles below represent an average mercenary unit, they should be adjusted up or down according to the quality of the unit.

Mercenary Captain

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	45	4	4	11	55	2	39	55	39	50	35	45

Mercenary Soldier

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	35	3	4	8	45	2	29	39	29	35	25	30

Skills

Disarm
Dodge Blow
Ride - if cavalry
Secret Language - Battle
Strike Mighty Blow
Strike To Stun

Equipment

Armour varies from
Leather to Plate
Weapons - any

5. Templars

There are military orders of Templars attached to several of the principal religious cults of the Empire, notably those of Ulric, Myrmidia and Sigmar. As well as fighting in the Imperial armies, their duties include acting as temple guards and taking the forefront in any holy wars. The Templars are formidable fighters, trained and equipped to the highest standards, whose fervour makes them universally feared. The illustration shows a Templar of the Order the Fiery Heart, one of a number of martial orders in the service of the temple of Sigmar.

Templar

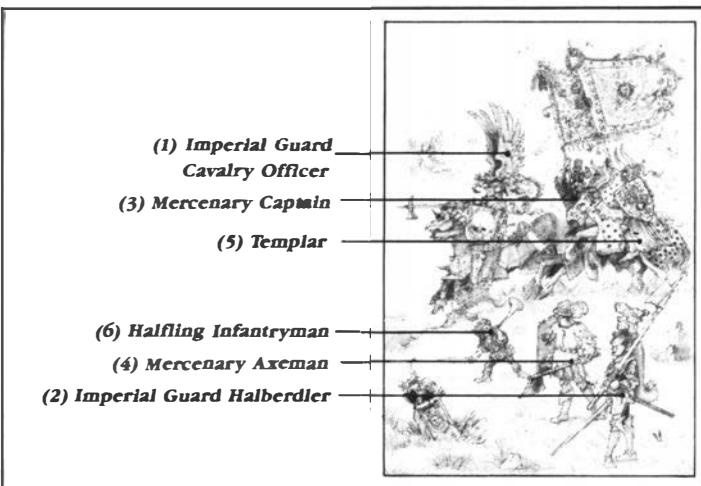
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	70	55	5	5	15	70	3	59	59	50	65	60	59

Skills

Disarm
Dodge Blow
Ride
Secret Language - Battle
Secret Signs Templar
Strike Mighty Blow
Strike To Injure
Strike To Stun

Equipment

Full Plate Armour
Shield
Lance
Hand Weapon



6. halfling infantry

The Halfling inhabitants of the Moot are better known for their contribution to Imperial cuisine than for their martial skills, and most of the few Halfling units within the Imperial armies are concerned with foraging and provisioning rather than fighting. Nonetheless, the Halflings can fight when necessary. The illustration shows a Quartermaster-Trumpeter of the Imperial Supply Corps.

Halfling Infantry

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	38	45	3	3	8	60	2	49	30	29	34	55	53

Skills

Cook
Disarm
Dodge Blow
Strike Mighty Blow

Equipment

Mail Shirt
Shield
Hand Weapon

standing armies in the empire

As well as the Imperial Guard, the personal retinues of the nobility, and the numerous provincial and town militias, the Empire has a number of standing armies. These are raised mainly in the great cities of Altdorf, Nuln, Talabheim and Middenheim. Most of them have their origins in the Age of the Three Emperors, when the rival Emperors each raised an maintained huge field armies to support their claims to the throne. Each city has its own army, which is under the command of the local Elector (the Emperor in the case of the Altdorf Infantry). Equipment varies from army to army, but generally consists of mail shirt, open helmet and polearm for troopers soldiers or plate armour, helmet, shield and hand weapon for officers.

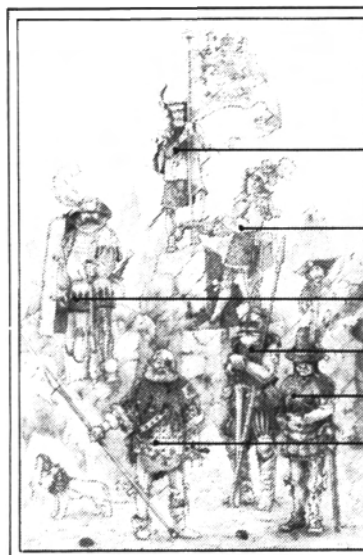
1-3. The Armies of Altdorf

Illustration 1 shows a standard bearer from one of the Altdorfer infantry regiments, carrying the Imperial Standard which indicates that the regiment is under the command of the Emperor. The Classical legend 'Pontifex Maximus' on the standard indicates that the campaign has had the blessing of the Grand Theogonist. Standard Bearers are normally chosen from among the longest-serving sergeants in a regiment; their task is to carry the standard to the fore of the battle, encouraging the troops to advance to protect it. The Standard Bearer wears the skin of a Chaos Beastman over his armour.

The dragon motif of the Altdorfer infantry is repeated on the tunic of the Sergeant illustrated (2). The trooper (3) holds the leash of the regimental mascot for the campaign, a charge normally given to the longest-serving trooper in the first Company of the first Regiment. The mascot has been chosen to demonstrate that the opposing leader is a dog and a clown. The practice of choosing a regimental mascot appropriate to the campaign in question is common among the infantry regiments of the Imperial standing armies.

Sergeant

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	30	4	4	11	50	2	39	55	40	50	35	40



(1) Altdorf Infantry
Standard Bearer

(5) Tilean Mercenary
Crossbowman

(2) Altdorf Sergeant

(4) Nuln Pikeman

(6) Gunnery Captain

(3) Altdorf Soldier

Soldier

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	30	3	3	7	40	1	29	39	29	29	25	30

Skills

Disarm
Dodge Blow
Secret Language - Battle
Strike Mighty Blow
Strike To Stun

Equipment

Leather to Plate
Hand Weapons to 2-Handed

4-6. The Armies of Nuln

The armies of Nuln have traditionally been the main defensive force of Stirland and Averland. These Counties are famous for their pikemen, one of whom is illustrated here, wearing the characteristic high boots and flamboyantly striped breeches of the 17th (Baron Olaf's Own) Regiment of Foot, based in Pfeildorf. Mercenaries of Stirlander and Averlander origin form the mainstay of several armies among the warring Tilean City States, as well as serving from time to time in the armies of the Empire.

Pikeman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	30	3	3	7	40	1	29	40	29	30	26	29

Skills

Disarm
Dodge Blow

Equipment

Mail Shirt
Pike (1+10 first round only/+20 of opponent is mounted, -20 otherwise)

Secret Language - Battle
Specialist Weapon - Pike
Strike Mighty Blow
Strike To Stun

The trade in mercenaries is two-way, and the armies of Nuln make extensive use of mercenaries from the southern nations of the Old World, like the Tilean crossbowman illustrated. Despite the insignia of Nuln sewn onto his tunic, his dress and equipment is distinctly Tilean; he wears the short cape and broad-guarded shortsword typical of the armies of Miragliano and Remas.

Mercenary Crossbowman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	50	3	4	9	45	2	39	39	29	35	30	35

Skills

Strike Mighty Blow
Strike To Stun

Equipment

Sleeved Mail Shirt
Helmet
Crossbow
Short Sword

It was the armies of Nuln who first made use of bombards, and the Imperial School of Gunnery was established at Nuln soon after the re-unification. Apart from a small unit of bombards based in Altdorf and used only for ceremonial purposes, the Imperial Corps of Artillery is based entirely in Nuln. Illustrated is an Instructor-Captain of the Imperial Gunnery School; his sword denotes his rank, since lower ranks are generally armed only with a dagger, and he carries a book of artillery's charts and tables, for calculating ranges and trajectories.

Gunnery Captain

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	54	30	3	3	9	45	1	29	50	29	30	26	32

Skills

Drive Cart
Engineer
Specialist Weapon - Blunderbuss
Specialist Weapon - Bombard
Specialist Weapon - Pistol
Specialist Weapon - Bombs

Equipment

Charts and Tables
Pistol



typical dress of the empire



CLERICS

Only the most militaristic orders of the various priesthoods of the Old World tend to wear armour. Even the Priests of Ulric and Myrmidia don protective clothing only when preparing for battle. The vast majority of Clerics stick to simple robes — made of wool, linen, or silk, according to their status — decorated with the symbols of their Cult. From left to right the illustration shows — a Cleric of Manann as might be seen in any of the Tilean City States; a member of the monastic order of the Cult of Thal; a travelling priest of the Cult of Verena; and a Priestess of Shallya, wearing the head-dress of an Initiate.

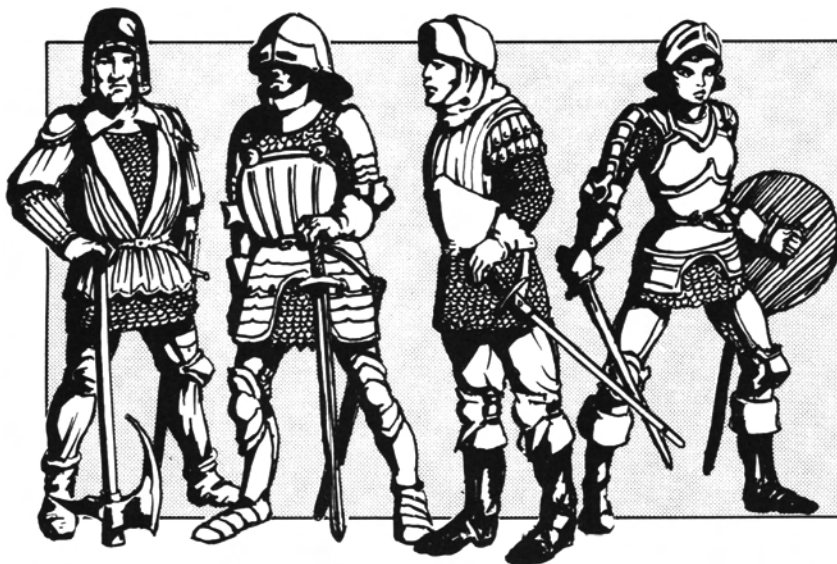
WIZARDS

Needless to say, Wizards wear armour even less frequently than Clerics. Most will choose clothing to match their temperaments and professions — Elves prefer simple, unadorned robes (left); while multi-hued, swirling silks are the choice of many Illusionists (second from the left); Elementalists (third from the left) often wear plain, practical, travelling clothes; while Demonologists and Necromancers — when they are not disguising their corrupt appearance beneath heavy cowls — have a penchant for elaborate, sombre robes adorned with many sigils. However, there are probably as many different types of Wizard's dress as there are Wizards!



WARRIORS

Warriors, on the other hand, tend to feel half-naked if they are not weighed down by chain shirts or linked plates of hardened steel. At the very least they will wear thick leather jackets which have been toughened and hardened to withstand light blows. This is especially true of mercenaries and other professional soldiers as illustrated here. Needless to say, their apparel does not retain a pristine appearance for very long — two or three hard fights and plate mail becomes dented, links of chain break, while leather will be holed and in need of patching. From left to right — Bretonnian mercenary in chain shirt with plate leggings; Estalian Guardsman in full plate; Tilean light cavalryman in mail coat with leather trousers; Stirlander female mercenary of the Myrmidian legion, in plate armour with shield.





TOWN DRESS (Lower and Middle Class)

Normal male town dress consists of a shirt, a brightly coloured doublet and breeches, and a pair of light leather boots or shoes. The doublet is secured by a cloth sash or leather belt, from which hangs a dagger or small sword and a cloth or leather purse. Shirts may have baggy sleeves and large collars, sometimes trimmed with lace or embroidered. Doublets may be decorated with embroidery or fancy piercing. Hats are of felt or cloth. Female town dress consists of a heavy, flaring skirt, with several layers of underskirts and a laced bodice over a linen blouse. A shawl or jacket is worn out of doors. Some women affect male styles of dress for practical purposes if their career and lifestyle demand it.

RANGERS

The three basic necessities of outdoor dress are a broad-brimmed hat to provide protection from sun and rain, a long, waterproof coat, and a stout pair of boots. Hats may be of leather or felt, while coats are of leather or heavy, waterproof cloth. Leather is the most popular material, as it tends to be more waterproof than other materials, if more expensive. Boots are of heavy leather. Colours are normally dull, since the Ranger has no need or desire for the bright fashions of townsfolk, and a trimming of fur and/or feathers is usually the only decoration. Female rangers often choose male garb rather than the cumbersome multi-layered skirts worn by most countrywomen.



TOWN DRESS (Upper Class)

Upper-class town dress is similar to that of the lower classes, but better made and of more expensive materials, with constant minor variations according to the whim of fashion. Shirts, blouses and hats are of silk or satin, and doublets are of fine calfskin or velvet. Shoes of soft leather or velvet are more common than boots. Clothes are decorated with gold or silver thread and fine lace trimming, and often worked with pearls and small jewels. Buckles, buttons and other decorations are of silver, gold, or gilt, often bejewelled. Upper-class women rarely adopt male styles of dress; their lifestyle seldom demands practical clothing and social pressures discourage it.

your homeland - the empire

the empire

Largest and most powerful of all the countries of the Old World, The Empire is your homeland. Its history goes back some two-and-a-half thousand years, to the earliest days of Human development. Its founder was the legendary warrior Sigmar Heldenhammer, Hammer of the Goblins, who united the warring Human tribes and, in alliance with the Old World Dwarfs, drove the Goblin hordes from the Old World back into the Dark Lands beyond the Worlds Edge Mountains. Later, the legends tell, he was accepted into the ranks of the gods, and now his religion is the most powerful of all The Empire's many cults. Indeed, the Cult's high priest, the Grand Theogonist, is the Emperor's closest adviser.

The current Emperor, Karl-Franz I, was elected (by those few provincial rulers known as Electors) ten years ago, and crowned in Altdorf by the Grand Theogonist. He is still a young man, and the people have great hopes that, under his benevolent leadership, The Empire is poised on the brink of a new golden age.

For one reason or another, your group has been thrown together outside a coaching inn called the Coach and Horses, not far from the country town of Delberz. Each of you has his or her own reasons for wanting to try a life of adventure, but none has any experience to speak of. Still, the glittering Imperial Capital is but two day's coach journey away, and where better to start a life of adventure?

A Guide to adventuring in The Empire

The Empire is a huge country, filled with a multitude of people, places and creatures. Many of these people are simple peasants; others are artisans and traders who can sell you equipment, serve you in inns, and so on. A few are wealthy adventurers or nobles, with little time for commoners such as yourselves. Nevertheless, you need to talk to people and win their friendship if your career is not to be a short one. But beware! The cosmopolitan cities of The Empire attract the dregs as well as the cream of society. There will be thieves who may pick your pockets, and bandits who may waylay you on the road. On the other hand, if you always treat everyone as a potential enemy, you may miss useful contacts who could supply vital pieces of information.

As you can see from the map, perhaps the most significant feature of The Empire is its vast forests. These are well-known as dark, dangerous places and only the foolish or suicidal would enter them without good reason. Travel is a risky business even for those who stick to the roads, and would be even more dangerous were it not for the well-defended coaching inns which secure the roads at regular intervals. Regular patrols of Roadwardens do their best to protect travellers from bandits and the like, but they are hard-pressed, busy folk who cannot be everywhere at once. They have enough on their hands without having to worry about formal trials for every wrong-doer. Consequently, justice is often dispensed summarily and on the spot.

Using the Calendar

On the reverse of this sheet is a copy of the Imperial Calendar for the year 2512. It is important that you keep a record of the passage of time, so that you can keep track of mundane things like how much food you have, and to help you note how long a given journey will take. Your GM will tell you when to start marking off the days. If you remember to mark off a day after each night's rest, you will have no difficulty in keeping track of time.



hints on tactics

As novice adventurers, you will need to work together to maximise your chances of survival. Cooperation is the key to success, and is easier to achieve if the more experienced players are careful to involve the beginners and don't try to do all the talking. Nor should you be easily tempted to acts of betrayal - even if you think it is 'in character' for your adventurer to stab his or her colleagues in the back. Other players will remember treacherous acts, and may hesitate to play with you in future; while other adventurers are likely to fight fire with fire - pursuing their vengeance at the cost of party unity. It is everyone's responsibility to communicate with each other - discussing, planning, and sharing information - without letting things degenerate into a chaotic babble. You must also listen carefully to your GM.

He or she is, after all, the primary source of information about the adventure and its setting. If you miss a key piece of information because you weren't listening, you can't blame the GM when your character dies!

It is also a good idea to stay in one group, unless absolutely necessary. Splitting the group not only weakens your defences, but makes your GM's job harder and means that some players will have to sit and wait while the GM handles the rest.

Try to avoid unnecessary combat. Initially at least, your characters are far better equipped to talk themselves out of danger than to fight. Wounds heal slowly and render characters inactive. If you always rush into battle at the first opportunity, you run the risk of exhausting your *Wounds* and Magic Points. It's a much better idea to save your strength for those desperate times when the forces of Chaos simply have to be confronted. By the same token, you should ignore any treasure until the fighting's done. Coins and other valuables are useless during a combat and only serve to weigh you down, while magical items may well be cursed or need special techniques to be used.

Notes on the Calendar

The Known World takes 400 days to travel round its sun, a much larger and hotter star than our own, and 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 Mórr') - is erratic, appearing now closer, now further away than its partner.

There are two main legends concerning the origins and nature of Morrslieb. According to the first, it was once a gateway in the sky, through which demons came to prey upon the people of the Known World. Mórr inflicted a great and terrible death upon them, and fashioned the second moon out of the wreckage, so that mortals would never forget how the god had saved them. The second legend maintains that when Chaos first broke through into the Known World, a great block of Warpstone was hurled high into the sky, where it circles endlessly, spreading Chaos on the lands over which it passes. This legend is believed mainly by the followers of Chaos, who hold festivals when Morrslieb is full.

the imperial calendar

hexenstag - New Years Day (HEX-ens-tag)

1. Nachexen (Nach-HEX-en)

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

* = 1st Day of SPRING

2. Jahrdrung (YAAR-drung)

Wellentag		9	17	25	33
Aubentag	2	10	18	26	1
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 (MITT-er-frool)

3. Pflugzeit (pFLOOG-tsight)

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	

4. Sigmarzeit (ZIGG-mar-tsight)

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	

* = 1st Day of SUMMER

5. Sommerzeit (ZOMMER-tsight)

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 (ZONN-shtill)

6. Vorgeheim (FORR-g'hime)

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 Day of Mystery (g'HIME-niss-tag)

7. Nachgeheim (NACH-g'hime)

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	

* = 1st Day of AUTUMN

8. Erntezeit (ERN-t'tsight)

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 (MITT-herb-st)

9. Brauzeit (BRAOW-tsight)

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	

10. Kaldezeit (KAL-t'tsight)

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

* = 1st Day of WINTER

11. Ulriczeit (UL-ric-tsight)

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 (MONT-shtill-er)

12. Vorhexen (FORR-hex-en)

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	

Months and festivals

There are almost as many calendars in the Known World as there are races and countries, but the one shown here is standard throughout The Empire. The Imperial calendar divides the year into 12 months of 32 or 33 days and six days which fall between months and are not numbered. Four of these are festivals connected to seasonal events - the summer and winter solstices and the spring and autumn equinoxes - while the other two mark the occasions when both moons are full. These last are greatly feared, and even the most hardened cynics stay out of the eerie light cast by the moons on Hexensnacht ("Witching Night") and Geheimnisnacht ("Night of Mystery").

The months may be translated as After-Witching, Year-Turn, Ploughtide, Sigmar-

tide, Summertide, Fore-Mystery, After-Mystery, Harvest-tide, Brewmonth, Chillmonth, Ulric-tide, and Fore-Witching.

Major religious festivals - as mentioned in the **WFRP** rulebook - are as follows:

Date	Deity
Hexenstag	Old Faith, Liadriel
1 Nachexen	Verena
Mitterfruhl	Manann, Taal, Ulric, Old Faith
33 Pflugzeit	Grungni
18 Sigmarzeit	Sigmar
Sonnstill	Old Faith
33 Vorgeheim	Grungni
Geheimnistag	Old Faith, Liadriel
1-8 Erntezeit	Esmeralda ("Pie Week")
Mittherbst	Ulric, Old Faith
33 Brauzeit	Grungni
Mondstille	Ulric, Old Faith
33 Vorhexen	Grungni

Days of the Week

There are eight days in the Imperial week, whose names probably date back to pre-Empire times. In order, they could be translated as Workday, Levyday, Marketday, Bakeday, Taxday, Kingday, Startweek and Holiday. However, the reasons for such names are now largely forgotten - a market day can be any day of the week, depending where you go in The Empire, while Holidays vary according to deity of the local temple(s).

The players should use the calendar printed here to keep track of the passage of time. Note that the campaign starts on the evening of Festag, 24th Jahrdrung.



mutants in the empire

When the Wargates of the Old Slann collapsed and Chaos entered the world, it imbued Humanity with a vibrant spirit and a desire for change and advancement. While most of the race benefited from the affects of Chaos, there were those who were corrupted mentally and physically so that new races of creatures developed: the Chaos Beastmen and other, more hideous beings. However, the vast majority remained identifiably Human and thrived. The Beastmen were cast out or killed and The Empire grew. But the influence of Chaos has never left Humanity, and each year more mutations appear within the race.

In the cities and villages of The Empire, children are occasionally born with severe mutations which set them apart from the rest of Humanity. Many of these children are so badly mutated that they are unable to live when they enter the world, while others are so repulsively abnormal that they are killed at birth. Many parents, however, are unable to bring themselves to dispose of their offspring in such a cold-blooded way, and hide or abandon them in the forests where they fall prey to wild beasts or ravaging Chaos Beastmen. But not all abandoned mutant children die. Some are taken in and raised by the Beastmen who recognise kindred spirits in the young mutants, and others are discovered by fellow mutants who raise them in their secret camps. Consequently, there are many mutants living under the dark eaves of the forests. These creatures live a bestial existence, barely competing with the other animals and monsters that share the forests with them.

The Chaos taint is not always obvious at birth, however. Often it develops slowly, only becoming present in adolescence or even later. Numbers of Humans grow up reviling Chaos only to discover that they themselves are among its victims. Of these, a few manage to conceal their mutations and live normal lives, but most flee to the forests. There a strong and intelligent mutant can gain supremacy over fellow mutants and occasionally even Beastmen. Some mutants join the growing ranks of Chaos Warriors who fester in the heartlands of The Empire, preparing to sweep it away in an orgy of violence and burning.

Yet not all mutants are outcasts, for there are those who disguise their mutations with great skill, and even hold positions of responsibility and power within The Empire. These mutants may loathe the society around them, and strive to bring it down by aiding the forces of Chaos. Often these groups are closely knit and conceal mutants of several generations standing, those without obvious signs going about society as normal, while those with obvious mutations are kept from sight or hidden in the woods with others of their kind.

Physique: Mutants vary greatly in appearance. Some are almost indistinguishable from normal Humans, while others are so horrendously mutated that it is difficult to see that they were once Human.

Mutations: Mutations vary considerable from mutant to mutant. Some mutants are only partially mutated - their body may be covered in fine feathers but their limbs may not be, for example. Other mutants are so badly mutated that their Humanity seems very much a thing of the past. Therefore when mutations are assigned to creatures you should consider how they are going to affect the adventure you are creating. For example, a town councillor would not be able to deceive anyone if he resembles a silver spider, but a mutant with this appearance would not be out of place in the midst of The Empire's forests.

Each mutant has D4 mutations. When creating mutants, you can either select the mutations or randomly generate them by rolling a D4 followed by a D10. Some notes are given on the effects of the various generations, but you should feel free to handle these as befits your adventure.

Basic Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
4	33	25	3	3	6	30	1	29	29	29	29	29	16





Alignment: The alignment of mutants varies between Chaos, Evil and Neutrality. Most mutants tend to be Neutral or Evil, but those who fully accept and revel in their mutations are Chaotic and worship the Chaos gods.

Psychological Traits: Those mutations marked * cause *Fear*, and those marked ** cause *Terror* in those who view them.

Special Rules: Most mutants seek only to survive and occasionally to gain revenge on normal society. Those whose mutations develop in later years may find it difficult to cope, as their normal lives are ripped apart by the changes they undergo. As a result, some mutants are insane and act in strange, unfathomable ways. Close relatives of mutants have also been known to be driven insane in their attempts to aid a mutating brother or sister escape the watchful eyes of the Witch Hunters.

D4	D10	
1	1	abnormally thin
	2	animal appearance
	3	beaked face
	4	bestial face
	5	big ears
	6	bird's feet
	7	bulging eyes
	8	carapace - choose body area(s) covered - provides 2 Armour Points
	9	claws - hands and/or feet - allows unarmed <i>claw</i> attack
	10	cloven feet
2	1	crested head
	2	demonic appearance* *
	3	eyestalks
	4	extra joints
	5	extremely fat - provides 1 Armour Point on all locations
	6	foul odour - reduces opponents' WS by D10
	7	furry - partial or all over
	8	hideous appearance* - spider-like, insect-like, etc
	9	hopper - M reduced to 2
	10	iron hard skin - choose body areas covered - provides 2 Armour Points
3	1	lizard-like appearance
	2	long neck
	3	moronic - subject to <i>Stupidity</i>
	4	multiple limbs - three legs, four arms etc - may increase M or A
	5	no neck
	6	pin head - subject to <i>Stupidity</i>
	7	pointed head
	8	rotting skin*
	9	scales - choose body areas covered - provides 1 Armour Point
	10	short legs - M reduced to 2
4	1	skull face*
	2	suckers on hands and feet - gives <i>Scale Sheer Surface</i> skill
	3	tail - furry, lizard-like, spiked etc - may permit <i>Tail lash</i> attack
	4	tentacles - instead of one or more limbs
	5	three eyes
	6	transparent skin*
	7	twisted body
	8	unusual skin colour - silver, gold, purple, red and yellow stripes, mottled etc
	9	very warty
	10	wings - may permit flight as <i>lander</i>

herbs and their USES

A number of herbs are described below which may be identified and picked by player characters with *Herb Lore*, and/or *Identify Plants* skill. Note that if a character has only the latter skill, all tests are made with a penalty of -10. Additionally, many of the herbs may not be administered unless the character has some other specialist skills. These are mentioned in the description of each herb.

acquiring HERBS

Each herb has an availability rating, just like all commodities in *The Consumer Guide* (see **WFRP**, p292). The season when it is most abundant is also given, along with the type of environment where it is most likely to be found. If a character is looking for a herb out of season, the availability becomes two categories worse (eg *average* becomes *rare*, *scarce* becomes *very rare*, *rare* and *very rare* cannot be found). The table below may then be consulted to determine the percentage chance of finding a given herb, according to whether the locale being searched is *Ideal* (the same as the environment given in the description); *Similar* to that environment; or *Unsuitable* (different from the described environment).



There are two methods for obtaining herbs: they may either be bought from NPC Herbalists, or found and picked by any PC with *herb lore* or *identify plants*. In the first case, you need only note the availability rating and price of the herb (see below), and use the table given in *The Consumer Guide* (**WFRP**, p292). In the second case, the character wishing to look for the herb should make an *Int* test. If this is successful, he or she may check the herb's description to see whether or not the



immediate locale is worth searching. Once a search is undertaken, you should use the table below to determine the percentage chance of the herb being found and roll D100. If the result is less than or equal to the percentage chance, the character will find enough of the herb to prepare D4 doses. This will take a number of turns equal to the result of the D100 roll multiplied by the *Time Modifier* from the table below. If the character fails the roll by 40 or more, you may decide that he or she has confused the herb with another one, and adjudicate the results of the mix-up as you see fit.

CHANCE TO FIND ANY GIVEN HERB

AVAILABILITY	ENVIRONMENT to be searched is		
	Ideal/Time Modifier	Similar/Time Modifier	Unsuitable/Time Modifier
Very Rare	5%/x30	1%/x100	-
Rare	15%/x20	3%/x50	-
Scarce	30%/x10	6%/x30	1%/x100
Average	50%/x5	15%/x20	5%/x50
Common	70%/x2	30%/x10	10%/x20
Plentiful	95%/x1	60%/x5	20%/x10

notes on herb descriptions

Price: Two costs are given for one dose of each herb (assuming that it is bought from an NPC Herbalist). The first is the cost in season, and the second is the cost out of season.

Method of Application: There are four methods of application:

Brew: the herb must be stood in boiling water for a few minutes and then drunk.

Ingest: the herb is to be eaten.

Inhale: the herb must be immersed in boiling water and the fumes inhaled.

Smear: the herb is made into an ointment or poultice which is applied to the injured part.

Preparation: This is the time needed to dry and otherwise prepare the herb so it can be used. No special equipment (other than a pestle and mortar) or facilities are required. Once prepared, it will remain effective for a period equal to the preparation time. After that there is a 10% cumulative chance per week that the herb loses its efficacy.

Dosage: this is the minimum time which must elapse before a second dose may be administered. Failure to observe this requirement means that a subsequent dose has no effect, and a period of twice this length must elapse before another dose will have any effect. This effect is cumulative.

Skills: any skills listed here must be possessed by the character administering the herb, in addition to *Herb Lore* or *Identify Plant*.

Tests: lists any tests to be made by the administering character for the herb to be effective.

herb Descriptions

Alfunas

Availability: Scarce. Summer & Autumn. Coniferous forest (Reikwald, Drak Wald).

Price: 1GC and 10GC

Method of Application: Smear

Preparation: 2 weeks

Dosage: 1 week

Skills: Heal Wounds

Tests: Int

Effects: halves healing times for dislocations and breaks.

Earth Root

Availability: Average. Summer. Grasslands (Stirland, Mootland, etc).

Price: 1GC and 10GC

Method of Application: Ingest

Preparation: 3 weeks

Dosage: 1 day

Skills: Cure Disease

Tests: Int

Effects: This herb is an effective treatment for Black Plague (see **WFRP**, p82). Each day that the patient receives a dose during the disease's active period, he/she gains a +10 modifier to all tests which determine the disease's effects. Application of the herb at the start of the recovery period gives a bonus of +20 to both *Risk* tests.

Faxtoryll

Availability: Very rare. Spring. Mountains.

Price: 5GC and 20GC

Method of Application: Smear

Preparation: 4 weeks

Dosage: 3 days

Skills: Heal Wounds

Tests: None

Effects: application of this herb stops all bleeding automatically, and, if the patient requires surgery, it will keep him or her in a stable condition for up to 48 hours.

Gesundheit

Availability: Scarce. Winter to Spring. Mixed forest (Reikwald, Great Forest, Drak Wald).

Price: 15/- and 3GC
Method of Application: Smear
Preparation: 2 weeks
Dosage: 1 day
Skills: Cure Disease
Tests: Int
Effects: when applied to an infected wound (see *Disease* - WFRP, p82), this preparation will halt the effects of the infection, restoring all lost **Dex** points in D6x10 game turns. It will not restore any wounds.

Nightshade

Availability: Rare. Autumn. Coniferous forest (Reikwald, Drak Wald).
Price: 2GC and 8GC
Method of Application: Eat
Preparation: 4 weeks
Dosage: 1 week
Skills: None
Tests: None
Effects: D4 hours after consuming a dose of this herb, a character must make a successful *Poison* test or fall into a deep sleep for D6+6 hours.

Salwort

Availability: Plentiful. Autumn & Winter. Mixed Forest (Reikwald, Great Forest, Drak Wald).
Price: 5/- and 1GC
Method of Application: Inhale
Preparation: 2 weeks
Dosage: 12 hours
Skills: None
Tests: Patient's Toughness
Effects: holding a dried sprig of this herb beneath the nostrils of a stunned/concussed character will bring him/her round in 1D4 rounds, provided that he/she makes a successful *Toughness* test.

Sigmafoil

Availability: Common. Summer. Marsh, bog or swamp.
Price: 5/- and 1GC
Method of Application: Inhale
Preparation: 2 weeks
Dosage: 1 day
Skills: Heal Wounds
Tests: None
Effects: lightly wounded characters who are treated with this preparation will recover 1 **W** point that day, no matter how they exert themselves, but provided that they do not lose any more wounds.

Speckled Rustwort

Availability: Rare. Spring. Hills.
Price: 2GC and 8GC
Method of Application: Ingest
Preparation: 4 weeks

Dosage: 1 day
Skills: Cure Disease
Tests: Int
Effects: This plant may be used to treat Red Pox (see WFRP, p83). Provided that the patient receives one dose per day for as long as the disease lasts, the period of illness will be reduced by 50%.

Spiderleaf

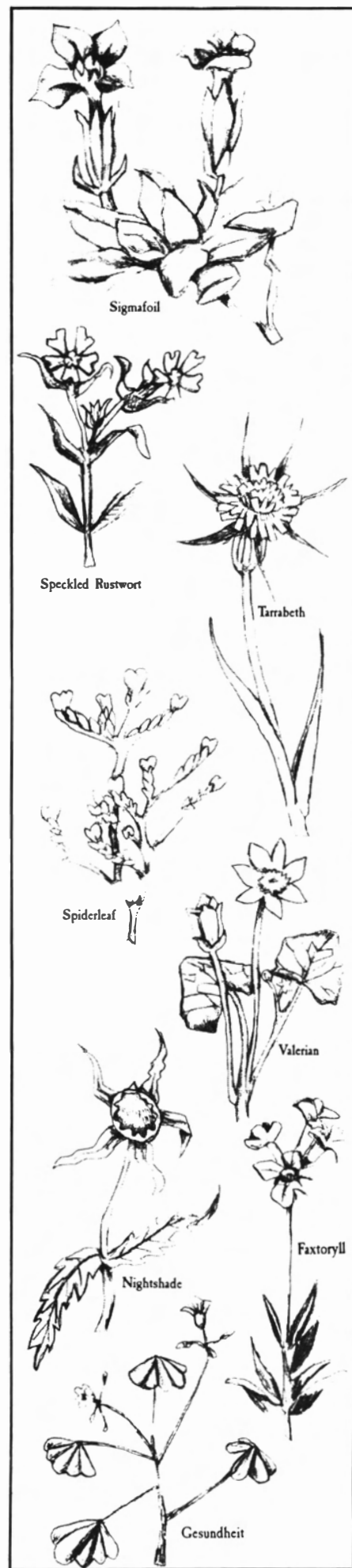
Availability: Common. Autumn. Coniferous forest (Reikwald, Drak Wald).
Price: 15/- and 5GC
Method of Application: Smear (external)/Brew (internal)
Preparation: 3 weeks
Dosage: 1 week
Skills: Heal Wounds
Tests: Int and see below
Effects: characters suffering the effects of critical hits may be treated to prevent further wound loss from bleeding (internally as well as externally). If the character administering the dose makes a successful **Int** test, all bleeding stops immediately, or after D4+1 rounds if the test is failed.

Tarrabeth

Availability: Average. Summer. Mixed forest (Reikwald, Great Forest, Drak Wald)
Price: 10/- and 3GC
Method of Application: Smear
Preparation: 3 weeks
Dosage: 1 week
Skills: Heal Wounds
Tests: Int
Effects: heavily or severely wounded characters (see *Wounds and Recovery* - WFRP, p129) will fall asleep for 24 hours, recovering 1 (*severely wounded*) or 1D3 (*heavily wounded*) **W** points on awakening. Thereafter they are treated as *lightly wounded* (always assuming that *severely wounded* characters are not still suffering from broken bones, etc. - the herb has no effect on these injuries).

Valerian

Availability: Common. Spring. Mixed forest (Reikwald, Great Forest, Drak Wald)
Price: 5/- and 1GC
Method of Application: Brew
Preparation: 1 week
Dosage: 1 day
Skills: Heal Wounds
Tests: Int
Effects: restores 1 **W** point to *lightly wounded* characters.



Shadows Over Bogenhafen

STANDARD NPCs



BEGGAR

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	35	3	4	7	30	1	30	28	34	32	30	30

Skills

Begging
Concealment Urban
Secret Language - Thieves' Tongue
Secret Signs - Thieves' Signs
Silent Move Urban
25% chance of Consume Alcohol

Possessions

Begging Bowl
Tattered Clothes
Stick
Fleas
3D6 Pennies

BUNKO ARTIST

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	25	3	3	7	30	1	39	29	29	29	29	40

Skills

Blather
Palm Object

Possessions

3 Wooden Cups
3 marbles
Pack of Cards
Other at GM's discretion

BODYGUARD

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	53	25	4	3	8	45	2	32	25	33	30	32	30

Skills

Specialist Weapon - Fist Weapon
Street Fighting
Strike Mighty Blow
Strike to Stun
* 50% of Very strong

Possessions

Leather Jerkin
Knuckle-dusters
Dagger or club
2D6 Shillings

CHARLATAN - for Medicine Show

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	35	3	4	9	40	1	59	39	43	38	40	59

Skills

Blather
Charm
Disguise
Evaluate
Palm Object
Public Speaking
Read/Write
Wit

Possessions

University
References (forged)
Testimonial
Letters (forged)
3D10 bottles of variously coloured water
Robes - in the style of a Public Speaking physician or scholar

SOLDIER

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	35	3	3	8	40	1	29	39	29	29	29	29

Skills

Disarm
Dodge Blow
Secret Language - Battle Tongue
Street Fighting
Strike Mighty Blow
50% chance of Animal Care
25% chance of Ride - Horse

Possessions

Leather Jack
Sword
3D10 Shillings
D6 Crowns

SPELLCASTER

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	23	25	3	3	5	30	1	29	29	39	29	29	29

Skills

Arcane Language - Magick
Cast Spells - Petty Magic only
Read/Write
Secret Language - Classical

Possessions

Robes
Staff
Knife
Purse with D6 Crowns

Magic Points: 5

Spells: Select D4 Petty Magic spells.

THIEF

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	35	3	3	7	30	1	39	29	29	29	29	39

Skills

Concealment Urban
Secret Language
- Thieves' Tongue
Secret Signs - Thieves' Signs
Silent Move Urban
25% chance of Evaluate

Possessions

Dagger or Short Sword
D6 silk handkerchiefs
2D10 shillings

Pick Pocket

As above plus *Flee!*, *Palm Object* and *Pick Pocket*

THUGS - Teamsters or Stevedores

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	4	8	30	1	34	28	33	30	32	29

Skills

25% chance of Street Fighting
25% chance of Strike Mighty Blow

Possessions

Leather Jerkin
Dagger or club
2D6 Shillings

TOWNSPERSON - POOR

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	23	25	3	3	5	30	1	30	29	28	32	30	30

Skills

Evaluate
Haggle

Possessions

Dagger or stick
Purse with 2D10 Shillings

TOWNSPERSON - WEALTHY

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	23	25	3	3	5	30	1	30	34	36	32	30	39

Skills

Evaluate
Haggle
Specialist Weapon
- Fencing Sword

Possessions

Dagger
Fencing Sword
Purse with 2D10 Crowns and 2D10 Shillings

YOKEL

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	3	7	30	1	30	30	32	28	26	30

Skills

Animal Care
Drive Cart
25% chance of Street Fighter

Possessions

Dagger or club
D10 Shillings

ANIMALS

BOAR

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
7	33	0	3	3	11	30	1	-	10	14	14	14	-

Special Rules: *Gore* attack. Subject to *frenzy* when wounded.

CATTLE

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
7	33	0	5	5	17	30	1	-	18	10	14	14	-

Special Rules: 3AP, head only. *Gore* attack.

RAM

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
7	25	0	2	3	6	30	1	-	14	10	10	10	-

Special Rules: *Gore* attack.



STANDARD NPCs

During the course of the campaign, the adventurers will meet and interact with a variety of minor NPCs. These profiles cover a number of frequently encountered NPCs and can be referred to whenever required.

ARTISAN'S APPRENTICE

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	3	6	40	1	39	29	29	29	29	29

Skills
Drive Cart
25% chance of Very Resilient
25% chance of Very Strong
Other skills according to trade

Possessions
Knife
Hand Weapon
Tools of Trade

BEGGAR

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	35	3	4	6	30	1	29	29	29	29	29	29

Skills
Beg
Concealment Urban
Secret Language -
Thieves' Tongue
Secret Signs - Thieves' Signs
Silent Move Urban

Possessions
Begging Bowl
Tattered Clothes
Stick
Fleas
Knife

BOATMAN

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	35	3	3	~	40	1	29	29	29	39	29	29

Skills
Fish
Orientation
River Lore
Row
50% chance of Very Strong
25% chance of Boat Building
25% chance of Consume Alcohol

Possessions
Hand Weapon
Leather Jack

BODYGUARD

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	4	3	8	40	1	29	29	29	29	29	29

Skills
Specialist Weapon - Fist Weapon
Street Fighting
Strike Mighty Blow
Strike to Stun

Possessions
Leather Jerkin
Knuckle-dusters
Dagger or Club

COACHMAN

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	42	3	3	6	40	1	29	29	29	40	30	32

Skills
Animal Care
Drive Cart
Musicianship - Coach-horn
Ride - horse
Specialist Weapon - Firearms

Possessions
Coach-horn
Blunderbuss
Hand Weapon
Mail Shirt

COOK (Human)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	3	7	30	1	29	29	29	29	39	29

COOK (Halfling)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	25	31	2	2	5	50	1	39	19	29	19	39	39

Skills
Cook

Possessions
Kitchen knife
Other equipment
at GM's discretion

HERBALIST

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	3	6	30	1	29	29	29	29	29	29

Skills
Arcane Language - Druidic
Cure Disease
Heal Wounds
Herb Lore

Possessions
Pestle & Mortar
Bag of dried herbs
Knife

NOBLE

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	3	6	30	1	29	39	29	39	29	39

Skills
Charm
Luck
Specialist Weapon -
Fencing Sword

Possessions
Expensive clothes
Fencing Sword
10D6 GC in
jewellery

PHYSICIAN

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	4	8	40	1	49	39	49	39	39	29

Skills
Cure Disease
Heal Wounds
Manufacture Drugs
Prepare Poisons
Read/Write
Scroll Lore
Secret Language - Classical
Surgery*

Possessions
Bag
Medical
Instruments
Hand Weapon
Jar with D6
leeches

*not all physicians possess this skill (see page 5)

ROADWARDEN

Roadwardens normally travel in groups of 4 plus a sergeant.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	35	3	3	~	30	1	29	29	29	29	29	29

Skills
Ride - Horse

Possessions
Bow or Crossbow
Horse
Saddle & Harness
Mail Shirt
Rope - 10 yards
Shield
Sword
Helmet

ROADWARDEN SERGEANT

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	51	45	4	4	9	40	2	29	39	29	39	29	29

Skills
Ride - Horse
Street Fighter
Strike Mighty Blow
Strike to Stun

Possessions
Bow or Crossbow
Horse
Saddle & Harness
Rope - 10 yards
Shield
Sleeved Mail Shirt
Sword
Helmet

SERVANT

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	3	6	30	1	29	29	29	29	29	29

Skills
At GM's discretion

Possessions
At GM's discretion

THUG

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	4	~	30	1	29	29	29	29	29	29

Skills
25% chance of Street Fighting
25% chance of
Strike Mighty Blow

Possessions
Leather Jerkin
Dagger or Club

TOLL-KEEPER

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	3	6	30	1	29	29	29	29	29	29

Skills
Evaluate
Haggle

Possessions
Bow or Crossbow
Mail Shirt
Shield
Sword
Helmet

WATCHMAN

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	4	3	~	40	1	29	29	29	29	29	29

Skills
Strike Mighty Blow
Strike to Stun
Specialist Weapon -
Double-handed

Possessions
Leather Jerkin
Halberd or Club
Dagger
Lantern and pole
(night only: 1 lantern
per 4-man patrol)
Helmet

WATCH SERGEANT

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	51	35	4	3	8	40	2	29	39	29	29	29	29

Skills
Disarm
Dodge Blow
Strike Mighty Blow
Strike to Stun

Possessions
Sleeved Mail Shirt
Helmet
Sword
Dagger

YOKEL

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	4	4	6	30	1	29	29	29	29	29	29

Skills
Animal Care
Drive Cart
25% chance of Street Fighter

Possessions
Dagger or Club

Hand Weapons

Dagger or Knife (I +10; D -2; P -20)
Fencing Sword (I +20; D -1)
Halberd (I -10/or +10 on first round or if winning/
+20 vs. mounted opponents)

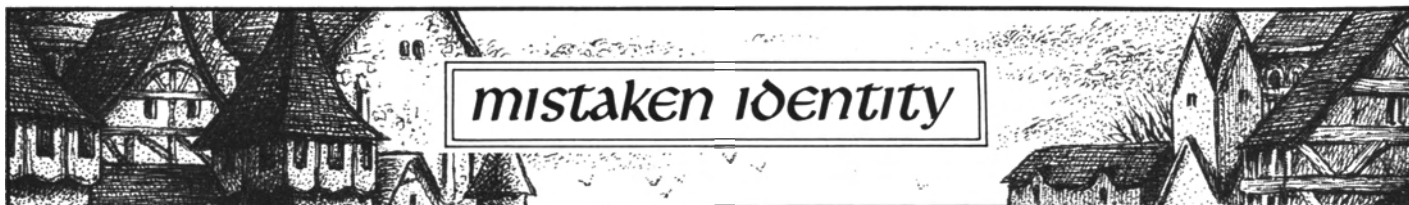
Hand Weapon
Knuckledusters

Missile Weapons

Blunderbuss (R 24/48/250; ES 3; Rld 3)
Bow (R 24/48/250; ES 3; Rld 0)
Crossbow (R 32/64/300; ES 4; Rld 1)

Armour

Helmet (1 AP - Head)
Leather Jack (0/1 AP - Body/Arms)
Leather Jerkin (0/1 AP - Body)
Mail Shirt (1 AP - Body)
Shield (1 AP - All)
Sleeved Mail Shirt (1 AP - Body/Arms)



The Taint of Chaos

This first adventure is designed to make learning the game system easy and to set the scene for the **Enemy Within** campaign. The campaign opens with the Player Characters attempting to find transportation to the Imperial capital of Altdorf, where they hope to enlist in an expedition funded by the Prince of Tasseninck. Along the way they will become caught in a slowly spreading web of Chaos, when they discover the body of a cultist who looks exactly like one of the adventurers. The corpse clutches a bloodstained parchment, which shows he is the heir to an estate near the town of Bögenhafen. Most likely, the adventurers will attempt to impersonate the corpse and gain the inheritance, but even if they do not, they still become involved in a bizarre course of events. For the corpse is Kastor Lieberung, a high ranking Chaos cultist known as the Magister Impedimentae (Master of Trappings) of the Purple Hand.

The Purple Hand

The Purple Hand are one of many Chaos cults that exist in The Empire. They worship Tzeentch and seek to bring The Empire to its knees by infiltrating positions of power. The Purple Hand has successfully placed members in the Cults of Sigmar and Ulric and are working to bring the Sigmariian Heresy (see *Religion in The Empire*, p21) to a state where the two factions are at each other's throats, but those days are still a long way off and at present the cult has to deal with other cults who have their own ideas on how to bring Chaos into the heartlands.

Kastor Lieberung

Lieberung had been a member of the Purple Hand for most of his evil and corrupt life. By merit of his abilities he had risen quite quickly to a moderately powerful position within the cult at Nuln, that of the Magister Impedimentae. In this role Kastor was responsible for organising a campaign of child-kidnappings, a necessary preliminary to the cult's sacrificial rites. While attempting to snatch a merchant's daughter, one cultist was caught and later confessed under torture. Fortunately for Herr Lieberung, the cultist knew her superior only by title. Fearing for his safety, Kastor left Nuln

for Middenheim, where he was attached to another group and continued to further the cult's ambitions.

The authorities in Nuln made half-hearted enquiries into the identity of the Magister Impedimentae, but then dropped their investigation. But there were those in Nuln who were reluctant to let the matter rest. A bounty was posted for the mysterious Magister Impedimentae and many Bounty Hunters hoped to claim it for themselves. Of these, some probed too deep into the cult's activities and disappeared. Others, seeing no hope in catching what was effectively a shadow, gave up and went after easier prey. One Bounty Hunter, however, did not give up. By successfully infiltrating the lower reaches of the Purple Hand, Adolphus Kuftsos (see page 55) discovered that the Magister Impedimentae had left Nuln for Altdorf.

Following the trail to Altdorf, Adolphus contacted Quintus Fassbinder, a Professor at the University. Quintus' researches had brought the Purple Hand to his attention and he was more than willing to help Adolphus track down Kastor. Adolphus' plan was to flush out the Magister by luring him towards the town of Bögenhafen by means of a false inheritance. Quintus was able to ascertain from his sources that the Magister Impedimentae was one Kastor Lieberung, an artisan who had recently left for Middenheim and the plan was put into action.

The Inheritance

A letter was sent to Kastor's last known address in Nuln. Before long, the letter was carried to Middenheim by a cultist, where it was delivered to the Inner Council of the Purple Hand. Seeing the inheritance as a windfall, the Purple Hand ordered Kastor to go to Bögenhafen to claim it. With Kastor established as a noble it would greatly further the cult's plans to disrupt The Empire. Kastor duly set off and was instructed to make contact with the Altdorf branch of the cult, who were to lend him any assistance he required.

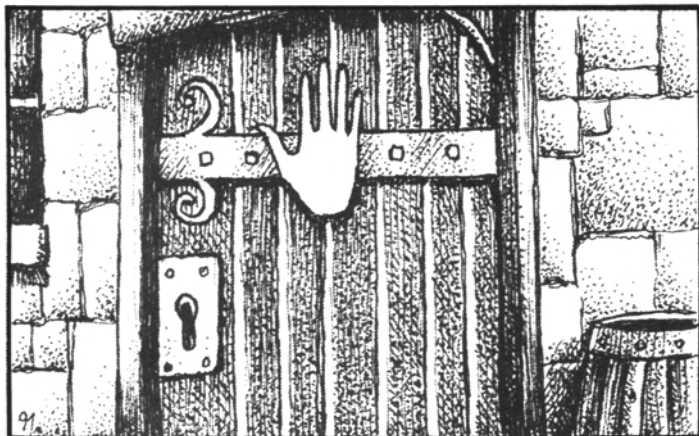
The Double

Kastor never made it to Altdorf. He was slain by mutants in a chance attack on his coach, and his body is waiting to be discovered by the adventurers.

Kastor's PC double inherits his problems. Adolphus is waiting to pick up his trail when he arrives in Altdorf, and will attempt to capture or kill him once he leaves the city. Kastor's failure to contact the Purple Hand in Altdorf will earn the double the enmity of the cult, who will wrongly believe that Kastor is planning to keep the money for himself and may be considering betraying the cult. Meanwhile, Quintus Fassbinder will continue to seek out the Magister Impedimentae, as will those who hired Adolphus in Nuln.

The Adventure

This is not a self-contained adventure. Some of the many strands which begin here will not be unravelled until much later; they are left to fade into the background but will



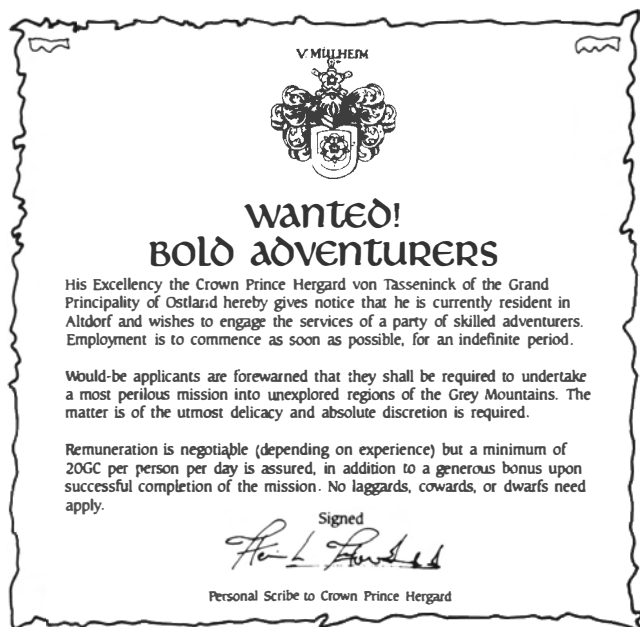
reappear in a later adventure. By the end of the adventure, the PCs will know that Kastor was not all he seemed, and that there are people out to kill or capture him. Who these people are, and why they are after him, however, is not made clear, but hopefully the adventurers will have dealt with Adolphus the Bounty Hunter successfully, and may realise that the inheritance was only an elaborate hoax.

Shadows Over Bögenhafen forms the next part of the campaign and introduces new themes into the story. Once the adventure in Bögenhafen is over, the adventurers are again drawn into the Kastor Lieberung mystery in the adventure **Death On The Reik**.

Starting the adventure

The adventure starts with the adventurers trying to find a coach to take them to Altdorf. At the beginning of play, give out the character sheets and make sure that everyone can see *Handout 1 - Wanted! Bold Adventurers*. Give out the sheet with the calendar (page 33) and the players' guide to The Empire (page 32).

A copy of *Handout 1* is given below, for your reference.



There will be no remaining vacancies on the expedition by the time the adventurers arrive at Prince Hergard's residence, but the PCs should not discover that this until after they have arrived in Altdorf.

At this point the player characters can see the inn, but have not yet reached it. The characters have never met before, so this is a good opportunity for them to introduce themselves to each other. Have the players do this in character; encourage them to take on the role of their characters, using the backgrounds provided, to bring them to life. Once introductions have been made the adventure begins.

Horses

It is important that the adventurers do not have horses and that they are unable to get any until they reach Bögenhafen. This is not much of a problem, as currently they cannot afford to buy any horses and you should make it very hard for them to get any 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 (see *Law in The Empire*, page 20).

Awarding Experience

The following experience points should be awarded at suitable points in the adventure - usually at the end of an evening's play and when the adventurers are in a safe location.

Experience Points

50-70 points each for good roleplaying in the inn and during the coach journey.

30 points each for finding the **The Inheritance** Letter.

50-70 points each for good roleplaying in Altdorf and on the river journey.

50 points each for defeating Adolphus.

Experience awards are for *all* party members, not just those directly involved. For example, the 30 points for finding the letter is awarded to all players regardless of who actually found it.

ABBREVIATIONS

A	= Number of attacks with melee weapon or unarmed combat
AP	= Armour Points
BS	= Ballistic Skill
Cl	= Cool
D	= Damage
Dex	= Dexterity
EP(s)	= Experience Point(s)
ES	= Effective Strength of missile weapons
GC	= Gold Crown
CR	= Complexity Rating of lock
Fel	= Fellowship
GM	= Gamesmaster
I	= Initiative
Int	= Intelligence
Ld	= Leadership
M	= Movement
MP	= Magic Points
NPC	= Non Player Character
P	= Parry
PC	= Player Character
R	= Ranges of missile weapons
Rld	= Reload rate of missile weapons
S	= Strength
T	= Toughness
W	= Wound Points
WFRP	= Warhammer Fantasy Roleplay rulebook
WP	= Will Power
WS	= Weapon Skill

Note: where applicable, weapons listed under an NPC's possessions are followed by details of modifiers to *Initiative*, *Damage*, and *Parry*. Note that *Hand Weapons* (one-handed axes, swords, clubs, maces, and hammers) have no modifiers.

An asterisk (*) after a characteristic in the profile of an NPC means that the effects of a skill such as *Very Strong* have been included in the characteristic score.

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. We have placed it along a minor road running from the town of Delberz to Altdorf (map, p115) as this is the road followed by the sample characters, but it could easily be any inn two days journey from Altdorf. A map and physical description of the inn can be found in **WFRP**, p329, and should be referred to when running this part of the adventure.

Although the *characters* are likely to have visited a coaching inn before, this will be the *players'* first experience of one. For this reason, it is worth taking some time to describe the inn to the PCs when they arrive.

NPCs

Minor NPCs at the inn, such as the stable-hands, cooks, cleaners, etc, have no role to play in this adventure. Should it be necessary to have Profiles for these NPCs, use the *NPC Profiles* on pages 38 and 39 of this book. The major NPCs encountered by the PCs at the inn are described on pages 44-46.

PRICES

Prices at the Coach and Horses are fairly standard - see *Subsistence* in the *Consumer Guide* (**WFRP**, p292). Meals cost from 2-5 shillings and consist of such fare as game soup, roast chicken, roast pork, roast beef, a selection of pies, vegetables, etc. Two shillings buys bread and cheese only, while 5 shillings will buy a slap-up meal.

ROOMS

Rooms are available at a cost of 30/- per night. Each room can sleep four, and Gustav is willing to allow more to share a room at a cost of 5/- per extra person. There are only two beds to a room, however, so extra characters have to sleep on the floor. The communal dormitory costs 3/- (or 2/- without a bed) per person.

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

All of the bedrooms are locked; their keys are held by their occupants or by Gustav. The locks are standard ones - CR 5%.

Approaching The Inn

It is assumed that the adventurers arrive at the inn early in the evening. If you wish your players to arrive at a different time, make sure you make any necessary alterations to the descriptions below.

As the adventurers 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 city. 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.

The driver stops for no one, and lashes any characters who get in the way with his whip. Should the characters attempt to halt the coach, the guard levels his blunderbuss at them and yells for them to get out of the way. If this does not deter them, he will not hesitate to fire (*BS* 32 - adjusted for moving vehicle; *ES* 3). The driver runs down any characters foolish enough to get in the way of the horses, and unless characters make an *Initiative* test to dive out of the way, they lose D6+4 points from their *Wound* score (modified by T but not by armour).

The Courtyard

The Courtyard of the inn is bustling with activity as the PCs enter. The sweet smell of fresh manure is heavy in the air and a couple of grooms 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

Anyone going over to the grooms will see a coach in the yard by the coach house. The coach belongs to Ratchett Lines of Altdorf, an old company which is struggling to survive in the face of competition from Four Seasons Coaches. It arrived this evening and is headed for Altdorf in the morning. The passengers and coachmen are currently relaxing in the inn's bar.

The coach seems to be in fine condition, but if closely inspected, characters will notice that it is very old and rickety. Underneath its bright paint and polish, the coach is rotted and riddled with woodworm.

Inside the Inn

Running The Inn

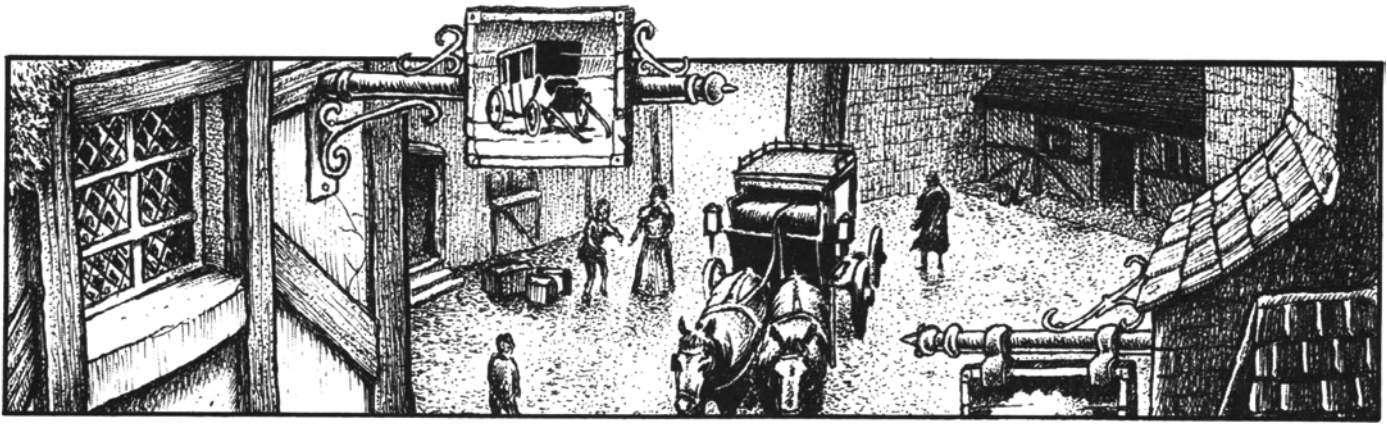
This section revolves around the adventurers talking and interacting with the NPCs present. To play this, you need to bring the NPCs to life which is very easy for most of them, as they do not speak unless spoken to first. The landlord and the gambler are different in that they take the initiative.

Gustav the landlord is the initial key to the inn. Gustav welcomes the characters as soon as they arrive; he is very talkative and should be constantly enquiring after the characters' health, their destination, whether they would like rooms, and so on. Gustav only ever stops talking just long enough to hear an answer before continuing his constant chatter.

The Bretonnian gambler serves a different function. He provides the adventurers with a card game and, if they catch him cheating, a fight. While playing the gambler you may wish to use a French accent and flamboyant gestures.

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 on pages 44-46. You should elaborate on these details as suits you, your players and the situation.



However, your players may decide to try and do something not specifically covered here. They may try to rob one of the NPCs at night, or to hire themselves out as bodyguards to Lady Isolde. Enough information has been provided to enable you to cover such events with a minimum of effort. All you need to do is use the game's rules to play through these events and use your imagination to decide how the NPCs react.

Rumours

The following rumours should be found out by the party during this adventure. The rumours have not been assigned to any specific NPCs, to allow for the greatest flexibility during play. Obvious sources of rumours are Gustav the landlord or Phillipe the gambler. The rumours are intended to provide background information for the players, and the adventurers might easily pick them up later on if they do not hear them in the inn. The prime purpose of the rumours is to give the players the impression that this is a world where things happen, irrespective of their actions. You may have NPCs impart these rumours as when you see fit, or you may wish to have the PCs make a successful *Gossip* test (against *Fel*) first.

Like most rumours in real life, the ones presented here are neither 100% true nor 100% false, but are exaggerations and distortions based on fact. This is a superstitious world where people believe in the most unlikely events - the person telling the rumour is quite likely to believe it and take offence if the story is disbelieved or mocked.

- 1 The village of Blutroch has been wiped out by a mysterious disease which causes people to break out in red blotches. Make sure you stay well clear of anyone with red marks on their skin.
- 2 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.
- 3 The village of Teufelfeuer was recently burnt down by Fabergus Heinzdork, the witch-hunter. Fabergus had discovered that the villagers were in league with demons - something to do with them eating raw meat!
- 4 The roads are getting worse because the Emperor is not bothering to maintain them any more - he is too busy spending money on the Imperial Army.
- 5 A woman in Silberwurt gave birth to a child with horns and cloven hooves. The local priest of Sigmar had the child burnt.
- 6 The weather is going to take a turn for the worse, and it's going to rain tomorrow.

The Bar Room

The bar room of the inn is a bright and cheerful place. On opening the door, the PCs can smell fine foods cooking and hear the laughter of the two coachmen who are telling jokes to each other. 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, her servant). Sitting at another table is a young man (Ernst Heidemann) who appears absorbed in the book before him. Leaning on the bar is a foppish gentleman (Phillipe Descartes) who stares closely at the characters before fixedly returning his gaze to the bar. Behind the bar is a thin-looking barman and the overweight landlord.

Before the characters can do much more than take in the scene, Gustav, the fat and effusive landlord, comes waddling across the floor towards them. He smiles warmly at the characters and greets them with a hail of chatter. "Greetings! Welcome to the Coach and Horses. Do have a seat, take this one by the fire where you will be nice and warm. Would you like drinks and food? Yes? Of course, drinks first, how foolish of me."

As they settle themselves at the table, the adventurers will be aware of being watched intensely by Phillipe Descartes. On being noticed, Phillipe quickly looks down into his beer. The other passengers take no notice of the characters; Isolde picks fastidiously at her food while her servant stares vacantly off into space. Marie, Isolde's bodyguard, drinks her wine moodily. Ernst Heidemann's head is buried in a book, which he studies avidly all evening.

The coachmen, Gunnar and Hultz, are busily getting drunk, taking the opportunity to enjoy themselves before they have to return to the road in the morning.

- 7 Don't stray off the roads into the woods. Those that do never return; they are eaten by Beastmen or something far worse.
- 8 The Mayor of Grunburg was burnt at the stake a few months ago for being in league with Chaos Spawn. He had been overheard talking to his cat and feeding it human blood in its milk. More than one witness proclaimed that he had heard the mayor telling his cat to "Drink your bloody milk!"
- 9 Strange lights have been seen in the sky to the east. They look like fire demons dancing amongst the stars.
- 10 The roadwardens are all corrupt and can't be trusted.
(This rumour will not come from Gustav.)

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 will wander over to their table after half-an-hour and engage them in conversation, attempting to ingratiate himself. Fiddling with his nose (an annoying habit of his), he offers to buy drinks for the group.

After politely enquiring about their business, Phillipe suggests a game of cards to pass the time. Each character involved in the gambling rolls D100, the hand going to the character with the highest score. Phillipe plays for any stakes, but considers it a waste of time to play for less than 10/-. He deliberately loses the first two hands (ignore his rolls). He then begins to play in earnest using his *Gambling* skill to increase his chance of winning by 17% (half his *Int* score). Phillipe will also use his *Luck* skill favourably to alter the dice roll by as much as 10%. He can do this only three times before his luck runs out. Phillipe will try to up the stakes whenever he thinks it appropriate.



If Phillipe does not win three hands in a row by fair means, he resorts to cheating by slipping aces into his hand or secreting them up his sleeve. This doubles his bonus to 34%, but he may be caught: you should secretly roll against each of the characters' *Initiative* scores with a penalty of -10 to see if any of them catch Phillipe cheating. Unless caught, Phillipe retires and goes to bed after winning as much of the PCs' money as they are willing to gamble.

Should he be accused of cheating, Phillipe will deny it hotly, appearing to be very upset that they 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 at the nearest character. Then he heads for the stairs and runs up to the top.

Non-Player Characters



Gustav Fondleburger - Landlord

Gustav is a very large and jolly fellow who always has plenty to say to everyone, whether they show any inclination to listen or not.

Most of Gustav's conversation revolves around ensuring that 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 if given the chance, and can be a very valuable source of information (see *Rumours*, p43).

Gustav should be played so as to be an annoyance to the players, albeit a good natured one. Any orders for food, drinks or rooms are accompanied by mindless chatter about any of Gustav's favourite topics. Gustav is very hard to offend, but he will get angry if threatened with violence, and will order the PCs out of the inn if they are "unable to keep a civil tongue in their heads".

Gustav keeps a loaded blunderbuss under the counter of the bar, in case of 'emergencies'.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	28	42	3	4	5	24	1	29	29	29	29	29	52

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 fires at anyone who keeps moving and then falls 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 - a distance of 4 yards (roll a D6 and subtract it from 4, if the result is positive, Phillipe takes that number of *Wounds*).

If closely pressed, Phillipe will turn and fight. He prefers to *disarm* characters rather than injure them, but if attacked by more than two characters he goes for a kill. Should his *Wounds* score be reduced to 0 or 1, Phillipe surrenders and returns any money he won in the game.

Unless caught, he will flee towards Altdorf on one of the landlord's horses. Characters attempting to follow him on horseback must have *Ride* skill or Phillipe will soon leave them behind.

Welcome to The lockup

What the PCs 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 PCs leave. The characters may insist on bringing him to justice, but this will involve them in protracted (D3 weeks) and expensive (70-100GC per week) legal wranglings in Altdorf, and on a case that they cannot possibly win. Phillipe will claim self-defence, and unfortunately all that the two coachmen and the other passengers saw was the PCs threatening Phillipe. If he is allowed to go, Phillipe will harbour no grudge — getting caught is an occupational hazard and one he is used to. If prosecuted, he will be very angry and will seek out his revenge at the earliest opportunity. What form this revenge takes and when it occurs is up to you. He might hire a gang of footpads to attack the adventurers, for instance, or try to murder them one by one when they are alone.

Skills

Brewing
Consume Alcohol
Evaluate
Read/Write
Specialist Weapon - Blunderbuss

Age
56

Possessions

Blunderbuss (under bar) (R 24/48/250: ES 3: Rld 3)
Blackie - his pet crow. Blackie sits on a beam above the bar and can often be heard mimicking Gustav, except Blackie really does talk absolute drivel. "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 etc".

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
7	20	0	0	1	1	25	1	-	2	2	2	2	-



Herpin Saggerwurt - Barman

Herpin is almost the exact opposite of Gustav, being tall, thin and taciturn. Unless the inn is very crowded, Herpin stays behind the bar or in the cellar, pouring drinks as asked by Gustav but never waiting on tables. If the PCs require service, they are going to be served by Gustav and subjected to endless tittle tattle unless they are really clever.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	32	3	3	4	36	1	36	20	20	18	24	25

Skills
Brewing

Age
28

The Coach

For details of the vehicle, see *Travel in The Old World - WFRP*, p289.



Gunnar and Hultz - The Coachmen

The two coachmen have very little to say to the characters. By the time the PCs enter the inn they are both drunk. Although the coach is nearly full they are willing to take the characters to the next coaching inn (a journey of 25 miles) where they may be able to get another coach to Altdorf. They charge each character 7GC, but can be bargained down as low as 2GC. Gunnar and Hultz demand payment in advance, and will spend any money given them by the characters on yet more alcohol.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	42	3	3	6	36	1	29	29	29	40	30	32

Skills
Animal Care
Drive Cart
Muscianship - Coach-horn
Ride - horse
Specialist Weapon - Blunderbuss

Age
27 & 32

Possessions
Coach-horn
Blunderbuss (R24/48/250: ES3: Rld3)
Sword
Mail Shirt (1AP on body)



Lady Isolde von Strudeldorf - Young Noble

Isolde is a very headstrong and snobbish young lady. She dresses in the finest clothing, and has a variety of unusual, elegant hats (her hat-boxes take up a great deal of room on the coach roof). She will not talk to the PCs, believing it beneath her dignity to consort with riff-raff. If they insist on speaking to her, she will look extremely put-out and her bodyguard will look threatening. If approached in the inn during the adventure, she and her entourage will retire to their rooms.

During the coach journey she sits clutching her lute-case, and will object most strongly if the adventurers attempt to force their way in, threatening all kinds of retribution from her important relatives in Altdorf.

All *Fellowship* tests involving conversation with Lady Isolde are made with a penalty of -20.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	36	32	3	3	5	35	1	43	42	30	28	33	28

Skills
Charm
Etiquette
Heraldry
Luck
Muscianship - Lute
Read/Write
Ride
Wit

Age
21

Possessions

32 Gold Crowns

A trunk in her room; the trunk has a lock of CR 30 and contains expensive clothes and jewellery to the value of 250GC.



Janna - Servant

Janna says very little and is never given the opportunity to speak to the characters by Isolde. If ever spoken to on her own she has nothing of interest to say. She has the same profile as the servants given on the *Standard NPCs* listing, on pages 38-39.



Marie - Bodyguard

Marie is an unusually-tall and muscular-looking woman. She wears dark, sombre clothing, and never smiles. She has been with the von Strudeldorf family for 15 years and is more than capable of looking after her charge. She speaks very little, usually only to tell people "not to bother the Mistress."

M	WS	BS	S*	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	32	5	4	8	45	2	43	42	30	28	33	28

Skills
Disarm
Street Fighting
Strike Mighty Blow
Strike To Stun
Very Strong*

Age
33

Possessions
Sword
Knuckledusters
Leather Jack (0/1 AP to body and arms)



Ernst Heiblemann - Physician's Student (Wizard's Apprentice)

Ernst is a Wizard's Apprentice and a low ranking member of the Red Crown - a Chaos cult dedicated to Tzeentch and hostile to the Purple Hand (see page 40). Further details of the Red Crown appear in *Death on the Reik*, published separately. He is pretending to be a Physician's Student on his way to continue his studies at Altdorf University. In fact, he is going there to deliver vital preparations to a Demonologist and to continue his studies in wizardry.

He answers questions in an absent-minded fashion, but he attempts to avoid conversations, if at all possible. Ernst should appear as an uninteresting character who has nothing important to say. He will ask any PC who bothers him to leave him alone, as he has lots of studying to do for his university entrance examination.

Should the adventurers find out his true mission, Ernst will attempt to kill them, either on his own or with the help of hired thugs.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	30	32	3	2	6	31	1	44	28	33	27	30	29

Skills
Arcane Language - Magick
Cast Spells - Petty Magic
Read/Write
Secret Language - Classical
Spells
Magic Points: 7
Curse - 1MP
Gift Of Tongues - 1MP per turn
Age
22

Possessions

Sword

Travelling case (see below)

14GC

Book with false cover. This appears to be *Leeches and Their Curative Properties*, but is in fact *The Secret Life Of Demons*. it is written in *Classical*, and a character who reads it will gain a basic knowledge of *Lesser Demons* as described in *The Bestiary* - **WFRP**, p255.

Ernst's leather travelling contains his money, personal affects and preparations for the Demonologist - 6 phials of bubbling green liquids, colourful powders etc. Ernst does not know what they are for, only that they are to be delivered to Doctor Schmidt at the university. They are preparations to *alleviate palsy* and *restore strength*. Should the PCs get hold of these preparations they will be unable to use them and may even accidentally poison themselves. Consuming any two different substances has the same effects as 1 dose of *manbane* (see *Poisons* - **WFRP**, p81).



Phillipe Descartes - Gambler
(ex-Mercenary Sergeant.)

Phillipe is from Parravon in Bretonnia and has been travelling in The Empire now for 6 months. He was previously a mercenary sergeant in the army of a local Duke before deserting over the border into The Empire. Phillipe claims to be travelling towards Altdorf to visit an old friend; he is in fact just working the inns on the Empire's roads.

Phillipe is very foppish in appearance. He is well-dressed with a lace trimmed shirt and embroidered jacket and breeches. He has long curly hair and an artificial 'beauty spot' on his left cheek. Despite his appearance, Phillipe is very capable of looking after himself and is not afraid of danger.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	48	45	4	3	9	40	2	30	38	34	28	30	34

Skills

Disarm

Dodge Blow

Gamble

Luck

Palm Object

Ride - Horse

Secret Language - Battle Tongue

Specialist Weapon - Pistol

Street Fighter

Strike Mighty Blow

Strike To Stun

Age

43

Possessions

Pistol (R 8/16/50; ES 3; Rld 2)

Sword

Pack of Marked Cards and Spare Aces

Pair of Dice

Pair Of Loaded Dice

29GC

The Journey

Rise and Shine!

The next morning is misty and overcast. The passengers (Lady Isolde, Janna, Marie, Ernst Heidleman and possibly Phillipe) assemble in the common room of the inn at 8 o'clock where breakfast is served by Gustav. The coachmen are nowhere to be seen - they are still in bed sleeping off their drinking of the previous night. By 9 o'clock it will be 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.

Finally the coach is ready and the characters can embark for the journey. This poses a new set of problems, for only six characters 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 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. They seem in no hurry to depart.

Characters wishing to brave the elements can travel on the roof. None of the NPCs will agree to do so. Trying to cram in extra passengers 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, as their present state results from the liberal spending of the characters' fares.

The situation can be resolved in a number of ways - a minstrel character could win the lady over with a suitable song (making a successful Fel test), or a skill such as *Charm*

could be used. Remember that when dealing with Lady Isolde all communication rolls are made with a penalty of -20. If they fail to win over Lady Isolde, any characters that cannot fit into the coach will have to travel on the roof.

If the characters consider waiting for the next coach, Gustav will be able to inform them that there is "not one due for another two days and it is likely to be as crowded as this one. Why, the one before this one was really crowded - they were hanging on the sides as well..."

In the unlikely event that the characters succeed in winning over Lady Isolde and cram themselves into the coach, she will very shortly regret her actions and begin to order 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 characters to offer them a choice insult.

A Short Intermission

By the time everyone is ready, the coachmen are no longer prepared to depart. One will go to the toilet for 20 minutes and cannot be persuaded to unlock the door before then. The other coachman will be heard snoring softly. Should the PCs decide to steal the coach, they will have to deal with the passengers and later be sought by the Road Wardens. They will be in BIG trouble if they are ever caught! (see *Law in The Empire*, p20).

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 whip the horses up, but soon let them slow down to a plod. At this speed it is obvious that the coach will not make it to the next inn before dark!

Should a character take over the reins of the coach the coachmen will not object and take the opportunity to curl up

and go to sleep. With the PCs in control, the coach can be made to travel quite quickly for an hour, at which point one of the wheels will come off and go rolling away down a hillside while the coach lurches sharply in the other direction. There is a 25% chance that the coach will overturn, causing 1xS3 hits to all characters (modified by T only). Characters riding on top can jump to safety, taking no damage if they make a successful *Initiative* test, otherwise they also take 1xS2 hits. It takes a total of at least 12 *Strength* points to right the coach (for example, 4 characters with a *Strength* of 3 each) and 10 minutes to replace the wheel.

Raindrops keep falling

Once the coach is under way again, it begins to rain after 20 minutes. This soon develops into a downpour which rapidly soaks characters riding outside. Lady Isolde is vehemently against letting wet commoners inside the coach and her bodyguard will attempt to enforce her wishes. Trying to get into the coach while it is still moving requires a successful *Initiative* test to swing down to the side followed by a *Strength* test to pull the door open. Failure to swing down successfully results in the character falling to the road and taking 1xS3 hits. The driver will stop for any characters who fall from the coach.

Repeated attempts to open the door are possible, but anyone succeeding will be kicked by the bodyguard for 1xS5 hits, and must make a successful *Strength* test to avoid falling to the road. Characters who are successful will have forced their way into the coach and a fight will develop. All of the NPCs

inside will do their utmost to push the characters out. Fighting in the coach with anything but fists or daggers is done with a penalty of -20 to WS scores. The fight ends either when the PCs have all crammed in and there is no more room to fight, or when the PCs have had enough and go back to sitting in the rain.

The coachmen take no part in this fight unless the PCs start to damage the coach - such as trying to cut through the roof - in which case they tell them to stop and, if this doesn't work, fire their blunderbusses. This will only be done as a last resort, however, because the noise will cause them almost as much pain as the shot will inflict on the characters!

The Road Junction

After a couple of hours the rain stops, and some time later the coach reaches the junction with the main Middenheim-Altdorf road. A milepost by the roadside clearly states the distance to Altdorf as 45 miles.

There is a coaching inn at the junction, owned by the Four Seasons line. The coach does not stop here and continues on its way. Should the PCs insist on leaving the coach here, they will have to wait for 2 hours for the first coach to arrive; this will be full and does not stop. The next coach arrives after another 4 hours and has room for the characters to travel on the top - it costs 3GC each for this.

The Ambush

A force of half-starved mutants (see *Mutants In The Empire*) have recently moved into this area ever-hungry for food. They are led by Knud Cratinx, an ex-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 adventurers discover the body of Kastor Lieberung (see page 49) and become unwittingly drawn into the web of Chaos that is spreading throughout The Empire. One of the adventurers (preferably Kirsten, or a Rogue/Thief if you are not using the pregenerated characters) also sees an old acquaintance who has been mutated by Chaos - a reminder that the Chaos taint is ever present within Humanity.

Blood On The Track (Map 2)

This event occurs a couple of hours after the coach joins the main road. The road sweeps around a bend and, halfway round it, the coach's passengers are met by 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 adventurers see a severed human hand hanging out of the creature's disgusting mouth. The creature is recognisably Human, but is abhorrent to behold. Flesh hangs in shreds from its face and hands, and green ichor seeps from its eyes. Spitting out the hand, it rushes towards the coach determined to slash and kill with its bloody dagger.

Kirsten - or whichever character you have chosen - is in for a shock here, because this mutant is Rolf Hurtsis, another thief from Delberz (the PC's home town) and an old friend. Give the player *Handout 2* (a copy is provided below for your reference).

The figure rushing towards you with the manic gleam in his eyes looks very familiar. Suddenly it comes to you, it is Rolf Hurtsis from Delberz, your old thieving companion. But Rolf has changed dramatically, skin now hangs in shreds from his body and blood drips from his gaping mouth.

A year ago, Rolf started developing a strange skin complaint and acting very strangely. To hide his growing affliction, he would go round with a bag over his head. However, this was a practice that often brought him to the attention of the Watch and made it very hard for him to steal. Consequently he was arrested and thrown in jail. The last you heard of Rolf was when he escaped from jail and fled town some six months ago. That was until now!

Rolf is suffering from the Chaos mutation of rotting flesh (see *Mutants*, p34), which causes *Fear*. All those who can see Rolf must make a test against *Cool* test or be unable to do anything other than parry. Characters failing the *Fear* test may make another attempt each round. Rolf is now little more than a wild animal. He attacks the coach with no regard for his safety, running at it and leaping at the coachmen, whom Rolf has decided taste delicious. Rolf will have to be killed to be stopped: he ignores any critical hit results that cause him to flee. If disarmed, he fights with his hands or head (-20 penalty to WS and -2 to all damage rolls).



M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	32	25	2	2	4	40	1	39	29	29	29	25	10

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 across the ground behind the horses. Gunnar struggles to apply the brakes and stop the coach from crashing into the trees. He succeeds in doing this but then freezes when he sees Rolf leaping at him. It is up to the adventurers to save the day. If they do nothing, Gunnar will be attacked by Rolf and be unable to fight back until 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 as he is afraid of hitting one of them.

Inspecting the coachman's body, the adventurers will see that he has been killed by a crossbow bolt through the neck. The coachman still wears his sleeved mail shirt which will fit any Human Warrior character. The tracks of his coach can be seen continuing along the road away from the adventurers.

Howls On The Wind

As the adventurers wonder what to do next, a bestial cry rends the air from further round the corner, and crashing sounds can be heard coming through the undergrowth; something is coming out of the woods towards the adventurers very fast. The adventurers should be tense at this point and may well fire on Hultz as he runs back to the coach, crying "It's me, Hultz! Don't shoot!" If any of the adventurers do fire, they may well kill him, for he has only 2 Wounds left after his drag through the trees.

Whether Hultz lives or not, the adventurers still have the problem of the runaway horses and the screams from up ahead. The adventurers should be encouraged to seek out the

origins 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) will volunteer to look for the horses, but are easily persuaded to wait until later. They will not go anywhere near 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 adventurers are witnesses to a ghastly scene. An overturned coach lies across the road, with two of its horses desperately trying to struggle free as a creature with a large body and an incredibly small head is hacking maniacally at them with an axe. Lying screaming by the coach is a Human with a dog-like head. Blood pumps from a wounded leg while another mutant with a pointed head tries to bandage it. Another, with cloven feet, is feasting on the body of a small child. Searching through the corpses scattered on the ground is a Human with scaly skin holding a loaded crossbow.

The adventurers have taken the mutants by surprise and will not be noticed until they attack. They should be able to fire two rounds of missiles before the mutants react. The mutants then rush to attack while Knud stays at the back out of the way, shooting at the characters with his crossbow. Once two mutants have been 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 will uncover the trail after this. Should the adventurers enter the wood, 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 animals or insects. The adventurers are safe at the moment, but they should not know this!

The Mutants

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	-	3	3	*	30	1	29	29	29	29	25	10



* The mutants, with the exception of Knud, have been wounded in the fight and have the following *Wounds* points and weapons:

Pin Head - 3 Wounds; armed with an axe; subject to *Stupidity* (see *WFRP*, p71)

Cloven Feet - 2 Wounds; armed with a spear

Pointed Head - 4 Wounds; armed with a sword

Bestial Face - critically wounded, he dies after 2 rounds and has a sword next to him

Knud

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	36	38	3	3	6	33	1	29	34	33	32	35	20

Knud is armed with a crossbow (R 32/64/300; ES 4; Rld 1 md), and a sword. His scaly skin gives him 1 AP on his body, arms and head.

The corpses are the other coachman, a young child and his parents (both artisans), an Initiate of Sigmar (see page 19) and a labourer. The coachman still wears his sleeved mail shirt, and his blunderbuss and shot lies next to his body. None of the other bodies has anything of value, as Knud has collected it all. If Knud is killed and searched, the adventurers find 43GC, a ring valued at 40GC, and a silver locket (8GC) with a miniature of one of the dead artisans in it.

The Double

As the characters look over the scene of the ambush or pursue the mutants into the woods, they notice a crumpled Human form lying under a bush. It is vital that the adventurers notice this, so make sure they do not overlook it. The body has two crossbow bolts stuck in its back and wears clothes that identify him as a town dweller, possibly an artisan.

The corpse is one Kastor Lieberung from Middenheim, a member of the Purple Hand Chaos cult who was travelling to Bögenhafen to collect an inheritance - see *The Taint of Chaos*, p40. When the coach was attacked, he panicked and fled, only to be cut down by two of Knud's crossbow bolts.

Turning the corpse over, the adventurers are in for a shock, because he looks exactly like one of them! Which one is up to you, but it should be one of the Human characters. 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 (not that he or she will actually have to do so!).

Protruding from his jacket pocket is a blood-stained piece of parchment. Give the players *Handout 3 - The Inheritance*. A copy of the parchment is reproduced below for your information. Bloodstains obscure some of the details. After reading it, the PCs should be keen to journey to Bögenhafen to claim the inheritance.

In an inside pocket is another, unstained letter (*Handout 4*) which is reproduced below for your reference.

The Arrival of The Law

After the adventurers inspect the scene of the ambush, they notice a group of horseman riding from the direction of Altdorf. This is a group of 5 Roadwardens led by Magnus Athrect (see the *GM's Reference Sheet* for details of Roadwardens). They are very suspicious of the characters and are on their guard. They demand to know what is going on and look over the scene very suspiciously. Providing the PCs are polite and explain about the mutants, the Roadwardens will cause them no trouble. However, should they be insulting, the Roadwardens take offence and arrest the characters, taking them to the next coaching inn for a detailed interrogation.

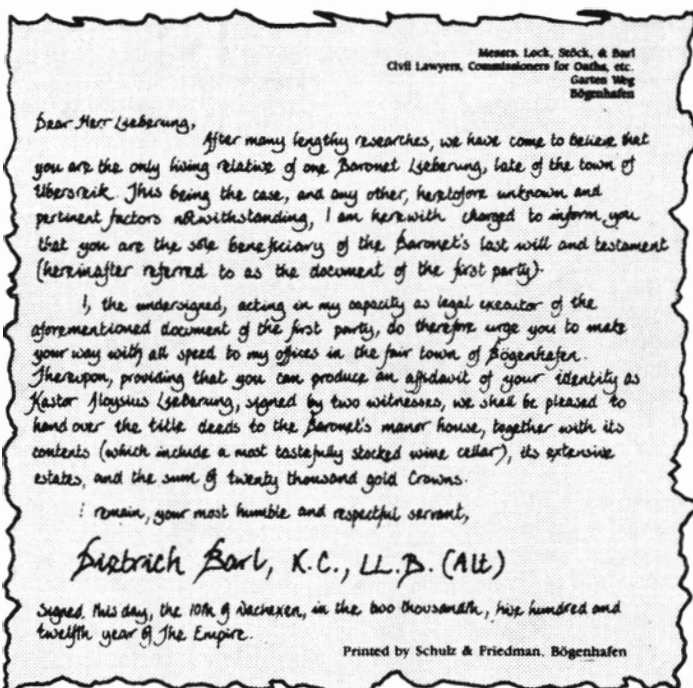
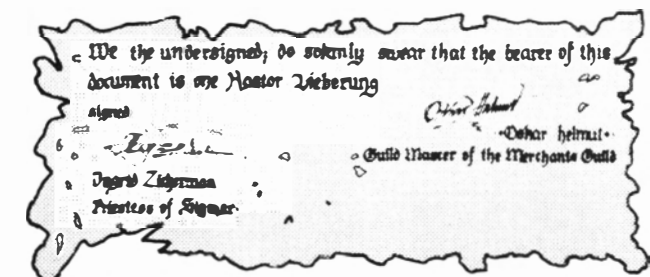
The Roadwardens are not interested in Kastor and do not probe the question at all. If both Gunnar and Hultz have been killed or badly injured the Roadwardens accompany the coach to the next staging inn.

Before they leave, the Roadwardens pile the bodies into the coach, hitch some of their horses up to it and drive off towards the next inn, where they bury the corpses.

The Journey Continues

The horses from the PCs' coach are grazing in a clearing a short way into the woods. If approached by a character without *Ride - Horse*, *Animal Care*, or *Charm Animal* the horses will still be skittish and lash out. The character(s) must make an *Initiative* test to dodge in close enough to grab the remains of the traces and control the nervous animals. The horses will give no further difficulty. Should the PCs have been arrested, the coach travels to the next coaching inn, where they will be able to rejoin it.

The remainder of the journey passes without mishap. The coach passes a couple of coaches bound for Nuln and a detachment of Imperial Guard cavalry (see page 28). As darkness sets in, the coach reaches the next coaching inn before Altdorf.



The Inn of the Seven Spokes is of a similar design to the Coach and Horses. It is fairly crowded as presently there are three coaches staying overnight here. It will be a quiet stopover unless the PCs wish to interact with the clientele, none of whom are particularly interesting. However, should the adventurers require a surgeon, one of the other travellers at the inn should prove to be just that, and willing to aid then for 4GC per character. Any character spoken to may reveal any of the available rumours, 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, and may well be just as hung over the next morning.

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

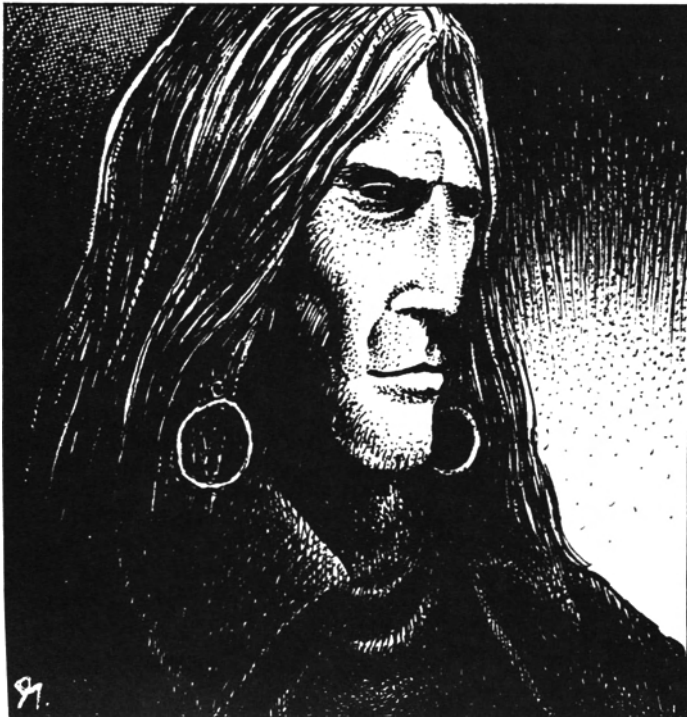
Altdorf ahead

The rest of the journey to Altdorf is uneventful, although you might like to impart some rumours to the adventurers or have them pass a unit of cavalry or a tinker and his wagon, to add a little colour.

Altdorf - Map 3

Altdorf is the capital of The Empire, and its richest city. From the outskirts, the Imperial Palace can be seen rising above the river Reik and dominating the city. All year round Altdorf acts as the playground of the nobility. Many young nobles travel from their parents' estates to the city, where they spend their time drinking and flaunting their wealth in the streets. Many are supposed to be studying at the University but few attend lectures - much to the relief, it must be said, of the professors, who are able 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 a large city, all manner of services can be found in Altdorf, and nearly all goods are available here - for a price.



When checking for availability of goods in Altdorf you should add 10% to the availability ratings given in *The Consumer Guide* (WFRP, p292) and, for characters willing to pay double normal cost, all goods become one level more available - *rare* goods become *scarce*, *scarce* goods become *average*, and so on.

Adventuring in Altdorf

A schematic map of Altdorf has been provided for your information (see page 115). It shows the major districts of the city and a few of its more important structures. Unless you want to spend time developing Altdorf further, it is best to encourage the players to follow the lead to Bogenhafen as quickly as possible; don't get too bogged down in adventuring in Altdorf.

Arriving in Altdorf

Just after it gets dark, the coach pulls into Königplatz (King's Square) which overlooks the river. A number of agents from various inns converge on the passengers, offering them accommodation at the best inns in town at very reasonable prices. It is a time and place for meeting friends, both old and new.

Stepping off the coach, the characters are greeted by cries of "Angelino's, best inn in town!" and "Stay at the Cat and Fiddle - the finest foods and the best beds!" The cries are accompanied by the agents trying to take a character's luggage and leading him or her in the general direction of the agent's inn. Arguments break out between the agents as they rush to drag the PCs to their particular inns. Lurking amongst the agents are a couple of thieves, who attempt to take a piece of luggage 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 bag is taken by a thief there is no way of recovering it - the crowd is too tightly packed to pursue the culprit, and by the time the character is free of the crowd the thief will be long gone.



Prince Von Tasseninck's

The PCs may wish to go to Prince Von Tasseninck's residence first. The Prince lives in an imposing riverside building; anyone asked can direct the PCs to it. Should the PCs tell anyone why they are going there, they will be told that they are wasting their time - the Prince's departure is common knowledge. On arrival, the PCs are told by the guards at the gate that they are too late: the Prince left the city for the Grey Mountains yesterday morning.

Welcome to Altdorf, Herr Lieberung

In the confusion of the square, the characters will be aware of two men approaching them. They appear to be normal Altdorfers, but they act in a strange manner. 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 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 perturbed as the PCs fail to respond appropriately; the correct response is described below, and it is extremely unlikely that the PCs could hit upon it by chance.

The two men are cultists, who are aware of Kastor's mission. They have been instructed to make contact with him by their branch of the Purple Hand. They have Kastor'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, to which the correct response is a slight raising of the eyebrows and the brushing back of one's hair with the left hand. As the PCs will not know this, the cultists become very perturbed and exaggerate their actions in a comic fashion. If spoken to, they look confused and do not answer back; something is obviously wrong - maybe they have met the wrong person?

After a while, the cultists' expressions suddenly change to ones of relief, and they hurry over to where a stocky man stands near a doorway to a house. They follow him through the door which is quickly shut behind them (the PCs have no chance of pursuit). The man is Adolphus Kuftsos, the bounty hunter (see *The Taint of Chaos*, p40). It is important that the PCs see Adolphus at this point; he appears whether the PCs attempt to talk to the cultists or not. Adolphus has been watching the square for Kastor's arrival and has seen the cultists attempting to make contact. Having some knowledge of the cult, Kastor has given the cultists another recognition signal and they have fallen for his deception. Full NPC details of Adolphus are given on page 55, though you are unlikely to need them at this point.

an Old friend

It is up to you exactly when to use this next encounter, providing it takes place in the evening or late afternoon. If the adventurers have expressed an interest in buying goods in Altdorf, you should allow them to do some shopping first. If they go with an agent to an inn, you could use this event on the way there, or on the following day after they have been shopping. Alternatively, Josef could be wandering across the Königplatz as the incident with the cultists draws to a close.

As the adventurers wander the streets of Altdorf, they run into an old boatman friend of Johann. If you are not using the pregenerated characters, or if Johann has been killed, it will be necessary to introduce Josef by some other means. Almost anything will do; the main thing to get across is that the PCs trust Josef and know that he is not going to lead them into trouble.

"Rowlocks! What a surprise! It's me, Josef!" Looking in the direction of the cry, the PCs see a tall, burly fellow with a huge beard striding towards them. This is Josef Quartjin, an itinerant boatman of the Reik, and an old associate of the Boatman PC. Give the player *Handout 5 - Josef Quartjin*, a copy of which is printed below.



Josef Quartjin

At last, a friendly face. You could never mistake that beard or the boiler-like belly it conceals. It is your old friend Josef Quartjin. You have known Josef for over ten years and have spent many a happy hour with him in riverside taverns. Josef has a phenomenal thirst for alcohol and a talent for always finding the best bars wherever he goes.

Josef Quartjin - Boatman

Josef is tall and well muscled. He has a large bristly beard that grows right down over his huge belly. Josef has a jolly temperament and enjoys good company.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	48	38	4	4	8	42	1	29	32	30	41	24	38

Skills	River Lore	Age
Boat Building	Row	40
Consume Alcohol	Very Strong*	
Fish		
Orientation		

Possessions

34GC
Axe
Crossbow (R 32/64/300; ES 4; Rld 1)
Leather Jack (0/1 AP on body and arms)
Leather Coif (0/1 AP on head)
River Boat - **The Berebeli**

Josef's vessel is the Berebeli, a standard river boat that can be found throughout The Empire (see *WFRP*, p290 and *Map 5*). The Berebeli is also home to Josef's crew, Wolmar and Gilda, and their baby daughter Elsa. Wolmar and Gilda have worked for Josef for two years and get along very well with him. They are friendly and are extremely loyal to Josef, who fished them out of the river after their boat sank. If profiles are required for Wolmar and Gilda, use the standard Boatman profiles on the *GM's Reference Sheet*.

The PCs should be encouraged to go with Josef, as he can act as their guide and give them a firm grounding in the teeming metropolis of Altdorf. If they do not wish to go with Josef, it will be necessary to find another means of gaining them employment on a boat out of Altdorf (see *The Journey to Weissbruck*, page 54).

Josef has been travelling up and down the Reik for the past 20 years. He is overjoyed at meeting his old friend and suggests that they immediately adjourn to an inn to down a bottle of wine or two. If anyone queries that this may not be very much between so many, he will wink and and say, "A bottle or two *each*, of course." Josef slips his arm into that of his friend and leads the way down to the riverside. He is very pleased to meet the friends of his friend and is eager to hear any news that the adventurers have.

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, and who wouldn't be, living cooped up amongst buildings all day?"

Josef knows the following rumours which he will tell the PCs during the course of the evening:

All members of the nobility are mad; they're all inbred and tainted by Chaos.

There's been strange goings on at the university. It's full of Demonologists and Necromancers dabbling in those things that are better left alone. Josef doesn't 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 and howls.

Mutations can affect you late in life. A boatman who had worked on the river for 20 years suddenly started to develop an oily, yellow skin and bulging eyes. The character is now dead, of course, thrown into the water by his companions.

The Boatman Inn - Map 4

Josef leads the adventurers down to the river. There are all manner of vessels tied up along the riverside, from high masted sail boats 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.

Inside the inn are a number of riverfolk. These are mostly boatmen but there are a few sailors as well. 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 (he is clearly in a mood for celebration) and leads them all to a table to enjoy it.

No one takes very much interest in the characters and the early evening should pass amiably. Josef will pass on a few rumours and tell the PCs that he is looking for some hands for a journey to Bögenhafen, where he hopes to sell some Reikland wine at the local fair and livestock market, known as the Schaffenfest. Josef has a handbill advertising the Fair with him (give the players *Handout 6 - The Schaffenfest*). Josef will pay 10/- per day for four characters and is willing to transport the others free of charge. Josef is keen to leave the next day and will offer to put the characters up on his boat for the night and then head out along the Weissbruck canal in the morning (see *Map 1*).

The Man In Black

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

demands a bottle of brandy from the landlord and throws a handful of gold coins onto the bar. He then walks over to a table in the corner of the room, whose occupants rapidly vacate it. Ernst sits down and drinks.

Tonight is Max's lucky night: a couple of young country nobles (see *Hooray for Henry*, below) are out on the town, determined to bait some commoners and then turn Max onto them. Max should be played to make the characters feel uneasy; he does not do anything overtly threatening at this stage, but there is a definitely an empty space around his table. Max stares coldly at any PC who summons up the courage to talk to him, but says nothing.

Max Ernst - Protagonist



Ernst has a reputation around Altdorf as a very accomplished protagonist and a person to be avoided if at all possible. He is a mean-looking, cold-blooded sadist. He never wears any colour other than black, and rarely says anything that does not contain some sort of insult. Those who know him do their best to stay out of his way. Josef has heard a little about him, and can describe him as "a heartless and brutal thug".

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	42	23	4	3	8	45	2	24	26	34	56	30	24

Skills

Disarm
Dodge Blow
Ride - Horse
Street Fighting
Strike Mighty Blow
Strike To Injure
Strike To Stun

Possessions

Black Leather Armour (0/1 AP on all areas except head)
50GC

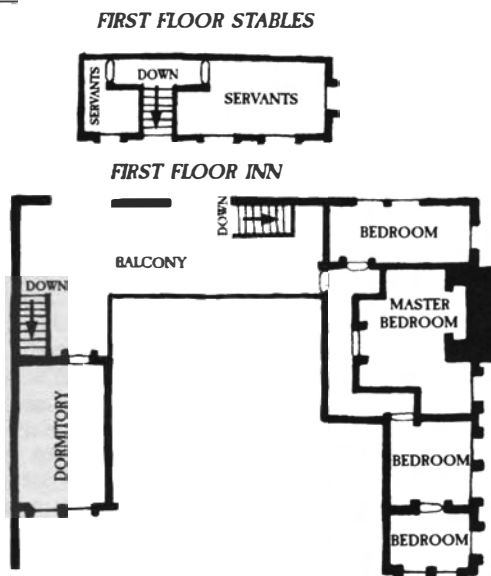
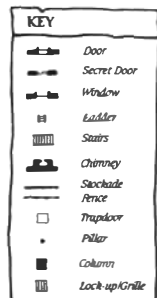


THE BOATMAN INN

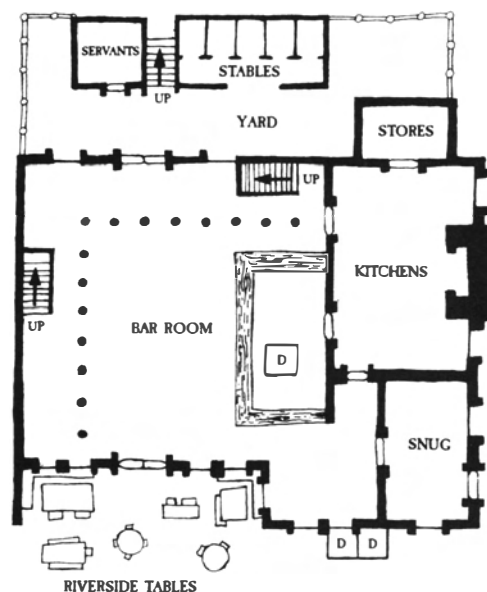
MAP 4

TYPICAL RIVERSIDE INN

Scale (approx.)
0 1 2 3 4 5 YDS



GROUND FLOOR



hooray for henry

A short while after Max's arrival, or earlier if the PCs look like they are preparing to leave, two young nobles and their four gorilla-like bodyguards enter the inn. "I *saay* 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 a lot. They are generally obnoxious and insulting to all in the inn, calling them "filthy commoners" and "smelly oicks". Before long, they start a drinking competition which involves gulping down pints of ale and then throwing it up over anyone in the immediate vicinity. Unfortunately, this just happens to be one of the PCs (chosen at random). Both young nobles think this is great fun, and the other one aims a bellyfull of beer over any PC in convenient range. Any PC entertaining violent thoughts will have to deal with the four bodyguards, who are very sober and very mean (use Marie's profile on p45).

Josef will attempt to restrain the PCs, pointing out that it would be wise not to upset any noble family, particularly as the bodyguards look like they are itching for a fight. Leaving the inn will not be easy as two of the bodyguards block the door.

Should the PCs be unable to restrain themselves and make any move to attack, Max Ernst pushes his chair back and strides over to them. In a dry and 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 PCs 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 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 passes a derogatory comment on it taking

more than one village idiot to deal with him, and begins to fight in earnest. He uses his *Strike to Injure* or *Strike Mighty Blow* skills to bring a quick end to the fight. 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 exit the inn laughing very loudly and head off for another establishment. Anyone following them will have to deal with their four bodyguards first.



Inside the inn, the PC or PCs are treated as heroes if they defeated Max, or are commiserated on their bad luck if they lost. Max does not stay around. If he was killed his body is dumped into the river by the locals.

Bolts in The Dark

Leaving the inn, Josef leads the adventurers to his barge. Along the way, the PCs become aware that they are being followed. Any character with *Sixth Sense* skill will notice this first; other characters will later clearly hear the sound of footsteps behind them. The adventurers are being followed by the two cultists from the square, who are in turn being followed by Adolphus Kuftos. This episode is not intended to make sense to the players: Adolphus has decided to kill the cultists and frighten the adventurers, whom he considers too strong to deal with at the moment.

Adolphus is currently on the trail of Kastor Lieberung, or so he believes. Unaware of Kastor's death, Adolphus is mistakenly tracking Kastor's double. The characters can learn nothing of his identity. Adolphus knows something of Kastor's cult connections and takes the opportunity while in Altdorf to dispose of a couple of them.

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

- Lying in wait, the adventurers will be able to see the two cultists suddenly cut down - a crossbow bolt slams into the back of one, and as the other turns, another bolt thuds into his throat, both shot by Adolphus. The cultists die instantly and Adolphus quietly slips away into the night. If the adventurers follow him using *Follow Trail* skill they should be able to track him for a while, but will eventually lose him. It is essential that they do not catch him at this point.
- Trying to lose the cultists in the alleys will meet with success, but when they get to the barge, the PCs will find them slumped on the deck, both dead from crossbow bolts.

If the adventurers simply return to their boat, they will continue to be followed by the cultists who they will see being shot by Adolphus. If they try to follow the Bounty Hunter, they will be no more successful than described above.



Searching the bodies of the cultists reveals two daggers and 10GC 18/-. They have no identification on them other than a small tattoo on the right breast, depicting a purple hand. These tattoos will not be found unless the adventurers do a very thorough and unpleasant search - both cultists have dirty underwear!

MURDER AT NIGHT

After leaving the inn, the two young nobles continued their journey, upsetting more people, until a vicious fight broke out. Their bodyguards fled and one of the nobles was killed. In the morning, the river area is buzzing with the news and word passes to Josef that the Watch are looking for the PCs. Unless the PCs are feeling foolhardy, they should be eager to head for Bögenhafen as quickly as possible.

By the time the PCs return to Altdorf, the true culprits will have been caught and the heat will be off. Until then, they should be encouraged to get out of the city as quickly as possible to avoid a quick trial and an execution.

The Journey To WEISSBRUCK

The trip to Bögenhafen involves travelling along the Weissbruck Canal and then the River Bögen to the town. Josef steers the barge towards the great lock at the entrance of the canal. Here the toll (5GC) is paid and the barge floats up the lock to the canal itself.

The WEISSBRUCK Canal

The canal was built in 2462 to carry coal and iron from the mines at Delfgruber. It is 25 feet wide and has frequent berthing places along its entire length. It is owned by the Gruber family of Weissbruck who charge a toll for its use, collected either at Altdorf or Weissbruck. There are no further toll points along the canal itself.

Good Morning Travellers

During the first morning out of Altdorf, the adventurers see a group of Roadwardens following them along the tow-path from Altdorf. The Wardens are riding towards the lock house up ahead to check out a report of bandits being in the area. They are not looking for the PCs, but the PCs won't be aware of this. The patrol heads straight for the barge and trots alongside it. The leader of the patrol is in a good mood and chats with anyone on deck for a while, informing 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 the PCs and continues along its way after a short while.

This encounter is designed to make the PCs nervous 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 the PCs and himself. If the PCs attack the patrol will defend itself, retreating to Altdorf for reinforcements if the fight is going badly. From then on, the characters will be hunted by Roadwardens throughout the Reikland (see *Law in The Empire*, p20).

To WEISSBRUCK

The voyage along the canal takes almost 3 days and should be fairly quiet unless you wish it to be otherwise. At night the barge ties up near to one of the lock-side inns, and the characters can relax, safe from any pursuit or other problems.

WEISSBRUCK - Map 6

Weissbruck is a growing village of 272 inhabitants owned and ruled by the Gruber family. It began as a village, but with the opening of the nearby mines and the construction of the canal it has expanded rapidly. It is now a bustling stopping point on the route to or from Bögenhafen. 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.

ARRIVING IN WEISSBRUCK

Entrance to Weissbruck is via the lock and tollhouse. Since the characters have already paid their toll at Altdorf, they are simply waved through the lock by the Lock Keepers. There are a number of barges tied alongside the wharf and shipping can be seen on the River Bögen. Numerous inns look out onto the river and canal. It is likely to be early evening by the time the adventurers arrive.



As they prepare to tie up their barge, the adventurers notice a shadowy, travel-stained character standing in the doorway of the Black Gold (A), a nearby inn. This is Adolphus; he trailed the characters out of Altdorf, and then rode ahead of them to Weissbruck. You can tell the adventurers that they recognise him as the stocky man they saw in the Königplatz when they arrived in Altdorf, and that they can see a crossbow slung across his back. It is obvious that he is watching them, but before they can approach him he turns and walks into the inn. If the adventurers 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 *Bribe* or *Gossip* test (for the purposes of bribes, treat the inn's occupants as having a **WP** scores of 33). A successful character will learn that Adolphus is a bounty hunter who arrived in Weissbruck late last night. Whether the PCs learn where Adolphus is staying depends on how you wish to run this section (see *Hunting the Hunter*, below).

Adolphus has no wish to confront the adventurers immediately. He plans to attack at night and take them by surprise. He has recruited a bunch of local thugs to help him deal with the characters. Having seen Adolphus, our heroes may decide to look for him, push on to Bögenhafen, or simply carry on as normal. The next section is split into two parts: the first deals with what happens if the PCs go looking for Adolphus, the second with what will happen should Adolphus' plan come to fruition.

1. hunting the hunter

Adolphus is staying at the Trumpet Inn (B). The adventurers may discover this by asking around the local inns about him. Most of the villagers know of his arrival and can give leads to the characters if they make successful *Bribe*, *Charm*, or *Gossip* tests, for example. On a bad roll you may decide that the person talking to the adventurers reacts badly and insults or even attacks them. If a fight does break out, use the *Thugs* profile on the *GM's Reference Sheet*.

Depending on how long you wish this section to take, the characters could discover where Adolphus is immediately, or they might have to follow his trail to a second inn. In the former case, they are told that the bounty hunter is staying at the Trumpet Inn. In the latter case, they will be told that he was seen going into the Happy Man (C). On making enquiries at the Happy Man, the adventurers must again interact with the locals before being directed to the Trumpet Inn.

B. The Trumpet Inn - Map 4

If the adventurers come straight here from the Black Gold (A) where they first saw Adolphus, they will see him conversing with three thugs in the bar of the inn. However, the adventurers will not be able to make out what is being said unless they can *Lip Read* or have *Acute Hearing*. A character may be able to sneak into the room by making a successful *Sneak* test. In this case, the character will be able to get close enough to hear what is being said without being noticed. If the attempt fails, you must decide what Adolphus and thugs

do according to the actions of the character. They will certainly end their discussion, but will not resort to violence unless attacked. They stare at the character, ready to defend themselves but waiting for the character to make the first move.

If the adventurers manage to overhear the conversation, they will learn that Adolphus is instructing one of the thugs to watch the characters' boat and to follow it if they move. If the boat leaves the village the thug is to report to Adolphus immediately. After the briefing, the thug in question leaves and takes up a position on the bank where he can keep an eye on the characters' boat without being too obvious. The other two thugs leave 5 minutes later, after being instructed to call back here later in the evening. The two thugs then go to another inn where they spend the next couple of hours drinking.

If Adolphus is aware that the adventurers know where he is staying, he will leave the inn by the back door and go to another inn. The characters may be able to follow him if they are watching the inn and successfully use any applicable skills. Adolphus will attempt to kill any lone character he spots trailing him, but will avoid a fight with two or more. He is, however, more than capable of losing them amongst the alleys of Weissbruck (automatic success).

Adolphus kufstos - Bounty Hunter



Adolphus has been a Bounty Hunter for 6 years and during this time he has turned in or killed large numbers of criminals. He is a determined tracker of his prey and uses any means at his disposal to bring them to justice or a swift end. He follows his prey tirelessly and, unlike some Bounty Hunters, Adolphus does not rest until he is successful. Adolphus has followed 'Kastor's' trail from Altdorf to Weissbruck, where he confronts them, in an attempt to capture or kill the double and anyone else who get in his way.

Adolphus is of medium height and stocky build. He has a wide scar around his neck from when he was almost lynched by a group of bandits. This also damaged his throat and he now has great difficulty in breathing properly, causing him to speak with a slow, wheezing voice that is quite sinister.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	38	58*	4	3	8	45	1	35	29	30	47	34	27

Skills

Follow Trail
Markmanship*
Silent Move Rural
Silent Move Urban
Strike Mighty Blow
Shadowing

Possessions

Crossbow and 40 bolts (R 32/64/300; ES 4; Rld 1)
Sword
Sleeved Mail Shirt (1 AP on Body and Arms)
Rope - 20 yards
3 pairs of iron manacles and keys
Riding Horse



Bengt, Gurt, and Willie, the three thugs hired by Adolphus, do occasional work on the Weissbruck wharves as labourers. The three are not particularly bright or loyal. If caught by the adventurers they can easily be persuaded to reveal Adolphus' plan. In any fight involving Adolphus in which one of them is hurt, make a test against Adolphus' *Leadership* to see whether they flee or stay.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	28	-3	3/4*	6	32	1	32	22	23	32	28	29	29

Skills

Consume Alcohol

Scale Sheer Surface

*Two of the thugs are *Very Resilient*



Possessions

Sling bag with lunch in it

Flask of Tea

Leather Jack (0/1 AP on Body and Arms)

Sword

1-6GC each

2. Adolphus' Plan

That night while the barge is tied up, Adolphus intends to lead an attack on it. If the adventurers hurry on to Bögenhafen, Adolphus follows them and launches his attack at a suitable point during the voyage.

If the barge is left untended, Adolphus and the thugs enter and wait for the PCs to return. They will then attack with surprise, gaining 1 round of combat before the adventurers can react.

Smoke Gets in Your Eyes

If the PCs stay with the barge and do not post a guard, Adolphus and the thugs sneak up onto the barge. If there is a fire burning in the stove, they cover the chimney with a bucket in an attempt to smoke the characters out. Otherwise, they stuff smouldering, oily rags down the chimney to smoke out those inside. Characters caught in the thick smoke, whatever its source, must make a *Toughness* test each round or suffer a -10 penalty to **WS**, **BS**, **I**, **Dex** and a -1 penalty to **S** and **T**. These penalties are recovered concurrently at the rate of 1/10 points per round. A character who has failed 2 *Toughness* tests, for example, and who manages to get some fresh air will have completely recovered after 2 rounds.

Characters opening doors or windows for air are greeted by pots of burning oil thrown through the opening by the thugs. There is a 50% chance that the thugs fumble and cover themselves in oil instead. In this case, there is a 50% chance that the oil is burning. Oil thrown at the PCs through a door or window has a 50% chance of igniting, and any character may dodge the oil by making a successful *Initiative* test. Burning oil inflicts 2D4 *Wounds* per round (see **WFRP**, p80).

Characters who make it onto the deck are attacked by Adolphus and the thugs.

If the characters *have* set a guard on the barge, Adolphus attacks him or her 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 adventurers deal with Adolphus and the thugs, Josef, Wolmar, and Gilda will attempt to put the fire out and/or try to cast off. Casting off normally takes at least 20 rounds, but by cutting the ropes this can be reduced considerably. The mooring ropes have 6 *Wound* points with a *Toughness* of 4. Josef, Wolmar and Gilda should be able to extinguish any fires fairly quickly - the boat must remain intact. Any damage caused during the fight can be repaired the next day by Josef using his *Boat building* skill.

Adolphus does not surrender, and it is essential that he is killed in this fight - by manipulating the *Critical Hits Table* (**WFRP**, p122), it is a simple matter for him to receive a killing blow. It is vitally important that the PCs do not get the opportunity to talk to him, no matter how they handle the attack.

When the PCs search Adolphus' body, they find the letter from Q.F. telling Adolphus to look out for Kastor Lieberung. Give the players *Handout 7*. A reference copy is printed below.

For the personal attention of Herr Adolphus Kufte
The Nine Stars (coaching inn)
The Mittenheim Road
Altdorf.

My Dear Herr Kufte,

You may recall a certain conversation we had last Brecent in the public bar of the Hawk and Antelope in Alden. At that time you mentioned your interest in the activities of a certain society whose name I did not mention here. In particular, you were very anxious to know the whereabouts of a certain officer, known only to the Magister Inquisitiones.

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 "gentleman" you are looking for uses the name Kastor Lieberung. In accordance with your plan, Herr Lieberung will be travelling towards Altdorf along the Mittenheim road some time towards the end of the month of Jahrestag.

I have also been fortunate enough to secure a likeness of Herr Lieberung, which I enclose with this letter.

I remain, Sir, your most obedient servant Q.F.

The sketch resembles the character impersonating Kastor Lieberung. There is no indication as to where the letter may have originated from.

On to Bögenhafen

After this escapade the adventurers should be encouraged to carry on to Bögenhafen and the next adventure in the series, **Shadows Over Bögenhafen**. Josef still wants to sell his wine and make a profit on the deal, and the PCs should be interested enough in the inheritance to encourage them to make the journey. If the PCs show a reluctance to continue on their way, a push in the right direction might be required. This push can take the form of GM hints that Bögenhafen is a far safer place for suspected murderers, or you might like to let them discover that a group of Roadwardens have arrived in Weissbruck asking questions about them.

The Journey

The trip to Bögenhafen takes four days and is uneventful. The dramatic events which take place in the town are covered in the next section of the adventure, **Shadows Over Bögenhafen**.

On the surface, Bögenhafen is just another bustling market town; the annual fair and market of the Schaffenfest is in full swing, and the adventurers are among many others flocking to the town.

But all is not as it appears. From the happy bustle of the fair, the adventurers find themselves drawn into a deadly web of intrigue, uncovering evidence of a sinister secret organisation whose tentacles run through the highest levels of the town's society. They must tread carefully, sorting the guilty from the innocent, the misguided and the deceived, able to trust no one in a deadly game of hide-and-seek where nothing and no one is quite as it seems.

Can the adventurers save Bögenhafen? Can they save themselves from the misguided zeal of the authorities? And can they reach the heart of the evil before it is too late? All the time, the plotters and their pawns are watching, waiting, misdirecting, trying to buy time - for the consummation of the evil plan draws ever closer . . .



Shadows Over Bögenhafen

The Shadow Lengthens

"Your time runs short, Johannes."

The merchant looked up from his desk, and met the mocking green eyes of his cousin in an even stare.

"Gideon," he said, with an edge of impatience to his voice, "You don't honestly think it had slipped my mind." Gideon reached out a languid hand for the goblet of red wine which stood on the desk.

"Seven years," he purred, looking reflectively into the dark surface of the wine, "We've come a long way together, you and I." The other closed his book with a slap.

"Spare me your rosy memories," he said abruptly. "I don't care to think how often you've recited them. '*You were a forgotten second son when we met*,' - he mimicked Gideon's drawling tones with biting sarcasm - '*Now you have wealth, power, everything I promised you*,' " I'm sick of hearing it, Gideon, so save your breath!"

"Forsooth, sweet cuz," chuckled Gideon, "Methinks the nearness of payment puts you out of humour!" He used the idiom of formal tragedies deliberately, as he knew that it would irritate Johannes.

"Besides," he went on, "It's not as though you'll be making payment out of your own pocket - so to speak - is it? Or do I detect remorse? Really, Johannes, I hadn't thought you such a milksop." He chuckled again at the other's obvious irritation. "I grant you, had human nature been otherwise, your position might have been more difficult, but it's comforting to know that one can always count on greed. Your plan is flawless, my dear, brilliant *cousin* - sheer poetry. What can possibly go wrong?"

"Nothing," Johannes replied between clenched teeth, "Sigmar willing."

"Now, Johannes," said Gideon, half-mocking and half-reproving, "You really should know better than that. He can't help you now."

Johannes made no reply. Seven years had taught him there was no way to win when Gideon was in one of these moods.

Using the Module

Shadows over Bögenhafen is an adventure for *Warhammer Fantasy Roleplay*, and is intended for a group of beginning-level characters still in their basic careers. It is the second part of *The Enemy Within* campaign. Although it is

possible to play this adventure as a "one-off", the atmosphere will be greatly enhanced, and the background will be clearer if you have studied carefully the source material in the earlier part of this book. We also advise you to run the previous adventure, *Mistaken Identity*, as it is an ideal lead-in to this adventure and provides the adventurers with a number of motives for travelling to Bögenhafen.

The setting for the terrifying events described in this adventure is the Reikland town of Bögenhafen. All the major locations and those which are used in the adventure have been detailed for you. However, the adventurers have a great deal of freedom as to where they go within the town, and it is inevitable that you will be called upon to improvise one or more minor locations such as shops, inns and so on. For this reason, information which you are likely to need to refer to throughout the adventure has been collected onto pages 102-109. It is advisable to photocopy these for your own use before play.

Note that there are two maps of the town. The map on page 110 is for the players' use and shows those locations which are well-known to any of the town's inhabitants. The GM's map on page 109 has extra locations (A-I) which are described at the relevant points in the text.

As Gamesmaster (GM) you should read through the adventure thoroughly before attempting to run it, and make sure that you are thoroughly familiar with the plot, setting, and major NPCs.

The Web Is Spun

Beneath the bustling, everyday exterior of Bögenhafen lies a deadly secret, a secret which may lead to the destruction of the town, and ultimately threaten the very existence of The Empire. For Councillor Johannes Teugen, in an attempt to save his own soul, is unwittingly attempting to open a Chaos Gate in the town.

Teugen has been in the town for only two years, having returned from his studies at the University of Nuln when the death of his elder brother left him as the head of the Teugen family, powerful and respected merchants in Bögenhafen.

In the course of his studies at the University, Teugen became interested in demonology, which culminated in his summoning a Demon named Gideon. In exchange for further knowledge of dark and forbidden magical arts, Teugen promised Gideon his soul, which was to

be reclaimed at the end of seven years. He has profited greatly from Gideon's teachings, and not least from the part which the demon played in the death of his elder brother, Karl. When Karl was struck down by some unknown and terrible disease, magically induced by Gideon, the way was opened for Johannes' meteoric rise to power - but the end of his seven years is fast approaching...

The Ordo Septenarius

Teugen has one chance to escape from the contract. Gideon has led him to believe that if he can find seven willing souls to replace his own, and take part in a special ceremony, he will be free. To this end he has established a secret society in Bögenhafen, called the Ordo Septenarius. On the surface, this is a relatively 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.

ABBREVIATIONS

A =	Number of attacks with melee weapon or in unarmed combat
AP =	Armour Points
BS =	Ballistic Skill
CI =	Cool
D =	Damage
Dex =	Dexterity
EP(s) =	Experience Point(s)
ES =	Effective Strength of missile weapons
GC =	Gold Crown
CR =	Complexity Rating of lock
Fel =	Fellowship
GM =	Gamesmaster
I =	Initiative
Int =	Intelligence
Ld =	Leadership
M =	Movement
MP =	Magic Points
NPC =	Non Player Character
P =	Parry
PC =	Player Character
R =	Ranges of missile weapons
Rld =	Reload rate of missile weapons
S =	Strength
T =	Toughness
W =	Wound Points
WFRP =	Warhammer Fantasy Roleplay rulebook
WP =	Will Power
WS =	Weapon Skill

Note: where applicable, weapons listed under an NPC's possessions are followed by details of modifiers to *Initiative*, *Damage*, and *Parry*. Note that *Hand Weapons* (one-handed axes, swords, clubs, maces, and hammers) have no modifiers.

Shadows Over Bögenhafen



The order is headed by Teugen with Gideon playing the role of Teugen's distant cousin and mentor. Beneath these two comes an Inner Council of seven members, none of whom have an inkling as to Gideon's real identity. 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 107 for details). The others are wealthy and influential citizens of the town, but their identities need not be determined.

There are also 49 rank-and-file members of the society - seven for each Inner Council member. These people know next to nothing about Gideon, and genuinely believe that the society provides a harmless meeting ground for well-intentioned businessmen, and is a worthy benefactor to many of the town's deserving causes.

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

But Teugen has been deceived in his turn. Gideon, his patron Demon, is a servant of the Chaos God Tzeentch, and far from saving Teugen's soul, the ritual that Gideon has taught him will 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

hordes threatening Kislev in the north and those issuing from the newly-created gate at Bögenhafen.

The adventure

The adventure starts during the Schaffenfest - the town's annual festival, running from Mitterfrühl until 2nd Pflugzeit (see *The Imperial Calendar* which is detailed on page 33 of this book). Teugen has just obtained the final ingredient for the ritual - an ancient scroll looted from a tomb in distant Araby - and can begin to make preparations. But a series of chances leads the newly-arrived adventurers to discover the secret temple where he intends to conduct the ritual, and he must make other arrangements while deflecting their enquiries.

Enter The Adventurers

The following information details the rough sequence of events in this adventure. Obviously a great deal depends on what the adventurers do, but Teugen and the Inner Council of the Ordo Septenarius will be reacting to the adventurers' activities and making preparations for the ritual.

The exact date of the ritual is up to you. The adventurers will only gradually become aware of the full implications of Teugen's plans, and thus the day of the ritual should be determined by when you run the encounter with Councillor Magirius who gets cold feet at the last minute (see page 93).

The information below is intended to help you determine what is going on behind the adventurers' backs - you will probably find it useful to refer to it during the course of the adventure.

The Schaffenfest

Teugen obtains the scroll just before the adventurers arrive in town. (see *All the Fun of the Fair*, page 65).

Gottri, an unsuspecting, alcoholic Dwarf, is released from the festival stocks (location 8), and is picked up by a servant of Teugen. He is taken to the hidden temple of the Ordo Septenarius (see *The Sewers*, location S7) and sacrificed, his heart being used to cast a *Summon Guardian* spell, and the Guardian Demon is ordered to guard the temple.

A three-legged mutant Goblin escapes from a freakshow (location 7), and runs into the town's sewers. It reaches the



hidden temple, where the Guardian Demon eats it. The adventurers are hired to go into the sewers in search of the Goblin (see *Beneath the Town*, p73). They don't find the goblin, but they do find the secret temple, together with a clue which may lead them to suspect one Joseph Steinhäger (an important local merchant and member of the Inner Council of the Ordo Septenarius).

When the adventurers emerge from the sewers, they are told that the Goblin has been found, killed in a warehouse in the town's dockland area. Their reward is denied them and no one seems interested in their story of a mysterious subterranean temple.

Teugen, having realised that the temple has been discovered, makes arrangements for setting up another temple in a disused warehouse (location 1). In the course of their enquiries, the adventurers are approached by a Councillor Magirius, (another Inner Circle member) whom Teugen has instructed to deflect any enquiries about the society. Magirius takes them to the Golden Trout for lunch, and tries to persuade them that the organisation is harmless.

The Shadow Deepens

The night before the ritual, Teugen, Steinhäger, Magirius, and the other members of the Inner Council meet at Teugen's house, where Teugen tells them about the change of place for the ritual.

Magirius, having learnt at the meeting that the ritual will involve human sacrifice, loses his nerve and contacts the adventurers, telling them what Teugen has told him about the purpose of the society and promising to help them defeat it. This sets in motion the final series of events.

Shadows Over Bögenhafen

A note reaches the adventurers, instructing them to come to Magirius' house, as he has more information for them. When they arrive, they find Magirius dead - killed by Gideon, but the circumstantial evidence points to the PCs. The adventurers have just enough time to make good their escape before the Watch can arrest them.



With the hours fast ticking away, the party find themselves being hunted by the authorities in connection with the death of Magirius and also the burning down of a building - an act performed by Gideon in the guise of one of the PCs.

The appointed time

Unless the adventurers intervene, the ritual takes place on time. Teugen and all the members of the Inner Council are consumed by the violent opening of the Chaos Gate, which rapidly grows to engulf the entire town. If the adventurers manage to disrupt the ritual, Teugen is claimed by a Chaos Demon on the stroke of midnight, the remaining members of the Inner Council run for their lives, and the warehouse in which the ritual was held burns to the ground.

Beginning The Adventure

There are several ways in which the adventurers can become involved in this adventure. By far the easiest and most satisfactory approach is to play the introductory adventure *Mistaken Identity*, included earlier in this book (pp 40-59). It is designed to lead directly into *Shadows Over Bögenhafen* and contains invaluable background information on The Empire. Following on from *Mistaken Identity*, the adventurers should arrive in Bögenhafen with Josef Quartjin, putting in at Haagen's Wharf (location 24 - Maps 1 and 2) some time during the Schaffenfest. They will no doubt be keen to visit Messrs Lock, Stöck and Barl, Lawyers, and find out more about the inheritance which may come their way (see *Visiting the Lawyers*, page 65). Josef will wish to sell his wine and will arrange to meet them at the Schaffenfest (see *Welcome to Bögenhafen*, page 65).

A less satisfactory alternative is to play this adventure as a follow on from *The Oldenhaller Contract*, the introductory adventure included in the *Warhammer Fantasy Roleplay* rules. As mentioned in the last part of that adventure, the characters may have several compelling reasons to leave Nuln in a hurry, and

they might well arrive in Bögenhafen by road or river. In this case, you can simply give the players the handbill advertising the Schaffenfest and say "Bögenhafen is lovely at this time of year. You can get there by coach for 77 Crowns each, and it will take you 11 days." Then, you can either play out the journey from Nuln to Bögenhafen, with all its dangers, as a separate adventure, or just decide that the adventurers reach Bögenhafen without incident. Either way, they will enter the town by the East Gate, about noon on the first day of the Schaffenfest.



Finally, *Shadows over Bögenhafen* could also be run as a complete adventure in its own right, and can be played with a group of characters who have never been adventuring before. The Schaffenfest is an important local fair, and many people come to Bögenhafen at this time in search of employment or to seek specialist help; there are many young Reiklanders at the fair looking for an opportunity to break out of the humdrum round of everyday life, and the characters will be just one group among many such would-be adventurers.



Adventuring In Bögenhafen

Like all towns, Bögenhafen is a bustling place, full of ordinary people going about their business - not just the NPCs who have something to contribute to the plot. Wherever they go during the day, and especially at the Schaffenfest, the adventurers will be surrounded by people. Unless the PCs deliberately try to find somewhere secluded, you should assume that people are milling about in all areas. These people will react to what the adventurers do, and may be a useful source of information.

At night, however, the streets will quickly empty. A thick mist rises from the River Bögen, and the town takes on an eerie, unpleasant appearance, with tendrils of mist swirling through the alleys and avenues. The various quarters of the town and major places of interest are described in *A Gazetteer of Bögenhafen* (pp 102-109), together with notes on the town Watch. Refer to these notes whenever you need to determine the type of NPC that the adventurers are likely to encounter in a given place at a given time.

Minor NPCs

A list of profiles and skills of the most commonly encountered types is given in the section of handouts and maps at the end of this book (pp122-126). You should improvise the encountered NPC's personality, any companions, and what he/she is doing when encountered. Be careful not to give too much information away to the players - with the exception of watchmen and entertainers, most NPCs will present much the same appearance, so that only their sex and approximate social class will be readily apparent. You can drop hints about the NPC's career by the way in which you play the character, but on the surface the NPC will seem to be just another citizen. Details of the kind of the kind of information available from an ordinary towns person encountered in the street, can be found in under *Common Knowledge in Bögenhafen* (see page 82). Basically, unless stated otherwise elsewhere in the module, you can assume a 40% chance that any inhabitant of the town (*not* a visitor) knows the location of any specific establishment (armourers, inns, and so on), including those you locate yourself. If the location sought by the adventurers is particularly obscure, or particularly well-known, then this chance may be decreased or increased accordingly. You may also wish to have the PCs make

successful *Gossip* tests to learn such information, but this can be a little abstract, and straightforward role-playing is probably more satisfactory.

Services In Bögenhafen

As will become obvious from the list of Guilds (see the pull-out section), there is a wide variety of professions practised in Bögenhafen, and the availability of all goods listed in *The Consumer Guide* (WFRP, p292), should be used as printed.

Inns

Inns are *plentiful* in Bögenhafen, although the quality of food, drink, and surroundings varies tremendously, depending on the general area. Whenever your group of adventurers decides to head for an inn, you should decide what kind of place it is by following the guidelines below. Then you need only give it a name, and mark its location on your map.

Opening times are usually from midday to midnight, and any inn will have 1D4x10 customers at any time during this period. The dominant career of the NPCs patronising an inn will depend on the area (see the pull-out section), and a quick check with the map to ascertain the nearest guild house should give you an idea as to whether the place is full of merchants, stevedores, carpenters, or whatever. Whenever the PCs enter an inn, make a secret **Fel** test for whoever does most of the talking to determine how the locals react.

Food and drink are available in all inns, and you can determine the general quality by rolling 2D4:

Die Roll	Quality
2	Appalling
3-4	Poor
5	Average
6-7	Good
8	Excellent

You may wish to use modifiers of +/-1, depending on the area (it should be impossible to find a gourmet meal in the area known as "The Pit", for example!)

Bögenhafen - A Socio- Political Guide

This section is intended to present general background information about the town. You may like to use the town, (if it survives the adventure), as the setting for further adventures of your own, or as the basis for other towns of a similar size in The Empire, and the

information given here should help you to do so. It may also prove useful if the adventurers start trying to involve the town's authorities.

Economy

Bögenhafen has a population of about 5,000, and sits at the highest point of the river Bögen which is navigable by large, river-going vessels. It acts as a local market centre: goods from Altdorf, Nuln and Marienburg come to Bögenhafen by river, and are traded for local wool and wine. Lead and silver, brought down from the mountains are trans-shipped here, for distribution to all parts of The Empire.

Trade is the mainspring of the town's economy, mercantile interests dominate the town's political life, and the real power in Bögenhafen lies in the hands of just four wealthy families (see *Merchant Families*, page 63).

Political Structure

The town lies within the boundaries of the Barony of Saponathem and falls under the jurisdiction of Baron Wilhelm who holds court at Castle Grauenburg, some 25 miles to the North (for a map of the Reikland see page 26 of this book. He takes little interest in the town's affairs, however, being content to hold irregular audiences in his castle when he has no more pressing engagements - such as "huntin', shootin' and fishin'". If the PCs ask anyone whether they should bring the results of their enquiries to his attention, they will be told that their chances of being seen within three or four weeks are nil.

The Council

In theory, Bögenhafen is ruled by its council, and the few issues that get as far as a council debate are decided on by a straight majority vote. There are fifteen seats on the council but, the majority of these are controlled - directly or indirectly - by the four merchant families, in their position as leading lights of the Merchants' Guild.

Council seats are held by the following dignitaries:

Four representatives of the Merchants' Guild; one of these is Teugen, in his capacity as Master of the Merchants' Guild (this position is invariably held by one of the four great families), and traditionally one seat is always held by a member of the Magirius family, the most influential of the lesser mercantile concerns. The remaining two seats are held by members of the lesser merchant families.

Shadows Over Bögenhafen

One representative of each of the major merchant families (see below); normally the head of the house, but sometimes an appointed representative.

The local priest of Sigmar.

The heads of the Physicians', Tailors' and Weavers', Teamsters', Stevedores', and Mourners' Guilds (the holder of the latter seat is currently also the local priest of Mórr; he is normally consulted when an area of paupers' graves has become full and another must be dug).

One representative of the Craft Guilds, chosen from among the heads of Cartwrights', Carpenters', Jewellers', Metalworkers' and Masons' Guilds

Other individuals may be summoned to attend the council from time to time, where the business affects them particularly. They do not vote in council meetings, but are called upon purely in an advisory capacity. The most common of these are:

The local priestess of Verena who is respected as an impartial voice of wisdom and justice, and who is occasionally even given a vote by common consent; the Captain of the Watch who may be called upon where matters of law and order are concerned; and the Watch Sergeants who serve as representatives of the various areas of town which come under their jurisdiction. This makes it difficult to pursue complaints against the Watch, although some of the Guilds are prepared to represent their members in such cases.

Other priests attend the council when the business concerns their temples or the interests of their deities. They generally have a consulting role, but may be given a vote by common consent.

Power Blocks

The town's merchants form the most powerful faction in the council; when all four families - Haagen, Teugen, Steinhäger and Ruggbroder - stand behind the Guild, the merchants can muster eight votes, and they can generally count on the support of the Physicians and the Tailors and Weavers, giving a total of ten votes. Given that the Temple of Sigmar (and consequently the Mourners) will generally vote with the establishment, and that the Stevedores will almost always vote against the Teamsters, this is more than enough to secure a majority. The Chairman of the council is nearly always from the Merchants' Guild.

The political stance of the other council members shifts constantly, depending on deals and alliances which are made and remade almost daily. The general pattern of alliances is as follows:

The Physicians, and the Tailors and Weavers normally vote with the Merchants' Guild.

The Mourners normally vote with the Temple of Sigmar; the Temple represents the whole temple quarter, so that the priest of Sigmar acts as a representative for the other clergy of the town.

The Teamsters normally vote with the Craft Guilds.

The Stevedores and Teamsters invariably vote against each other.

The merchant families frequently vote with the Merchants' Guild, but form endless temporary alliances and oppositions.

Guilds

As is common elsewhere in the Reikland, the Guilds of Bögenhafen have an almost total monopoly of the labour market in the trades with which they are concerned. More details on the functions and internal organisations of guilds in The Empire are to be found on p19 of this book if you need them. Suffice it to say that Guild membership is compulsory in most cases for any person wishing to ply a trade in the town. When a large job needs to be undertaken, especially if it is one commissioned by the town council, by another Guild, or by one of the four great merchant families, tradition dictates that it is the relevant Guild which must be approached, rather than a craftsman or group of craftsmen. The Guild negotiates the fee for the job and the cost of materials, and parcels the labour out among its members on a sub-contract basis.

In addition to the usual guilds that you might expect to find in almost any Reikland settlement, there are three special cases worthy of somewhat closer examination.



The Merchants' Guild (location 37) is noteworthy in that it is by far the most powerful in the town, not least because it is the merchants who have created (and still control) most of the town's wealth. It is also currently rife with members of the Ordo Septenarius who believe Teugen to be the greatest asset of both town and guild. The Ruggbroder family (see below) are an exception to this, however, and

their fortunes are currently on the decline. Not surprisingly, competition from outside is not tolerated, but members are more or less free to conduct their business as they see fit.



The main functions of the **Physicians' Guild** (location 34) are to act as an adjudicator for complaints against its members (which are rare, since the Guild will only hear complaints from the patient in person) and to keep the town free of charlatans. From time to time it will also issue edicts recommending one course of treatment or proscribing another; the penalty for employing a proscribed course of treatment is dismissal from the Guild, even if the treatment is successful. 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 of 10 Crowns for information leading to such an arrest. There are several surgeons in Bögenhafen, as an enquiry at the guild headquarters will discover. They may be consulted by the adventurers at the usual cost of 3GCs.



The Mourners' Guild (location 38) is a religious organisation dedicated to the Cult of Mórr (see **WFRP**, p197), and is responsible for organising funerals and seeing to the upkeep of the graveyard (location 20). It is maintained, not out of membership fees, but from the money paid by those for whom it arranges funerals. It also supervises the construction of tombs and other monuments in the graveyard, splitting the income from such work with the Masons' Guild. Any character who conducts a funeral or disposes of a body without the supervision of the Mourners' Guild risks arrest on charges of bodysnatching and/or necromancy; as with the Physicians' Guild, there is a standing reward of 10 Crowns for information leading to the arrest of such miscreants.

Merchant families

There are four notable merchant families in Bögenhafen: Haagen, Teugen, Steinhäger and Ruggbroder. In addition, there are several smaller mercantile concerns, but nearly all long-distance trade is conducted by the four great families.

Shadows Over Bögenhafen

The Haagen family are Wastelanders, with several trading contacts in Marienburg, and are Bögenhafen's main dealers in luxury goods. 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. The family is headed by Jochen Haagen, and owns a wharf (24 on *Map 2*), five adjoining warehouses, and a suite of offices on the Bergstrasse. The family house is shown as location G2 on *Map 2*.



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. They used to have a virtual monopoly of trade with Helmgart and Bretonnia, but are now in competition with the Teugens in that direction. They own several warehouses along the Ostendamm, but do not actively involve themselves in river shipping, using the boats and crews of their suppliers or small independent operators instead. The Ruggbroder family has close connections with the Teamsters' Guild, as it is Bögenhafen's largest employer of carters and muleteers. They are the smallest of the four great merchant families, and have the closest connections with the lesser traders of the town. The family is headed by Heironymus Ruggbroder, who maintains a firm hold on the reins of the business despite being well into his seventies. The family house is shown as location F on *Map 2*.



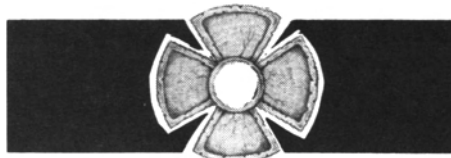
The Steinhäger family has a number of Dwarven and mining contacts, and concentrates mainly on the distribution of goods from Altdorf, Nuln and Marienburg to the communities along the edges of the Grey Mountains, in exchange for furs, metals and other produce. The family is headed by Franz Steinhäger, assisted by his brother Heinrich. They own a wharf and several warehouses, and maintain offices (location B, *Map 2*) near those of the Teugen family, behind the Merchants' Guild. Like the other

merchant families they live in ostentatious splendour on the Adel Ring (location C, *Map 2*).



The Teugen family are one of the oldest families in Bögenhafen, and consider themselves to be the nobility of the town. They have never actually held any titles, but they are on friendly terms with many of the noble houses of the Reikland. They own wharves on both banks of the river, as well as a great 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 suffered a decline in its fortunes over the last twenty years or so, which was drastically reversed by the arrival of Johannes Teugen from the university of Nuln. Johannes was the younger brother of Karl Teugen, the family head, and after returning to his home town two years ago for Karl's funeral, he decided to stay on in Bögenhafen as the head of the family (see *The Web is Spun*, page 3).



The Teugen family conduct trade by road and river to all parts of The Empire. Johannes' contacts in Nuln give him access to timber and other produce from Stirland and Averland, and he has also opened up trade in brandy and metals through Helmgart and the the Axebite Pass to Bretonnia. Moreover, he has also been steadily eroding the Haagen family's trade with Marienburg.

Taxes & Revenue

The town council, the Watch and the walls are all maintained out of taxes. There are many taxes levied in Bögenhafen; the principal sources of revenue are listed below:

Gate Tax There is a tax of one Crown per pack-animal or two Crowns per cart on all merchandise entering and leaving the town by road, levied at the gates. This tax is used to maintain the town walls and

gates, and also goes towards the upkeep of the Watch. Members of the Merchants' Guild are exempt from this tax.

Wharf Tax Each wharf is taxed at the rate of one Crown per yard of riverfront per year. The rateable value of each wharf is traditionally paced out by tax officials each year on the first day of Spring, and can vary considerably; it is not unknown for Halflings to be employed by the council for this job, since their shorter pace can lead to increased revenue. This tax is used to maintain the temples of Bögenauer (location 16) and Handrich (location 18), and to offset the cost of Watch patrols on the waterfront. Members of the Merchants' Guild are exempt from this tax.

Trade Tax A tax of one per cent is levied on all bulk goods sold within the town walls, and used to maintain the town hall (location 25) and cover the expenses of the councillors. Members of the Merchants' Guild are exempt from this tax.

Warehouse Tax Each warehouse is taxed at the rate of one Crown per foot of frontage per year. The tax is used in the same way as the Wharf Tax, and also pays for the upkeep of the Ostendamm and Westendamm. Members of the Merchants' Guild are exempt from this tax.

Frontage Tax The owner of every building in Bögenhafen is taxed one Crown per year per foot of street frontage; this tax is used for the maintenance of the paved streets (Nulner Weg, Bergstrasse, Hafenstrasse, Kaufmannstrasse, Mauer Weg, Platz Weg, Adel Ring, Göttenplatz and Dreieckeplatz) and also goes towards the upkeep of the Watch. Temples and Guild buildings are exempt from this tax.

Ship Tax Every inhabitant who owns a ship or boat is taxed one Crown per year per foot of the vessel's length, plus one Shilling per year for every foot of mast in the case of a sailing vessel. This tax is used for general purposes.



Shadows Over Bögenhafen

Welcome to Bögenhafen

The adventurers will either arrive by boat (landing at Haagen's Wharf - location 24), or by road from Nuln. In the latter case, their first sight of Bögenhafen will include the crowded Schaffenfest, which is taking place outside the town walls, and you should encourage them to go and have a look round.

The first two events in this section tie up a couple of loose ends from the introductory adventure, *Mistaken Identity* (see pages 40-57 earlier in this book), and deal with getting the party from the wharf to the festival. If your group of PCs arrives by road, you may ignore these events and proceed directly to the Schaffenfest (see below).

As the PCs' boat pulls into Haagen's Wharf, the crew (including Josef Quartjin if you have played *Mistaken Identity*) will deal with tying up, and pay any mooring fees. The docks area (area B - Map 3) is relatively quiet, but sounds of merry-making can be clearly heard coming from the direction of the festival. Josef will then pay the PCs their wages, and explain that he has to go to the offices of Herr Ruggbroder (a local merchant - see p64), to collect payment for delivery of his wine, and to arrange for its unloading by the local stevedores. He will suggest that they take 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 party, he will arrange to meet the adventurers later, either at the festival, or back at the barge. Otherwise, you can have him depart in a day or so, once the PCs are committed to adventuring in the town. If you fear that the PCs might leave with him, he will depart without telling them that he is going; after all, Josef is a rather unreliable itinerant.

Off to the fair!

Josef (or any passer-by) can give directions to the Schaffenfest: "turn left onto the Hafenstrasse and keep goin' straight on to the east gate. You can't miss it!" The main streets are decorated with coloured bunting, and the main flow of the crowds is eastwards to the fair. The party will be surrounded by a happy, laughing crowd, all eager to enjoy the festival. Unless the PCs wish to find the offices of Lock, Stöck, and Barl, you can simply tell them that they get to the fair without incident.

Visiting the Lawyers

If the adventurers ask around to try to find the premises of Lock, Stöck and Barl, they will draw a complete blank; no one in the town has ever heard of either the firm or a street called Garten Weg.

They will have more luck if they try to track down the printing firm of Schultz and Friedman, whose names appear on the bottom of the inheritance letter. A successful *Gossip* test in any part of the town will direct them to the printing works on the Fuhrlohnstrasse (exact location at your discretion). Unless the adventurers are offensive or threatening, they will be greeted cordially and, if they ask about the lawyers, will be told that Schultz and Friedman have never heard of them either. The notepaper was printed in a very small quantity for a man who came in one day and asked for it. He didn't look much like a lawyer, but he paid cash, so no questions were asked.

If the PCs describe Adolphus Kufstos to the printers, they will confirm that this was the man who bought the notepaper.

By now, the adventurers should have reached the conclusion that the letter and the inheritance were all an elaborate hoax to trap the real Kastor Lieberung. There is little for them to do other than while away the rest of the day at the Schaffenfest. One of the printers might even suggest that a visit to the fair is just the thing to cheer them up!

All the fun Of the fair

This part of the adventure serves to introduce the characters to the people of Bögenhafen. It forms the first link in a tangled chain of events and culminates in a "straightforward expedition" through the town's sewers to rescue an escapee from a freakshow...

Every spring, people from all parts of the Reikland flock to Bögenhafen for the Schaffenfest. As well as the livestock market, there are stalls and sideshows of all kinds, making the three-day fair a great attraction and one of the highlights of the town's calendar. The area between the East Gate (location 1) and the Postern Gate (location 3) is crowded with livestock pens, market stalls, and sideshows of every description, and the air rings with the cries of showmen and hawkers. It is the perfect place to look for all manner of things: exotic goods, entertainment, and perhaps even employment. Many young hopefuls come to the fair each year, hoping to join the travelling merchants and showpeople and escape the drudgery of their everyday lives.

Running the Schaffenfest

The events at the fair are not intended to run in a straight line, and the adventurers need not come across the encounters and locations in any particular order. They should be allowed to wander about the fairground as they please, encountering locations and NPCs as they go along. The only critical event is that the adventurers should witness the escape of a Chaos Mutant Goblin from the freakshow (location 7), and see it flee into the sewer system (see *The Runaway*, page 72).

In addition to the fixed locations which are marked on the map and detailed later in this chapter, there are numerous optional events and encounters which you may run in any order, as desired.

Your task in this part of the adventure is to create the atmosphere of the fair more than anything else. By describing what the adventurers see around them, and by playing the parts of all the NPCs they encounter, you should bring the noisy, crowded, bustling fairground to life, so that the players will feel encouraged to have their characters wander around looking at the stalls and sideshows, just as people do at a real fair. Tell the players that the area is full of people - from dirty beggars, to well-dressed artisans, from brightly clothed entertainers, to sombre-looking watchmen; the entire spectrum of Bögenhafen's populace is represented here. 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 into the general hubbub of people enjoying themselves.

Don't worry too much about where the adventurers are on the map - it can be difficult to tell just where you are in a crowded fairground, and as long as the various fixed locations are in more or less the right place, everything should work out well.

Shadows Over Bøgenhafen

Fixed Locations

5. Livestock Market

The northern part of the fairground is given over to the livestock market, consisting of two auction rings surrounded by livestock pens. As the name suggests, the Schaffenfest is mainly a sheep market; roughly three-quarters of the pens are occupied by sheep, and the rest are divided almost equally between cattle and pigs.

The auction rings are busy throughout the day as stock is brought from the pens, paraded round under the critical eyes of the local farmers, and sold to the highest bidder. Farmers come from miles around to buy and sell animals and to meet up with old acquaintances to discuss everything from the price of lambs to last winter's weather and the latest village gossip over a few mugs of ale.

If the adventurers stop and watch for any length of time, use the procedure set out below to determine what is going on.

D100 roll	Stock	Number	Initial Bid	Raised Bids
01-25	Sheep, ewes	6 + D6	2 Crowns	D4 Shillings
26-70	Sheep, lambs	12 + D6	2 Crowns	D4 Shillings
71-80	Sheep, ram	1	3 Crowns	D6 Shillings
81-84	Cattle, heifers	D3	30 Crowns	D4 Crowns
85	Cattle, bull	1	40 Crowns	D10 Crowns
86-90	Cattle, bullocks	D3	30 Crowns	D6 Crowns
91-95	Pigs, weaned piglets	2D3	3 Crowns	D3 Shillings
96-97	Pigs, sow	1	3 Crowns	D4 Shillings
98-00	Pigs, boar		5 Crowns	D6 Shillings

1. Roll D100 to determine the type of livestock on auction, and roll the appropriate dice to determine numbers. The livestock enters the ring, and bidding is started at the price per head shown in the *Initial Bid* column.

2. Bidding continues - consult the *Raised Bids* column of the table, and multiply this by the number of animals in the lot, and add this to the current bid.

3. Every round, there is a cumulative 5% chance that there will be no further bids on the lot. Roll D100 - if the result is less than the number of the round times 5%, the bidding is ended.

It is unlikely that a character will actually wish to bid, but you can have some fun by having the auctioneer interpret some movement by one of the PCs (head-scratching, nose-picking, and so on) as a bid. Unless the character realises what is going on



(make a secret *Intelligence* test for him or her), he or she could well end up the proud owner of a long-horned sheep or some other domestic animal. If the character refuses to pay up, the Watch will be called, and the sale enforced (see *Dealing with the Watch*, page 108). You should remember that characters who throw their money around will attract the attention of the many pickpockets who are circulating among the crowds (see *Thieft*, page 71).

6. Wrestling Ring

A garishly-dressed showman stands in front of a roped-off area, inviting hopeful contenders from the crowd to fight the champion for a purse of 5 Crowns. If you wish, he will single out one of the PCs (chosen at random), and attempt to goad them into taking part:

"Step right this way and make yourself five Crowns! That's right, sir, five whole Crowns, for no more than a few minutes' mild exertion! All you need to do is last three minutes in the ring with the champion here! Five Crowns if you last three minutes, ten if you defeat the champion within that time!

"You, sir - you look pretty fast on your feet - do you think you could stay out of trouble for three minutes? It's not that long, you know!

"You, there, sir - yes, you - why don't you show your lady friend just how much of a man you are? Just a five-shilling entrance fee and he's all yours!

"Come along, now, gentlemen, who'll take him on? Just a five-shilling investment, and you could have it back twenty or forty times over in just three minutes! Why, if you were a moneylender, you'd get locked up for charging interest like that!"

If the adventurers show no inclination to respond, someone in the crowd will suddenly push one of them forward and call out "I'll have a go!" The showman will, of course, think that it was the PC who called out, and before the character can explain, he or she will find themselves in the ring!

Klaus Schattiger, Entrepreneur

Schattiger is typical of the small-time showmen who work the fairs of the Old World. He is of indeterminate age, probably somewhere between twenty and forty years old, and dresses in garish clothes with bright and violently clashing colours.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	36	40	4	3	8	44	1	44	53	46	34	26	50

Age
35

Skills
Blather
Charm
Public Speaking
Read/Write
Wit

Possessions
Dagger (I +10; D -2; P -20)
Leather Jack (0/1 AP - body & arms)
Purse with 4 GC, 15/10
Small chest containing 27 GCs and 54/-
Key for chest
Large sand-glass, timing 3 long minutes.

Shadows Over Bøgenhafen

'Crusher' Braugen - Wrestling Champion

The 'champion' is 'Crusher' Braugen, a huge, heavily-built man in his late thirties. He is stripped to the waist, and stands in the middle of the ring, waiting for the next challenger. He is breathing heavily, and appears to be on the verge of exhaustion. Any character who makes a successful *Intelligence* test, will realise that this is all part of the presentation; if the champion appears to be too tough, there will be fewer willing challengers.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	53	28	5	4	9	34	1	31	28	31	22	27	32

Age
38

Skills
Street Fighting
Strike Mighty Blow
Strike to Stun
Wrestling

Possessions
Nil

Braugen fights using a mixture of wrestling and dirty street fighting. He will generally circle the challenger warily for the first few rounds, and will not use his skills until about a minute (10 rounds) into the bout. He will always try to seem less skilled than he is, to avoid discouraging further challengers.

He and Schattiger have enjoyed a mutually beneficial partnership for several years - Schattiger draws the crowds and looks after the cash, and Braugen does the fighting. The two trust each other implicitly, but the rest of the world is fair game.

7. Freakshow

The adventurers' attention will be drawn here by the swelling crowds of excited on-lookers, and the stentorian tones of the show-owner who is busily drumming up a crowd.

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

"Doctor Malthusius' Zoocopeia - gathered 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 be a hundred!

"Marvel at a myriad of malformities! Misbegotten things whose very existence defies Nature! You will be amazed and astounded, my friends, I give you my personal guarantee of that!"



A semi-circular rope enclosure stands against the town wall. At the back are two wagons, one of which has a banner on the side proclaiming *Doctor Malthusius' Zoocopeia - strange creatures from all corners of the world! The marvellous, the bizarre, the disgusting - brought to you at enormous expense - no other like it in the world!* The other wagon is a flatbed with half-a-dozen stout wooden cages on it.

If the PCs elbow their way to the front of the crowd, they will see that most of the cages are covered with tarpaulins but in one, a strange creature like a small three-legged Goblin, is huddled miserably in a corner, tethered into the cage by a rope attached to an iron collar. While Doctor Malthusius is holding forth to the grinning and rapidly growing crowd, a flea-ridden and rascally-looking Dwarf skulks around the cages, preparing for the show.

Doctor Malthusius - Showman

Doctor Malthusius is a man in his late thirties. He is gaudily dressed, like all the showmen at the fair, but his clothes are old and worn. He is a natural, if somewhat seedy-looking showman, with a gift for hyperbole.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	43	37	3	3	6	36	1	25	52	44	41	32	51

Age
37

Skills
Animal Training
Blather
Palm Object
Public Speaking
Read/Write
Specialist Weapon - Whip

Possessions
Whip (D -1 + *entangle*; No parry)
Chest containing 16GC, 18/4 in assorted small change
Key for chest

Grunni - Dwarfven Freakshow Assistant

Grunni is even more seedy-looking than his master. He wanders round the cages, muttering to himself and sneering at the crowd. He is full of self-pity and takes out his general disgruntlement on the exhibits by poking them viciously with a pointed stick which he always carries.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	47	38	4	3	8	32	1	17	43	23	51	52	25

Age
65

Skills
Animal Training
Drive Cart
Specialist Weapon - Fist Weapon
Specialist Weapon - Throwing Knife

Possessions
2 Daggers (I +10; D -2; P -20; R 4/8/20; ES 4; Rld 0)
Knuckledusters (WS -10; D -1)
Stick
Purse containing 1GC., 4/10

While the characters are taking in the scene, the Goblin from the cage escapes, having chewed through its rope and squeezed through the bars. This is a precursor to *The Runaway* event (page 16), and the Goblin will not get very far at this time. It runs straight at the adventurers who may make an *Initiative* test to try to catch it. Those who succeed are able to catch hold of the Goblin and subdue it. If the Goblin escapes the adventurers, it will eventually be returned by members of the crowd. In either case, Doctor Malthusius is extremely grateful for the adventurers' help in recovering his exhibit, and will give each character (plus any members of the crowd who assisted) 1 Crown each, inviting them to come back for the show in an hour's time (see *The Runaway*, page 72).

Shadows Over Bøgenhafen



GOTTRI GURNISSON - DRUNKEN DWARF

Gottri is a smelly, disgusting creature, but when the PCs first see him, he seems an object of pity. His beard and clothing are stained with rotten fruit, and he is only semi-conscious.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	43	39	3	3	7	21	1	19	53	35	56	35	17

Age

83

Skills

Mining

Smithing

Begging

Concealment Urban

Secret Language - Thieves' Tongue

Secret Signs - Thieves' Signs

Silent Move Urban

Possessions

Nil

A small group of urchins have gathered round the stocks to taunt the Dwarf and throw various objects at him. If anyone comes within earshot, he will beg pathetically to be lent the 1GC he needs to pay his outstanding fine. 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, he will begin to turn conversation round 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 adventurers regret having paid his fine.

8. 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 arising from the fair and administer justice on the spot (cf *At Court*, page 108). Two watchmen (armed with halberds) flank the entrance, and 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 watchmen (also armed with halberds) and a magistrate - Councillor Heinz Richter (see *The Runaway*, p72, for NPC details). There is a 20% chance that a case will be in progress when the adventurers pass the Court. You may improvise the details of the case or use the *Optional Encounters* (pages 69-71) as a source of ideas.

When being tried at the Festival Court, the accused may make *Bluff* test, with *Law* skill conferring a +10 modifier, in addition to the normal range of skill-based modifications. Characters who have resisted arrest will receive a -10 modifier to this test. If the test is successful, the characters will be released; if not, they will be fined a sum between 1 and 10 Crowns, according to their crime and the degree by which the test was failed. Characters who are unable to pay their fines will be placed in the stocks until nightfall or until the stocks are needed for another prisoner - a period of 1D4 hours. While in the stocks, the characters will be pelted with rotten fruit and worse substances, thrown by a small but enthusiastic crowd of urchins, and must make a standard *Risk* test every hour, losing one *Wound* point on each failed test.

There are two pairs of stocks outside the Court. One is empty, and the other is currently occupied by Gottri Gurnisson, a Dwarf.

The only way that the adventurers will be able to get rid of Gottri will be to give him enough money for a drink; if any character gives him any money (for *any* reason), he will immediately head for the nearest beer tent. There is a 20% chance that Gottri will be at any beer tent the adventurers encounter after they have freed him from the stocks, and a cumulative 10% chance that he will be back in the stocks whenever they pass the Court again.

The adventurers will probably end up giving Gottri a small amount of money and letting him go off to the nearest beer tent, just to be rid of him; if they should decide to keep him with them, you must arrange for him to slip off unseen towards the end of the day, since he will appear later in the adventure in quite different circumstances (see *Beneath the Town*, location S3, p77).



9. Jousting lists

The more respectable elements of the town are gathered here, where preparations are being made for a demonstration jousting competition. There are various groups of people discussing the finer points of jousting in a pseudo-sophisticated manner, and "commoners" (including the PCs) will be greeted with frosty looks.

A small stand, packed with nobles, is set up against the town wall, with two clumps of circular tents at either end of a wooden barrier. Various knights and lackeys are readying themselves among the tents, and two mounted knights are tilting at each other.

Shadows Over Bögenhafen

The joust is between the retinues 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 group of retainers. It is an exhibition rather than a contest, and is not open to challengers. Squires seeking employment with one of the knights will receive only a patronising rebuttal. Characters who are not obviously from the upper classes will find themselves repeatedly moved on by the Watch or insulted by drunken young rakes. If the PCs respond in kind, they will find themselves being arrested (see *The Watch*, page 108).

Optional Encounters

The events and encounters described below may be used at any time to help you create the atmosphere of the fair. It is not necessary to use any of these encounters if you do not wish to and many of them will work equally well within the town itself. However, if you are using the pre-generated player characters which are supplied on pages 117-120, you should include the encounter with the Medicine Show (see below), as this NPC provides a suitable method for the Halfling Herbalist to take up the career of Pharmacist.

If you prefer, you may select other events by rolling D100, but in any case, it is a good idea to decide which ones to use *before* you start playing, so that you have considered how to present them and how to deal with the possible outcomes. Profiles for any NPCs you may need can be found on pages 38-39.

Medicine Show

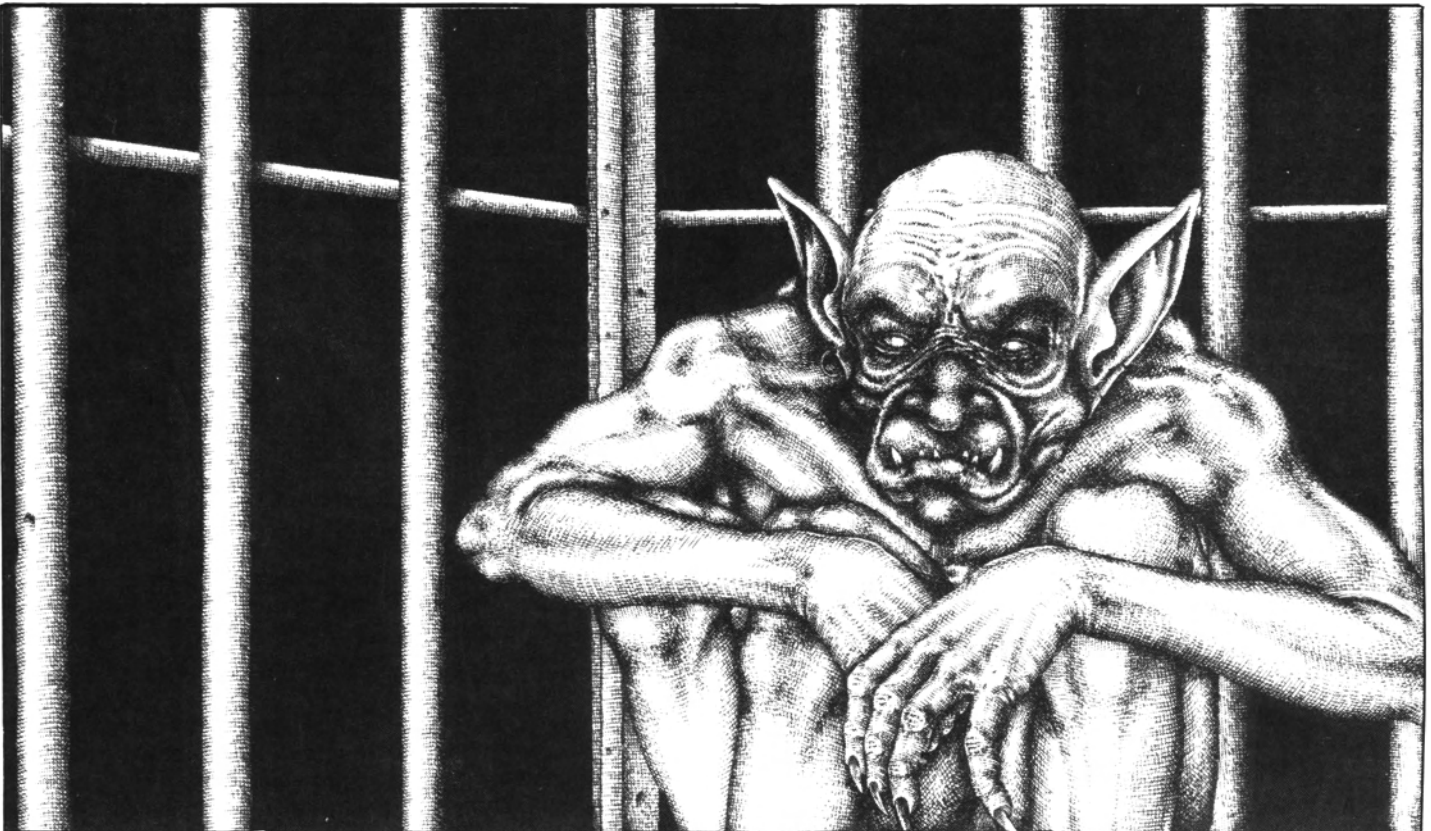
There are several shows of this type dotted around the Schaffenfest. A blend of sideshow and stall, most are run by Charlatans (see *Advanced Careers: Charlatan*, *WFRP* page 96), whose one concern is to make money by selling some worthless

concoction as a panacea. Among the wares advertised by these rogues are "Doctor Zeuss' Wonder Tonic", "Rare Elven Spirit Water", and "Genuine Norscan Silver Talismans". The properties claimed for these products are many and varied; "...cures cholic, rheumatics, warts, and bad breath; 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 (1D4 + 6 GC), are left to your discretion. However, there is one stall, owned by Elvyra Kleinstun (a Charlatan and ex-Pharmacist, see *WFRP*, pages 96 & 33), where real herbal remedies can be acquired (the fact that most of them are useless unless applied by a character with *Heal Wounds* skill, is beside the point!) You should choose some of the herbs described on pages 36-37 to use as Elvyra's wares. A Herbalist PC should be attracted by her sales pitch, and will immediately be able to identify the herbs as genuine.



Elvyra will be delighted to meet a "real" Halfling, who obviously knows his or her "herbs from cowdung", and although her asking price will be twice that listed in the sourcepack, she can be bargained down to no less than three-quarters of the given price. Much taken with the Halfling, Elvyra will suggest that if ever he or she wishes to take up some "serious pharmaceutical studies", the character should feel free to contact her at her home in Weissbruck, where she can provide tuition. Since the Halfling's only career exit (Druid) is not available to the character (only Humans may be Druids), you should encourage him or her to take up this offer at a later date (provided that the character has the necessary EPs).

It is envisaged that the Halfling will wish to take up this option as soon as the adventure in Bögenhafen is over, and a short cameo adventure, dealing with Elvyra, will be included in the next module in the campaign - *Death on the Reik*.



Shadows Over Bøgenhafen



List of Optional Events

D100 roll	Event	D100	Event
01-04	Accusation	37-43	Entertainer
05-08	Arrest	44-46	Escaped
09-13	Beer Tent		Livestock
14-18	Beggar	47-52	Fortune Teller
19-23	Bigotry	53-55	Mercenaries
24-26	Bodyguard	56-90	Stall/Vendor
27-33	Brawl	91-95	Thief!
34-36	Bunko Artist	96-00	Watch Patrol

Accusation

A stallholder or other fairgoer accuses the adventurers of theft and raises a hue and cry; all NPCs in the immediate area will attempt to hold the adventurers until a Watch patrol arrives to arrest them (see *The Watch*, page 108). There has obviously been some mistake, and provided the characters do not try to prove their innocence by fighting the Watch, they will eventually be released. The patrol sergeant, however, is still going to take some convincing.

Arrest

The adventurers see someone being dragged off by a Watch patrol, loudly protesting his/her innocence. You may like to provide further clues as to the accused's innocence/guilt. If this event is run after the *Thief* event (below), the NPC could well be the same one. What action the players take, if any, is up to them.

Beer Tent

This location is an improvised tavern, where fairgoers refresh themselves, exchange gossip and so on. As the day wears on, these places will gradually fill up, and the customers become more rowdy. There is a 10% chance of a brawl being in progress in any beer tent which the characters pass (see *Brawl*, below).

Beggar

The adventurers are accosted by a beggar (an old man/woman, a scruffy urchin, and so on), who asks, pitifully, whether anyone can spare a few pennies. If PCs give the beggar any money, there is a 50% chance that D4 other beggars will accost them during the course of the next three encounters. If not, there is a 50% chance that the beggar will follow them for D4 minutes, shouting abuse.

Bigotry

A crowd of drunken yokels pick on the adventurers for some reason. This 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 10 + D10 yokels, who will become more and more offensive, possibly even throwing some rotten fruit. If a fight breaks out, a four-man Watch patrol (see *The Watch*, page 108) will arrive in 1D6 rounds, arresting everyone involved in the brawl.

Bodyguard

One of the adventurers is shouldered aside by a bodyguard accompanying one of the town's worthies around the fair. If a fight breaks out, the noble or merchant will try to use his influence to pin all the blame on the PCs when a Watch patrol arrives after 1D6 rounds. A successful *Fellowship* test will allow the PCs to convince the Watch that they were the victims (the patrol will recognise the bodyguard as a well-known trouble-maker, but he will be let off with a caution).

Brawl

The adventurers come across a brawl in progress. Select the participants or roll 1D10 to discover who is involved:

D10 roll	Brawl is between:
1-5	Members of the Teamsters' and Stevedores' Guilds
6-7	Townspeople and visiting farmers
8-9	Locals beating up a demi-human (equal chance of Elf, Dwarf or Halfling)
10	Off-duty mercenaries (see <i>Mercenaries</i> , below) and locals.

A four-man Watch patrol (see *The Watch*, page 108 for details) arrives in 1D6 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 PCs) are arrested as well.

Bunko Artist

In an improvised side-stall, the PCs notice what appears to be a straightforward game of chance. In fact, the game is being run by a Bunko Artist (see *Basic Careers: Entertainer - Bunko Artist*, *WFRP*, p25). A combination of sleight of hand, rigged props and bluff makes it virtually impossible for the Bunko Artist to lose. If any character decides to take up the challenge, he/she is permitted an *Intelligence* test to spot that 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 (e.g. 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 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 so on. The precise nature of the sideshow is left for you to decide.

Shadows Over Bögenhafen

Escaped livestock

Some livestock has escaped from the market and is stampeding through the crowd. Roll a D10:

D10 roll	Livestock	D10 roll	Livestock
1-5	1D6 Cattle	8-9	1 Ram
6-7	1 Bull	10	1 Boar

The animal comes charging towards the characters who must each make a successful *Initiative* test, or be trampled (1 x S3 hit). A character with *Charm Animal* skill may attempt to bring the animal under control by making an *Initiative* test to get in close, and then you should make a test against the animal's WP (10). If the latter test is failed, the character has successfully charmed the animal.

Fortune Teller

Clairvoyants, palmists, and the like generally set up shop in small, dimly-lit tents, and will tell fortunes for a small fee, generally between 1 and 5 Shillings. 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 - palmistry, cards, dice, crystal balls and tea-leaves are just a few examples - and most fortune tellers will employ a number of methods, each with their corresponding props. You must decide whether or not the fortune teller is genuine, as only a small proportion actually have some relevant skills, like *Divining* and *Palmistry*. The rest rely on *Blather* and similar skills to produce a good performance. 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. Some sample predictions are given below, for use if you need them; their meaning will not be clear to the players at this stage, but they refer to things that the adventurers may encounter later in the adventure. Do not give all the listed predictions in one session, as the PCs may decide to visit the fortune teller individually, and may even wish to return at a later date. The final prediction must not be given unless the adventurers return after having been into the sewers.

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 77).

Beware of a big man, a rich man. He will bring much danger. This is a reference to Johannes Teugen (see *The Web is Spun*, page 59).

I see a dark man - he is not what he seems. This refers to Gideon, the demon summoned by Teugen.

The sign of the rose is red, dripping blood. A red rose, stylised into a cross, is the badge of the House of Teugen.

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.

The great killed the small, and the highest serve the lowest. You are in great danger. The eye of Evil 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 followers of the Chaos God Tzeentch.

These predictions are given only as examples, and you should feel free to concoct other prophecies as desired.

Mercenaries

The PCs encounter a group of 2D6 Mercenaries, who have accompanied a merchant to the town. They are off-duty, drunk, and looking for trouble; they will start by hurling abuse at the



adventurers, and if a fight breaks out, a four-man Watch patrol will arrive in 1D10 rounds to arrest all those involved in the brawl (see *The Watch*, pull-out section).



Stalls/Vendors

Throughout the fair there are numerous small-time salesmen; either with portable trays of goods, or small stalls. Most are operated by locals who view the Schaffenfest as an opportunity to fleece the many visitors to the town. Most of the stuff for sale is either worthless rubbish, or some sort of food (pies, sweetmeats, etc.). Prices are usually between 1 shilling and 1 Crown. Goods will generally cost 1½ times as much as their listed price in the *WFRP* rulebook, although this price may be reduced by bargaining. Feel free to improvise whenever the characters deal with a vendor or stallholder.

Thief!

This event may be presented in one of two ways. Either the adventurers see a pickpocket robbing a wealthy citizen, or a pickpocket attempts to rob one of the characters. In the former case, the PCs may attempt to apprehend the criminal themselves (use the standard *Pickpocket* profile on page 38), or raise a hue-and-cry, in which case the Watch will arrive in 2D6 rounds. If one of the adventurers is to be the victim, you should choose the victim randomly, unless one of the characters has been conspicuously throwing money about. The pickpocket makes a standard *Pick Pocket* test to determine whether the character notices the theft. If the pickpocket is successful, the character will not notice the loss for 2D10 turns (minutes).

Watch Patrol

The adventurers pass a four-man patrol from the town Watch. It is their duty to patrol the fairground, keeping order and watching out for thieves and other undesirables. If the adventurers behave suspiciously in any way they may be stopped and questioned, and if they cause any trouble they will be arrested (see *The Watch*, page 108).

Shadows Over Bøgenhafen

The Runaway

If the adventurers do not return to the freakshow (location 7), draw their attention to it by the cries of the crowd. When they get there, the performance will just have begun. Assisted by his Dwarven sidekick Grunni, Doctor Malthusius displays various freaks and curiosities, including a child with long hair growing on every part of its body, a dog with one eye in the middle of its forehead and a very small Goblin with three legs.

As the Goblin is led out by Grunni, it suddenly turns, bites his hand viciously, and makes a break for freedom. People in the crowd begin to scream and run about wildly, getting in the way and effectively preventing any character from pursuing the Goblin, before it vanishes into a small hole in the wall where an iron grating has rusted away to nothing. The PCs have no chance of preventing this escape. A small crowd gathers round the hole in the wall, and soon a Watch patrol arrives to find out the cause of the disturbance. Any townspeople can explain that the hole leads via a long shaft to the town's sewer system.

Doctor Malthusius, Grunni and the adventurers are taken to the Festival Court, where Magistrate Heinz Richter, is told what has happened. The hole into which the Goblin disappeared is one of a number of breathing-holes situated round the town's walls, leading into the sewer system. Doctor Malthusius offers the adventurers a reward of 50 Crowns for the safe return of the Goblin, and Richter offers them a similar amount for clearing it out of the sewers. By the time that the case has been heard and a course of action has been decided upon, it will be nearly dark and the fairground will be closing down for the night. If the adventurers accept the job, they will be offered accommodation at the town's expense at the Journey's End (location 27), a plush and comfortable inn near the East Gate.

Councillor Heinz Richter - Magistrate

Richter is a grey-haired, keen-eyed individual, who tries hard to look stern, but cannot conceal his basic good-nature and kind-heartedness. He is extremely well-dressed, as befits his position, although his once well-built frame has been spoilt by good-living. He is no fool, and cannot easily be bluffed or haggled with.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	23	25	3	2	5	25	1	29	40	50	29	29	40

Age

53

Skills

Etiquette
Evaluate
Law
Public Speaking
Read/write
Secret Language -
Classical
Secret Signs - Lawyer

Possessions

Lawyer's wig & gown
Staff of office
Gold signet ring
Town seal

Once the adventurers have installed their baggage at the inn, they are expected to get to work immediately - only if one or more of them is still carrying some old wound (or a new one from the Wrestling Booth - location 6), will the magistrate consider delaying the search. Only characters with *Contortionist* skill can enter the sewers by the route used by the Goblin, and they cannot carry any equipment with them. Other characters will be led to a manhole cover, and let down from there into the town's sewers (Point A on the sewer map, see *Into the Murky Depths*, p76).



Shadows Over Bögenhafen

Beneath the Town

This section deals with the adventurers' exploration of Bögenhafen's sewers in search of the escaped mutant Goblin from the freakshow. They will not find the Goblin, but they will stumble across a secret Temple, where Johannes Teugen plans to conduct the ritual he believes will save his soul.

While the adventurers were occupied at the fair, Teugen had a meeting with a trade contact, who provided him with the final component necessary for the ritual - an ancient scroll, looted from a tomb in distant Araby. But time is running out, for the seven years of power granted by his contract with the demon known as Gideon will shortly expire...

With the scroll safely under lock and key, Teugen had his agents pick up Gottri Gurnisson from the stocks (location 8), where he was languishing after his encounter with the adventurers. The Dwarf was brought to Teugen, (lured by promises of free drink) and then sacrificed in the Temple in order to summon a Guardian Demon, which has been set to guard the temple and its trappings, until such time as the ritual is conducted. Gottri's corpse was dumped into the sewers, and has drifted as far as location S3 on the sewer map (Map 4).

Meanwhile, the escaped Goblin was wandering through the sewers. Reaching the hidden temple, it squeezed through the grille on the door, hoping to hide there for a while, but was killed and eaten by the Guardian Demon, which was under orders to destroy any living thing (except Teugen or Franz Steinhäger) which entered the temple.

The Sewers

Information on the nature of the sewers as an adventuring environment is given below, followed by a number of optional encounters which may be used as you see fit while the adventurers are exploring. The detailed descriptions of the

locations marked on Map 4 are given last of all.

Construction

The sewers are composed of two sorts tunnelways: major sewers (shown by a heavy line on Map 4) have two walkways, each 30 inches wide, on either side of a 5-foot-wide effluent channel. The channel is 5 feet deep, and filled to a depth of D4 feet. The curved ceiling is 10 feet from the top of the effluent channel at its highest point. The platforms are only wide enough to allow characters to proceed in single file.

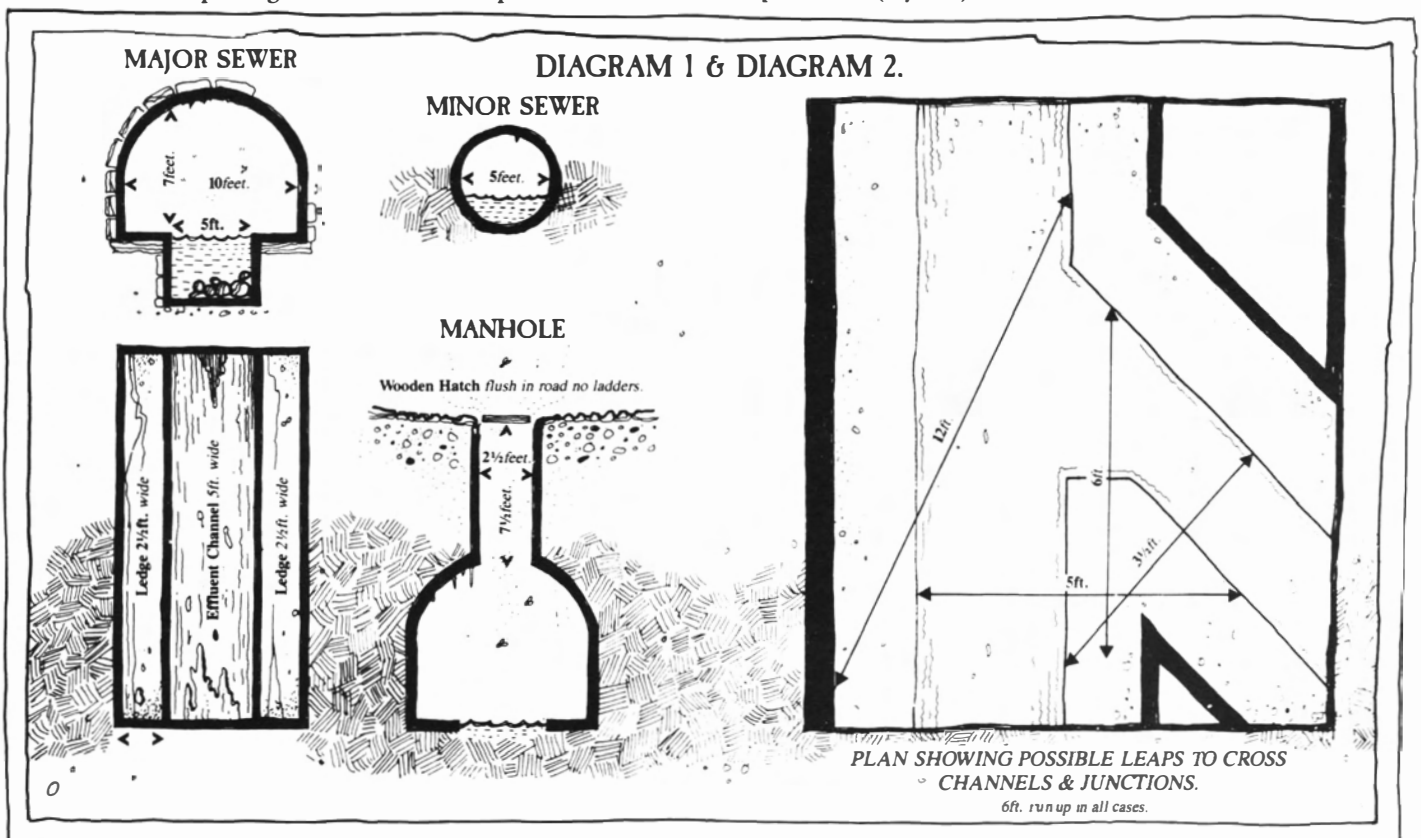
Minor sewers (shown by a narrow line on Map 4) are simple pipes, 5 feet in diameter and filled to a depth of D3 feet. Characters who wish to go along minor sewers must wade (see *Movement*, below).

Movement

There is comparatively little risk involved in walking along the sewers at *cautious* rate; any character who attempts to move at greater than *cautious* rate must make an *Initiative* test each round, 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 the required 2 yard 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. Wading characters must take an *Initiative* test every turn (minute) in order to avoid slipping and falling over.

There are two types of junction 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 5 feet (2 yards) to cross.



Shadows Over Bøgenhafen

Getting Mucky

It is quite possible that one or more characters will fall into the effluent channel of a major sewer or wade along a minor sewer; such characters will lose half their *Fellowship* scores until they have the opportunity to clean themselves and their clothing. Only Dwarfs and Halflings run any risk of drowning if they fall in the effluent channel of a major sewer (see **WFRP**, p74), and this can be obviated by roping the characters together.

Wounds

The sewers are an unsanitary environment, to say the least, and all wounds suffered while in the sewers (other than those from falling) have a 10% chance of becoming *infected* (see **WFRP**, p83).

Light, Sound and Smell

The sewers are unlit, and are pitch dark. Even characters with *Night Vision* (except Elves and Dwarfs) cannot see unless they carry some source of light, such as a torch or a lantern.

Sound echoes and carries for twice as far as normal in the sewers, and there is a +10 modifier to all *Listen* tests.

The atmosphere in the sewers is, to say the least, unpleasant; all characters lose half their *Cool* and *Will Power* scores while they are in the sewers. *Magic* tests, however, are still based on the full *Will Power* score.

Optional Encounters

In addition to the locations marked on the map, you may wish to throw in a few more hazards and encounters from those listed below. These are provided purely to help you recreate the atmosphere of the sewers and are not intended to provide heavy opposition for the adventurers. The most important thing is to communicate how dark, damp, and smelly the place is, using strange, distant echoes and nearby splashes to unsettle the players.



To use the encounters described below, you can either roll D100 every ten minutes or so, with a result of 10 or less indicating an encounter, or you can simply use them as when you see fit: if things are moving slowly, for example, or if the PCs are going the "wrong" way. Having determined that an encounter is to take place, you can either choose one of the following encounters, or generate one randomly using D100. It is recommended that you select the encounters rather than letting the dice dictate them - three successive methane pockets, for example, is stretching the bounds of probability somewhat! It is also 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.

These 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 adventurers are having a hard time. The events of this chapter should worry, frighten and infuriate the adventurers rather than kill or seriously wound them.

D100 roll

Major	Minor	Encounter
Sewer	Sewer	Slime Creature
01-05	01-10	Bats
06-15	11-15	Deadly Mould
16-25	16-40	Sewer Rats
26-35		Thief
36-40		Methane Pocket*
46-50	41-70	Dangerous Walkway*
51-80		Unseen Obstacle*
81-00	71-90	Hole*
	91-00	

* You should mark the location of these encounters on the sewer map, as they will always be in the same place when the adventurers come back. Note, however, that a methane pocket will not remain if it is ignited.

Slime Creature

On a number of occasions, as the adventurers 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, suddenly and abruptly disappear beneath the surface. Having built up the tension in this way, run the following encounter with a sudden and dramatic start.



The sewerage in the channel, suddenly heaves, and a nauseous stench assails the PCs' 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, to haul a huge, bloated, and amorphous body out of the channel. If any character waves a naked flame at it, it will back off and then retreat 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.

Slime Creature (Amoeba)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	0	3	5	11	30	3	-	0	0	0	0	-

Special Rules: Immune to psychology rules. Will only retreat from heat or cold. Advances relentlessly - characters must give ground or be *engulfed*. *Engulfed* characters take one additional wound per round, regardless of modifiers.

Any character *engulfed* can do nothing. Damage inflicted on the amoeba by other characters is split equally between the creature and its victim (treat all hits as body hits - roll all critical hits on the *Sudden Death Critical Hit Table*, **WFRP**, p125).

Bats

The adventurers disturb a small colony of bats roosting on the roof of the sewer. The bats panic, and fly about in a milling cloud for D6 rounds. During this time, each of the adventurers is subject to one attack at **WS** 33, **S** 0, modified by armour and *Toughness* as usual.

Each character must make an *Initiative* test or fall over while trying to avoid the milling bats. Characters with *Dodge Blow* skill have a +10 modifier to this test.

Shadows Over Bögenhafen

Deadly Mould

A patch of Red or Yellow Mould is growing on one wall of the sewer (equal chance of each type). The adventurers will spot the mould before they come to it, but will not be able to identify its colour. 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 that the adventurers can pass the mould without triggering spore release.

If triggered, the mould will fill 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. Any characters in this area must make an *Initiative* test or be blinded for 2D6 hours (**WS**, **I** and **Dex** reduced to 3/4 of normal, **WS** of any opponent is increased by 1/4). Additionally, any Humans or Halflings exposed to the spores gain D6 Insanity Points.



Yellow Mould: The spore cloud lasts for D6 rounds. Any characters in this area must make a *Toughness* test or lose consciousness for 1 round longer than the cloud lasts. All characters lose D3 *Wounds* while in the cloud, regardless of modifiers; any character taking a critical hit must roll on the *Sudden Death Critical Hit Chart* (**WFRP**, p125).

Sewer Rats (Major Sewer only)

The adventurers disturb a swarm of rats, which mills about on the walkway for D6 rounds before disappearing into various small holes and crevices. During this time, each character is

subject to one attack per round at **WS** 33, **S** 0. Boots count as 1 point of armour against this attack, which has a 35% chance of causing an *infected wound* (**WFRP**, p83).

Any character trying to avoid the swarming rats must make an *Initiative* test or overbalance and fall into the effluent channel. Characters with *Dodge Blow* skill gain a +10 modifier to this test.

Thief (Major Sewer only)

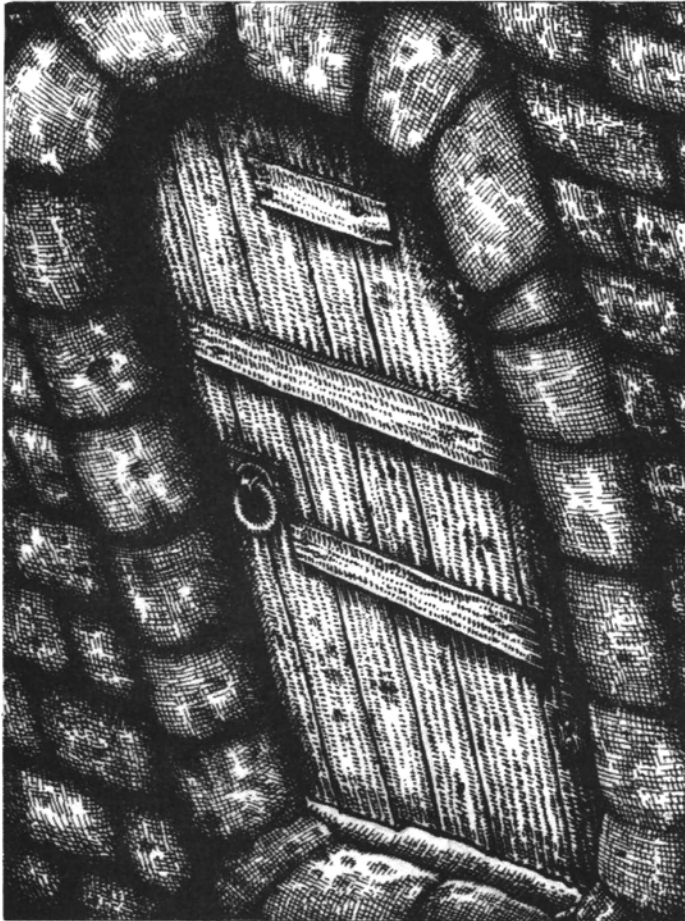
This encounter may be introduced in a similar fashion to the *Slime Creature* (see above). At various times, the adventurers might hear an echoing footstep, or a distant cough. Then suddenly, the adventurers see a figure some distance ahead. It notices them almost immediately, and turns and runs away. The PCs have disturbed a thief who is using the sewers to move undetected while on a job. The thief will either head for the nearest manhole (see *Map 4*) quickly losing the adventurers, before escaping into the streets of Bögenhafen, or, if you prefer, he/she will lead them - via a roundabout route - to the Thieves' Guild safe-house under the Crossed Pikes Inn (see locations S2, page 77 and A, page 86).

Methane Pocket (Major Sewer only)

A pocket of methane has gathered in a section of the sewer which is slightly higher than elsewhere. The PCs will first become aware that they are walking up a slope, and will then notice that the air is beginning to smell even fouler than usual. Any character with *Mining* or *Chemistry* skill should make an *Int* test. If the test is successful, the character will realise that there is a pocket of methane here, and that there is the danger of an explosion unless torches, lanterns and other naked flames are extinguished.



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The gas pocket is 2D6 yards long, occupying the full width of the sewer. The chance of an explosion is a cumulative 10% for every yard that the adventurers travel through the gas pocket with a naked light. If an explosion occurs, the gas will ignite with a sudden flash and a loud bang; every character will lose 1 *Wound* point, regardless of armour and *Toughness*, and must make a test against *I* or fall over. Additionally, all characters will be deafened and dazzled for D6 turns (minutes) after the explosion (*WS*, *BS*, *I* and *Dex* all halved).



If the players do not realise what has caused the explosion, do not tell them. Tension will only be increased if they are left wondering whether they were attacked by magic, for example.

Dangerous Walkway (Major Sewer only)

The walkway on one side of the sewer is especially dangerous at this point. It may be that there is a gap of 1D6 yards where it has crumbled away; or perhaps it is unsound and will collapse under the leading character's feet; or there could just be a slippery stretch some 1D4 yards long.

If you choose either of the latter two examples, make a secret *Observe* test for the leading character. If the test is successful, he or she will notice the danger in time. Otherwise the character is taken by surprise as the walkway collapses, or as he or she suddenly slips. In both cases, the character must make a test against *I* to avoid falling into the effluent channel (no damage, but see *Getting Mucky*, page 74).

Unseen Obstacle

At this point, there is a danger that the leading character will either trip over a small iron rod, or bang their head on a torch bracket, which is jutting out into the passage. Alternatively, there might be a discharge pipe at foot or ankle height. In all cases, make a secret *Observe* test for the lead character. If the test is failed, the character does not spot the danger until too late.

Failing to spot the pipe or torch-bracket means that there is a 50% chance the character loses 1 *Wound* point, and must then make an *Initiative* test or fall into the effluent channel.

In the case of the discharge pipe, there is a 25% chance that it will start to discharge as the character passes it. Thus, in addition to the risk of falling on the slippery patch underneath it, the character will be covered in the discharge. Whether the pipe discharges or not, the character must make an *Initiative* test to avoid slipping into the effluent channel. If the pipe *does* discharge then the character must make an additional *I* test (with a penalty of -10) to avoid being covered in filth.

hole (Minor Sewer only)

There is an unseen hole in the sewer floor beneath the adventurers' feet. There is 50% chance for each character passing the spot that he or she will stumble. If so, the character must make an *Initiative* test to avoid falling over; if the test is failed by 30% or more, the character has twisted an ankle (*M* and *I* are halved for D6 x 10 turns - 10 minutes to 1 hour).

fixed locations

Into the Murky Depths...

The adventurers are let into the sewer system through the manhole at point A on the sewer map. The stench hits them as soon as the manhole cover is removed, and gets progressively worse as they descend. A vertical shaft leads downwards into blackness, and although there are conveniently placed footholds, the slime-coated shaft-sides do not inspire confidence. After descending some 7½ feet, the shaft opens out into the roof of the main sewer channel (see the diagram on page 17). To reach the walkways which run on either side of the central effluent channel, an 8-foot-long ladder with hooks at one end, is lowered down the shaft, hooked into the lowest foothold, and manoeuvred so that its base rests on one of the walkways. This is the trickiest part of the operation. The first character into the shaft must make an *I* test to position the ladder and climb safely down onto the walkway. Failing the test means that the character slips and falls into the effluent channel (falling damage is only equal to 4 minus D6 *Wounds*, irrespective of *Toughness* or armour, because of the cushioning effects of the effluent!). At this point, a major sewer runs east and west, and there is a junction with another major sewer, running south-east towards the city wall.

S1. Breathing hole

This is the narrow shaft down which the escaping Goblin came. There are a number of similar shafts, all coming up through the town walls. They were included to prevent the build-up of dangerous levels of methane gas in the sewer system, and their outlets were originally covered by iron grilles. The grille at the end of this shaft, however, has rusted away to nothing. The shaft is 12 inches square, and *Contortionist* skill is necessary for any character wishing to climb up or down it - even a character as small as a Halfling.

Shadows Over Bøgenhafen

The Goblin cut itself as it wriggled down the narrow passage, and the PCs will be able to spot a sporadic trail of greenish blood, by making a successful *Observe* test, modified according to the available light, as follows:

Light Source	Modifier
Lantern	-5
Candle/Lamp	-10
Torch	-15

Add 2 for each additional light source present, up to a maximum of +5. Characters with *Follow Trail* skill gain a bonus of +10 to this test.

Once the Goblin's trail has been picked up here, it can be followed with little trouble to location S7, where it vanishes (see below). The tracking character must make an *Int* test to pick the trail up again whenever it crosses an obstacle such as a gap in the walkway. The trail takes the western fork at the junction where the characters entered the sewers.

S2. Door

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 (CR 10%). The door has **T** 1 and **D** 4. A successful *Observe* test will reveal a strange symbol, scratched into the brickwork beside the door. Any character with *Secret Signs - Thieves' Signs* skill will recognise it as indicating a safe house, run by the Thieves' Guild 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 inn (location A Map 6, see pages 86 and 124). If the adventurers are tempted to go in (perhaps because they have followed the thief mentioned in the *Optional Encounters* - page 75), they will be captured by the Thieve's Guild and made to promise to keep the safe house a secret (see page 87). This is, however, a good way of introducing the PCs to the Guild!

S3. Body

As the adventurers approach this point, they will see a large object blocking the effluent channel. The light of their torches (or whatever) disturbs a large rat which is sitting on the object - its beady eyes glare at them, and then it dives into the effluent and swims away. On closer inspection, the obstruction is seen to be the bloody corpse of a male Dwarf.



If the adventurers fish the body out of the sewer and inspect it closely, they will recognise it as Gottri Gurnisson, the drunken Dwarf who was in the stocks at the fair (location 8). If the PCs did not visit the Festival Court, one of them (chosen at random) will vaguely remember seeing the Dwarf at the fair, possibly in a beer tent.

The body has been severely mutilated, and shows evidence of many knife-cuts. One arm is missing, and appears to have been torn or bitten completely off. The chest has been torn or cut open, and the heart is missing. Any character who inspects the body closely must make a *Cool* test or gain one Insanity Point.



If the adventurers try to trace where the body has come from, they will be able to arrive at the junction near location S7 by following the flow of the sewers back upstream.

At this point, they may conclude that the body was dropped down the manhole. However, if the manhole shaft is investigated closely by a character with *Follow Trail* skill, it will be realised that the cover has not been disturbed for at least three days. Note that any character wishing to inspect the manhole cover will need to climb the shaft, requiring *Scale Sheer Surface* skill or the ladder by which the adventurers originally entered the sewer system. Note also that the shaft stands over the middle of the effluent channel.

S4 & S5. Discharge Pipe

At these points, the sewer discharges into the Hafenbach (S4) and the Bøgen (S5). The walkways disappear, and the effluent channel narrows to a pipe 2 feet wide. There is normally a gap of 6 inches between the surface of the effluent and the top of the pipe.

S6. 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.

S7. hidden Temple (map 5)

The 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 Goblin blood can be found on the iron bars, and a successful *Observe* test will reveal a bare, Goblin footprint halfway up the door. A character with *Sixth Sense* skill will feel

Shadows Over Bøgenhafen

distinctly uneasy about this place, but will be unable to say why, while a character with *Magical Awareness* skill will feel the remnants of powerful magic, but will not be able to detect anything further. The adventurers will be unable to ascertain anything further without entering the room.

The door (T 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...

Entering the Room

By bringing more light in, the adventurers can see that it is a temple of some kind. A large pentacle has been painted on the floor, and a silver candlestick bearing an unlit, black candle is positioned at each point. A circle of copper, about 3 inches thick and 15ft in diameter, surrounds the pentacle. In the centre of the pentacle is a representation of a beast's head, around which is written "Ordo Septenarius". The head is partly obscured by a large, dark stain (the Goblin's blood), the greenish colour of which can only be determined by a character with *Night Vision*.

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 monogram "F.S."

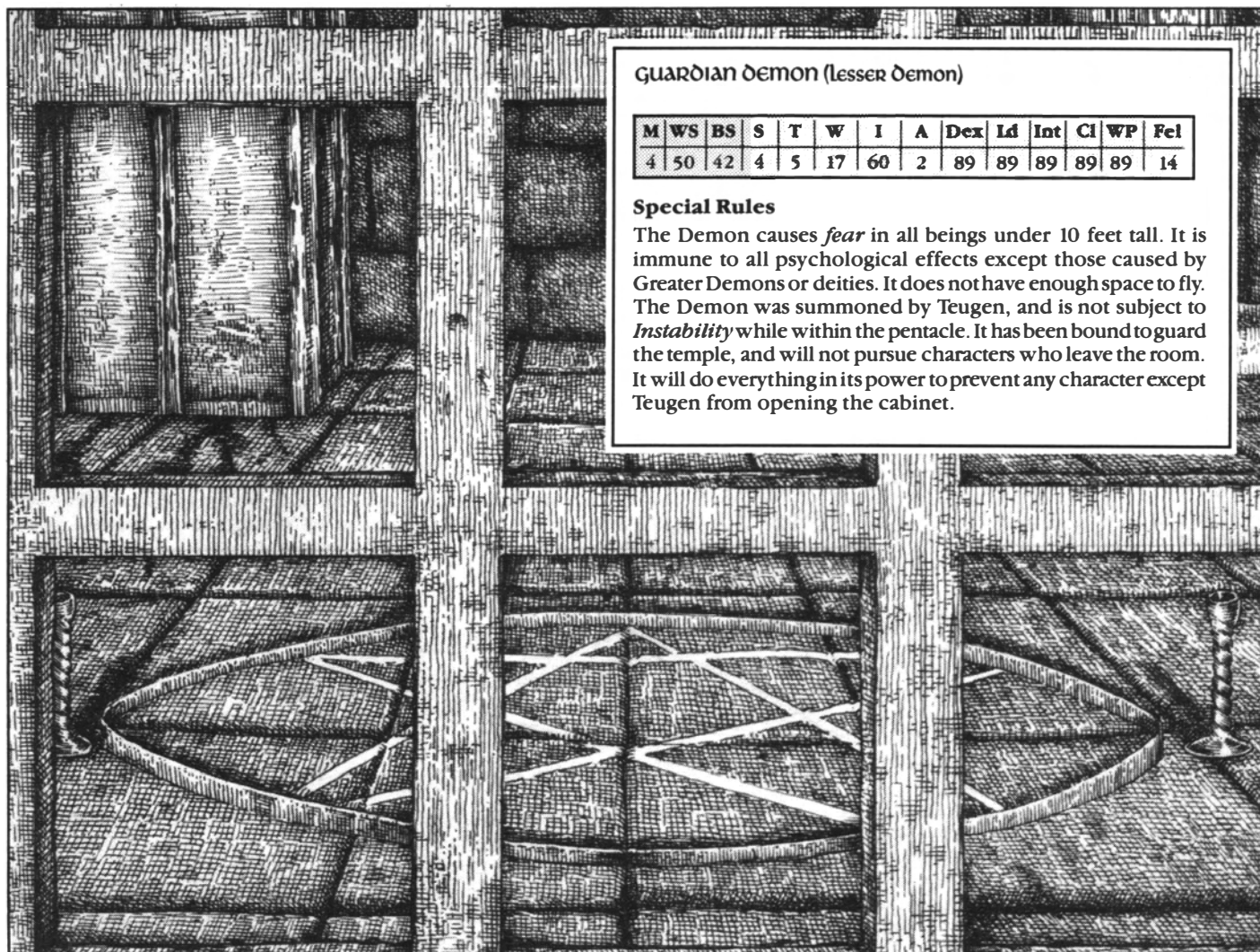
The adventurers will barely have time to take all this in - the bones, the pentacle, the cabinet, the scrap of cloth (Franz Steinhäger's handkerchief) - before a stream of thick, foul-

smelling, black smoke suddenly begins to issue from the centre of the pentacle. The smoke rapidly coalesces into a human-sized creature with a distorted, bestial head, batlike wings, and terrible claws and fangs - a Guardian Demon.

The Demon does not attack the adventurers immediately; it does not want to enter combat, as it has a healthy aversion to pain. Instead, it will try to frighten the adventurers away by generating great clouds of foul-smelling (but harmless) black smoke and making a lot of noise. If this has no effect, it will then try to talk to them, explaining that it can't let them stay here; it tried to explain this to the three-legged fellow, but he wouldn't listen. So, if they don't leave immediately it will have no choice but to summon assistance from its home plane. This is a bluff, but the adventurers will have no way of knowing this. The Demon will only fight as a last resort or if it is attacked.

The cabinet is locked and reinforced with a *Magic Lock* spell. In the unlikely event that the adventurers open the cabinet, they will find a human skull, with an iron band riveted around the temples, and a bloodstained sacrificial knife lying on a silver tray (value 20GC). The skull is that of a Chaos Warrior (the ingredient for the demonic spell *Bind Demon*).

You should not allow the adventurers to find the secret door, which is bolted and barred from the other side, and also covered by a *Magic Lock* spell. This exit leads, via a flight of stone stairs to the offices of Franz Steinhäger (location B, Map 7, see page 124).



GUARDIAN DEMON (lesser Demon)													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	42	4	5	17	60	2	89	89	89	89	89	14

Special Rules

The Demon causes *fear* in all beings under 10 feet tall. It is immune to all psychological effects except those caused by Greater Demons or deities. It does not have enough space to fly. The Demon was summoned by Teugen, and is not subject to *Instability* while within the pentacle. It has been bound to guard the temple, and will not pursue characters who leave the room. It will do everything in its power to prevent any character except Teugen from opening the cabinet.

Shadows Over Bögenhafen

Something Rotten

When the adventurers finally emerge from the sewers, they should have uncovered some traces of sinister goings-on in the town. There are various things which they may try to do next, and this section covers most of the more likely possibilities.

It is not possible to cover every conceivable option in detail, and you should use your discretion and initiative in reacting to anything the adventurers try to do, taking into account the notes below and the timeline given in the Introduction (see *Enter the Adventurers*, page 60).

Teugen is aware of the fact that the Goblin has been eaten by the Guardian Demon and of the adventurers' excursion into the sewers. He strips the temple and hides its contents elsewhere in the town (if the adventurers removed any of the temple trappings, Teugen will acquire replacements). He also prepares for any enquiries the adventurers may make. He has informed the Town Council, the Captain of the Watch and Magistrate Richter that the Goblin was cornered and killed in one of the warehouses belonging to the Steinhäger family, and has used his influence to discourage official investigations. He has also primed Friedrich Magirius, one of the members of the Ordo Septenarius, to expect enquiries and to try to convince the adventurers that nothing is amiss.

Teugen and Gideon, realising that the hidden temple can no longer be used, have decided to conduct the final ritual in one of Teugen's warehouses on the Ostendamm.

Dealing With Information

This part of the adventure puts the adventurers into the role of detectives. Faced with the existence of the temple, they will no doubt want to find out its purpose. During the course of their investigation they can call at many different locations. Often they are required to make successful tests to get information; through simple bad luck they may not be able to gain enough information to piece parts of the story together and they will become stuck and possibly discouraged. If this is the case, you can keep the adventure moving by allowing them to bump into certain NPCs as they wander around the town. Doctor Malthusius is used in this way in the adventure (see p28), and you should use other NPCs in a similar fashion to aid the flow of the story where necessary. As GM, you might find it necessary to drop a few hints if the players are having difficulties, but avoid going too far, and making things too easy for them.

This chapter is divided into two main parts. *Out Of The Sewers* (page 26) covers the adventurers' likely actions once they emerge from beneath the town. *Places Of Interest* details the places that the adventurers' investigations are likely to take them to. These are listed according to their encounter codes on the GM's Map of Bögenhafen (letters first). These two sections are preceded by a number of *Events* which occur during the investigation, and by details of that information which may be considered *Common Knowledge in Bögenhafen*, and which may be learnt from just about any of the town's citizens.

Tracing Locations Above Ground

If the adventurers made a map while in the sewers, they may be able to trace any location from ground level. In order to locate any particular location, the character who made the map must make a successful *Intelligence* test, with a +10 modifier for *Orientation* skill and a +15 modifier for *Cartography* skill.

The locations which the adventurers are most likely to try to trace are the Steinhäger offices (location B, page 88) and the Crossed Pikes (location A, page 86). Manholes can also be traced

above ground, provided that they have been marked on the adventurers' map.

Stake-outs

The adventurers may decide to watch various locations; some of the more likely locations, and what will be seen there, are detailed under the individual location descriptions. When watching an area, a *Hide* test should be made every hour (more frequently in some areas, see page 89) to avoid arousing suspicion and being moved on by the Watch.

Events

These events occur in the order listed, during the adventurers' investigation of Bögenhafen.

In addition to these fixed events, you may wish to use some extra, street-encounters, to add local colour while the PCs are moving about the town pursuing their investigations. Some of the optional encounters provided for the Schaffenfest (p69) are ideal for this purpose. Do not overdo the use of these encounters, however, as the adventurers will soon have plenty to think about!

Events marked with an asterisk (*) refer to Mórrslieb the Chaos moon. Mórrslieb is composed of Warpstone thrown into the sky following the collapse of the Old Slann Warpgates. The moon is reacting to the preparations of the Chaos God Tzeentch and his minions for the destruction of the town.

Day 1

A. Doctor Malthusius:

The owner of the Schaffenfest's freakshow runs into the adventurers some time during the day if they do not think to call on him (see p84).

B. Madman In The Square:

The adventurers overhear a conversation about a madman in one of the town's squares, who claims that the fate of the town will be foretold in the face of the moon. If the adventurers go to see him, the madman is no longer there, but will return on Day 2 (see below).

C. Bad Moon Rising*:

The smaller of the world's two moons, Mórrslieb, instead of being a crescent as would be expected at this time of the month, is almost full. Any character with *Astronomy* skill will know that this effect is caused by unnatural forces; Mórrslieb is reputed by some Astronomers to be made entirely of Warpstone. The first moon is consistent with its natural cycle.

Day 2

A. The Voice of Doom:

The adventurers encounter a filthy looking wretch with long, straggly hair. He stands in one of the town squares amongst a crowd of people shouting and shaking his fist at nothing in particular. Most of the time he yells, "Doomed! We are all doomed! Chaos is upon us! The signs are everywhere." Occasionally his rantings make some kind of sense.

"I see seven, and I see nine, all they had will be mine, mine, mine!"

"The star within the circle, is the sign of death."
"Beware the man who is not a man."

Shadows Over Bøgenhafen

The madman is Ulthar the Unstable. Ulthar used to be a friend of Karl Teugen (Johannes' brother), but he went insane watching Karl die (see p91). Ulthar lives in The Pit (see p102), where he survives as best he can.

If the adventurers approach him, he stares closely at one of them. Ideally, this should be the character who resembles Kastor Lieberung, but if you did not run *Mistaken Identity*, choose any character as the subject of Ulthar's outburst. Ulthar yells "The Mark is upon you, beware the bringers of Chaos!", before turning and fleeing into the crowd heading for Kringler's Ferry (location 23) and The Pit.

If the adventures follow Ulthar they need to make an *Observe* test or they will lose him in the crowd. If they succeed, they will just have time to see him board the ferry (they will *not* be able to catch him). Otherwise they can make enquires of the crowd to find out that he lives in The Pit. Finding him there requires a bribe of at least 1GC and a *Fel* test with one of the locals - failure yields no information.

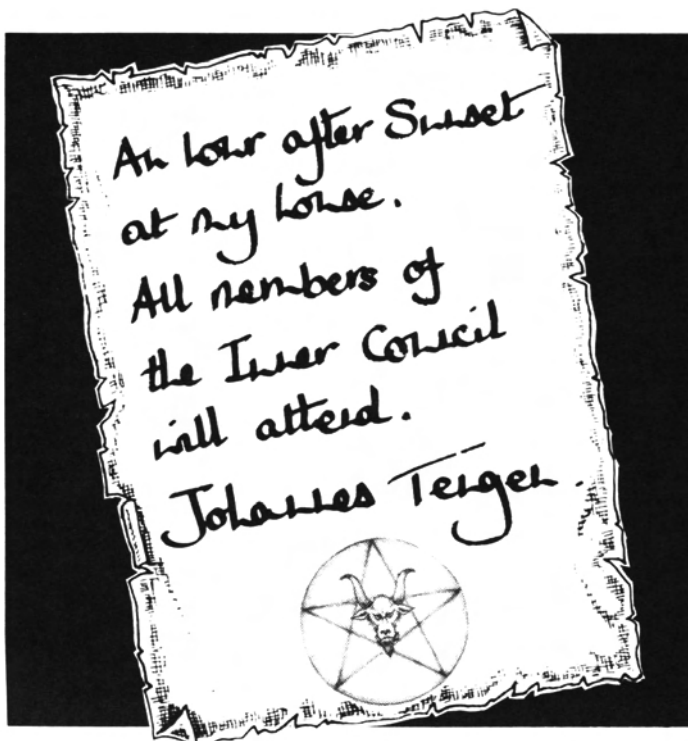
If and when the adventurers find Ulthar's hovel, there is no reply to their knocks. On entering, they will find him contorted on the floor with his throat ripped out. Gideon, realising that Ulthar might give away valuable information, has killed him with his talons. If they search the body, the adventurers will find only fleas and a medallion bearing the insignia of the House of Teugen. This was given to Ulthar by Karl Teugen on his death bed.

B. The Evil Eye:

During the afternoon, Gideon watches the characters. Any character with *Sixth Sense* skill will have a feeling of being watched but will be unable to determine who is watching them.

C. The Invitation:

Note: if the PCs are making slow progress, delay this event until the day before the ritual (see below and *Handout 2*, p125). While watching Friedrich Magirius or Franz Steinhäger, the adventurers will notice a piece of parchment fall from the suspect's pocket. Magirius or Steinhäger will be unaware that this has happened and the adventurers will be able to pick it up and read it.



This event can be used in a number of different ways. For example, if the adventurers are not actually watching either of the above, but happen to be watching their houses or places of work, they could see it lying in the road or just inside the gates to their residences.

D. hired muscle:

Just after nightfall, a group of eight men converge on the adventurers from all directions. All are dressed in rough, lower-class clothing and many carry 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. The thugs have been hired by Teugen to scare the adventurers off. None of the thugs know who they are actually working for, they are simply following instructions from Gurney at the Stevedore's Guild (see p91).

On a successful *Observe* test, it will be noticed that some of them wear cheap metal pendants showing a rope-and-pulley emblem, and a successful *Intelligence* test (with a +10 bonus for characters who have had *Artisan*, *Boatman*, *Labourer* or *Trader* careers) will identify the emblem as being that of the Stevedores' Guild. Once the adventurers are surrounded, one of the thugs will speak:

"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. At no time do they take any aggressive action, unless first attacked or provoked (use the *Thugs* profile on page 38).

E. faces Of the Moon*:

On the second night, Mörrslieb is fuller and larger than normal. It appears to hang low over the town. As the night progresses, a grinning face appears on the moon. It is indistinct at first but has solid features by dawn.

The Day Before The Ritual

Note: if the adventurers are making good progress, the events listed for this day can be used on *Day 2*.

A. 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 an hour after sunset. Teugen has called the meeting to finalise the ritual with the Inner Council members. The adventurers may have discovered about the meeting from a letter dropped by Friedrich Magirius or by Franz Steinhäger (see above), 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. The movements of Magirius, Steinhäger and Teugen are detailed below, but they will not be the only people about. The occasional group of young rakes will be leaving for a night on the town; people will be 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 be taking place in the park; and the occasional Watch patrol may be about, being seen to do their duty of protecting the citizens.

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This 'background noise' is left to your discretion. It can provide added hazards in the form of aggressive young blades, over-zealous bodyguards and suspicious Watchmen, as well as possible red herrings; for example, several people may come out of the Magirius or Steinhäger houses - most of them bound for perfectly innocent destinations - and the adventurers may have trouble identifying Franz Steinhäger or Friedrich Magirius in the dark, leading to a certain amount of confusion. If the adventurers 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 adventurers on their toes, but avoid putting them in impossible situations which they cannot get out of.

FRIEDRICH MAGIRIUS

After returning from his work at the Merchants' Guild, Magirius remains in the house (location D) for about an hour. He then leaves carrying a package containing his Ordo Septenarius robes, and crosses the Adel Ring to Teugen's house (location E). If the adventurers try to stop him or speak to him, Magirius wishes them a good evening and continues on his way. If the adventurers make it impossible for him to avoid them, he will explain that he is going to dinner with his friend Councillor Teugen. If the adventurers persist in detaining him, he will call for help, and try to push his way past.

Franz Steinhäger

Franz Steinhäger emerges from his house (location C) ten minutes after Magirius. He is accompanied by his two bodyguards, and he too carries his robes. If the adventurers try to stop or question him, he will assume that they are footpads and will call for help while his bodyguards (use the *Thugs* profile on page 38) move to protect him.

Other Arrivals

Over the next half-an-hour, after Magirius and Steinhäger have entered the house, another five visitors arrive. All are on foot, and each carries a bundle. Some are in the company of bodyguards, and nearly all come from houses near the Adel Ring.

The adventurers should be discouraged from gate-crashing the meeting. Until the last visitor arrives, the gates are open and two servants stand by them. If the adventurers try to enter through the gates, they will be politely but firmly turned away by the servants, who will say that a private party is taking place. If the PCs insist on staying, two bodyguards wearing sleeved chain mail coats will suggest that they are not wanted. If the group still insists on trying to get 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. The three guard dogs are then released, these do not bother the bodyguards or the servants, but anyone else in the grounds is fair game. Details of the ground's defences can be found on p89.

The Plan

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 that the ritual is to tamper with market forces and make them all rich, Teugen thinks he's going to sacrifice the rest of them to save his soul, and Gideon knows that it will create a small Chaos gate on the site of the town. After the meeting, Friedrich Magirius has doubts about the ethics of Teugen's plan, as Teugen mentioned that human sacrifice would constitute part of the ritual. After struggling with this for a while Magirius decides he wants no part in it and decides to contact the adventurers (see p93).



Shadows Over Bögenhafen

B. Tongues Over Bögenhafen:

When Mórrslieb appears on the third night, the face's features are very pronounced. Tonight it is very low over the town, not far above the height of the tallest building. This is an illusion, but the adventurers should be led to believe that the moon is just out of their reach, but could certainly grab them.

As the night progresses, the face's eyes open and move. Anyone watching it will see its eyes move to stare straight at the watcher. Occasionally it will lick its lips with a huge red tongue and stare expectantly down at the town. To the inhabitants of Bögenhafen the moon's face is odd but no great cause for concern. As its features start to move, some folk will hide in fear from it, while others stand outside on the streets greatly amused.

The Day of The Ritual

A. The Watchers:

Two thugs follow the adventurers during the day, and if the adventurers persist in their enquiries, eight of them will return and attempt to catch the adventurers in a secluded spot. They will then try to beat the adventurers unconscious, with the intention of stripping them of any valuables, and dumping them into the river. If the adventurers manage to beat off the thugs, they will not be troubled by them again.

There is a 50% chance that the town Watch will arrive after 2D6 rounds and if so, the thugs will flee as fast as they can. The adventurers may be advised to run too, or else they will have to *Bluff* the Watch to avoid arrest.

B. The Man in the Moon:

If the adventure continues for more than 3 days, the moon does not change but continues to stare down at the town. If Teugen's ceremony is stopped, the moon will look very disappointed and return to its normal aspect for this time of month - a crescent. The moon will stay in its 'happy form' until the Chaos gate is closed.

Common Knowledge In Bögenhafen

The following information can be found out by making enquiries of any minor NPC encountered around the town. Not all the information under one heading will be known by one person (unless stated otherwise). The adventurers will have to talk to a number of NPCs before they can piece together all the information here.

ADDRESSES

The addresses of the major Merchant families on the Adel Ring (area G) are known by the majority of townsfolk. Once on the Adel Ring, the houses are easy to identify as each family's symbol is prominently displayed on the gateposts of its house.

MAGIRIUS

Councillor Magirius is a member of the Merchants' Guild and 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

(see *Merchant Families*, p63).

Johannes Teugen

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's mercantile operation, dramatically reversing the decline which the family's fortunes had suffered under Karl's less than inspired leadership.

Gideon

Only the wealthier citizens with mercantile contacts will have even heard of Gideon, whom they believe to be a distant relative of Johannes Teugen, and who first appeared in the town with Teugen on his return from Nuln.

The Ordo Septenarius

Any enquiries as to the membership of the Ordo Septenarius will meet with a wall of silence; most people the adventurers approach will deny ever having heard of the society, whether or not they actually know of its existence. If a character with *Arcane Language - Guilder* skill deliberately seeks out a junior merchant and pumps him/her for information, a successful *Gossip* test will yield the information that Magirius will supply about the society's charitable activities (see p 92).

Out Of The Sewers

It is likely to be late at night when the adventurers emerge from the sewers, so there is very little they can do immediately. With the exception of the Watch Barracks (locations 10 & 11, p34) and various inns, most establishments are closed. Insistent characters might attempt to knock people up from their beds, but any NPC got out of bed this way will be very angry and is likely to be no help until the morning. Angry characters may even go as far as emptying a pot of night soil over the adventurers!

home to BED

The Journey's End Inn (Location 27)

Adventurers staying at the Journey's End who are covered in sewer soil will be ordered to leave the inn by the landlord. They may return once they have had a bath, but not before. Unfortunately, baths are not available until the morning, so the adventurers will have to spend an uncomfortable night outside, unless they return to Josef Quartjin's barge (see *The Berebeli*, below).

In the morning, the adventurers will be met with a bill for 2 Crowns, covering the room in which they left their luggage for the night. If they protest about this, they will be told that the Goblin was caught and killed about an hour after they entered the sewers, and since they failed to recover it, the council is no longer prepared to pay for their accommodation (each hot bath adds 2/- to the bill). Until they pay their bill, the adventurers are not allowed to remove their luggage, and this "request" is backed up by a couple of large and brutal barstaff. The adventurers may attempt one *Bargain* test to reduce the bill.

No one in the inn knows where the Goblin was killed, but they will suggest that the adventurers call at the Town Hall (location 25, below) for more information.

The BEREBEL

It is likely that the players will wish to return to Josef's barge, the Berebeli. Unwounded and soiled characters will be thrown overboard by a bad tempered Josef. He has been drinking and is upset at being disturbed. Josef is determined to do something about the stench from the characters. However, once characters are thrashing around in the water, Josef will laugh and help them out. He does not throw wounded characters overboard.

A Job Well Done

The Festival Court (Location 7)

The Festival Court will be in session until the third day of the Schaffenfest. After that, all court proceedings revert to the Town Court (location 26).

When the adventurers 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 will ask why the adventurers are here and tell them to call back in 15 minutes.

When the adventurers are finally shown in to see Magistrate Richter, he explains that he is sorry to have wasted their time, as the Goblin was crushed by falling crates in a warehouse on the Ostendamm about an hour after they entered the sewers. Richter does not know where the Goblin's body is; as far as he is concerned the case is closed. He will, however, listen attentively to the adventurers. Richter will not believe their story and will ask for more proof.

If asked, Richter can give them the address of the warehouse (No. 4 counting from the west end of the Ostendamm - location H) and inform them that it is owned by the Steinhäger family. If the adventurers tell him that the temple is under the Steinhäger offices, he will promise 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 asked for some, he directs them to the Town Hall.

Gottri's Body

If the adventurers have brought the body of the Dwarf with them, Richter will be nauseated and insist that they remove it. He will suggest that they take it to the Mourners' Guild (location 38, page 93) and have it buried. As far as he is concerned, it is obvious that Gottri was slain by cut-throats and flung into the sewer. He can tell them that Gottri was in and out of the stocks all day on charges of being drunk and disorderly, and was finally released about dusk. Richter does not know what happened to him later.

If the adventurers ask Andrea about Gottri, a successful *Gossip* test (with an additional +10 modifier for *Law* skill) will reveal that Gottri was last seen going into the town accompanied by a servant wearing the livery of the Teugen family.

Richter's Reward

If Richter is told of the Goblin or the temple, he goes to the Town Hall to see Teugen after the adventurers 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 adventurers return to see Richter later, they will be told by Andrea that he has fallen 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 will respond to enquiries about Richter's illness. She will tell the adventurers that the Captain of the Watch called to see the Magistrate earlier. She does not know what went on exactly, but tells the adventurers that Magistrate Richter looked pale and was shaking afterwards. If asked, Andrea will tell the PCs that Richter lives in chambers in the Town Courts (location 26, see page 84).

Should the adventurers return to question Andrea, after speaking to the Captain of the Watch (location 10, p 92), she will tell them there was something strange and creepy about the Captain. He seemed very amused after he left, most unlike him, as he is usually very serious.

Richter's Chambers

Magistrate Richter lives alone, sharing his apartments with his house-keeper, Gilda, who opens the door to the adventurers when they arrive. Gilda is 57 years old and has served the Magistrate for 20 of those years. She dotes on Richter and is very concerned that he is ill. She only lets the adventurers in if they make a successful *Fellowship* or *Bluff* test. A *Herbalist* or *Physician's Student* has a +30 modifier to the test. If successful, the adventurers discover that Richter has not been ill for years and that Physician Reinhold Heichtdorn is in with him now. After a few minutes, the Physician appears and, after telling Gilda to keep Richter warm, he leaves. The Physician has no time to talk to the adventurers and hurries back to the Physicians' Guild (location 34, page 92).

Magistrate Richter has been stricken with a magically induced disease (purple brain fever) by Gideon. His eyes bulge from his head and his tongue has swollen up. He is delirious and will die within a week. A *Herbalist* character with *Cure Disease* skill will be able to diagnose the disease on a successful *Int* test, and will know of a herbal remedy which will effect a cure. Unfortunately, this remedy is not available in the town, but Gilda will suggest that the character informs Doctor Heichtdorn of the diagnosis.

The town hall (Location 25)

At the Town Hall, the adventurers are met by a surly-looking clerk, who informs them that the Goblin was killed in a warehouse last night. Since they failed to capture it, the council is not prepared to pay any money for their part in the proceedings.

The adventurers may attempt to persuade the clerk to pay them. On a successful *Bargain* 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 3D6 x 10 minutes. If the adventurers are still around when he comes back, he says that he has been authorised to cover their accommodation expenses, and gives them 1 Crown each. This sum is not negotiable, and further bargaining attempts will not increase it.

Shadows Over Bøgenhafen

The clerk does not know any more about the fate of the Goblin and refuses to find out for the adventurers. If the adventurers ask to see Magistrate Richter or anyone else in authority they are directed to the Festival Court (location 8, above).

If the adventurers attempt to impress the clerk with tales of monsters in the sewers, they will be treated with open scorn; adventurers are well-known for their tall tales, and the clerk will assume that they are fishing for some kind of official commission to clear these alleged monsters from the sewers.

If the adventurers mention the secret temple, the clerk takes down any particulars they care to give him. The clerk is sceptical and scathing of their find and only enters a partial account of it into the record. He believes the adventurers to be lying and says so in the report. After filling in the report, the clerk leaves and keeps them waiting for 15-60 minutes (10 + 5D10) while he tries to establish which particular department should deal with the report. At the end of this time, he asks the adventurers to call back on the following day (see below).

The Town Records

These records are not available to the adventurers as Teugen has used his influence to deny access to them by anyone other than a member of the Town Council.

The Next Day

Calling back at the Town Hall the next day, the adventurers again meet the clerk. He keeps them waiting for 10 minutes as he fills in a ledger, ignoring them all the while. He then looks up and thanks the adventurers for their help and says "That will be all, your allegations are being looked into". The clerk has been instructed by Teugen to assure the adventurers that the town authorities are looking into the situation. If Steinhäger is mentioned, the clerk will suggest that it is not a good idea for outsiders to slander prominent Town Councillors.

If the adventurers insist on talking to someone in authority, a *Fellowship* test should be made, modified by *Blather*, *Charm*, or *Seduction* skill (the last on the part of a female character only). If the test is successful, the clerk will disappear into an inner room for another 10 + 2D10 minutes, and will then usher the adventurers into an office, saying that Councillor Teugen has kindly consented to see them personally.

Councillor Teugen (NPC Details - page 106)

The adventurers are led by the clerk along a wood-panelled corridor to a stout oak door with a nameplate declaring it as Councillor Teugen's office. After knocking on the door, the clerk waves the adventurers through to the darkness beyond.

Entering or peering into the room, the adventurers will realise that the curtains are all drawn leaving the office in semi-darkness. Behind a large, mahogany desk sits Councillor Johannes Teugen. Until the adventurers' eyes adjust to the gloom, all they can see is his large form silhouetted against the closed curtains. In a pleasant and charming voice Teugen greets them. "Good day, please come in and close the door behind you. My apologies for the darkness, but I have a terrible headache today." Teugen motions to chairs in front of his desk.

As the adventurers sit down, Teugen reaches for a goblet of dark reddish liquid with a white, pasty hand. As he raises the goblet to his lips, the adventurers may notice (by making a successful *Observe* test) that two of his teeth are rather long and pointed.

Around his neck hangs a gold chain bearing a medallion with his family's symbol upon it.

It is Teugen's intention to convince the adventurers that their report is being looked into 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 that the reward was conditional on the adventurers recovering the Goblin, which they failed to do. If the adventurers should mention the temple or any other discoveries which they made in the sewers, he will smile in a faintly patronising manner (revealing his teeth again), and explain that it is a common practice for householders to maintain private shrines in their cellars. As for the Demon, well, that is obviously ridiculous; he is sure that the adventurers were simply deceived by tricks of the light and distorted echoes in the sewers' dismal environment.

If the adventurers mention the Ordo Septenarius, Teugen will tell them that he is indeed a member of that charitable institution. He will say apologetically that he does not have time to talk about it now, and will recommend that the adventurers see Councillor Magirius at the Merchants' Guild, who, he is sure, will be happy to answer all their questions.

He will then ask the adventurers to excuse him, as he has much to do, and ring a small brass bell which stands on his desk, whereupon the clerk will come to show the adventurers out.

On future visits to the town hall, after their interview with Teugen, the adventurers will be unable to get past the clerk. If they are insistent, four members of the Watch will appear to escort the adventurers out of the building.

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.

Doctor Malthusius (location 8)

You should ensure that the adventurers encounter Doctor Malthusius during the first day of their investigations (see *Events*, p79). The adventurers may decide to call on him to inform him of their findings and of the demise of his Goblin. If they do not, you can have Doctor Malthusius run into them in the town or near the Festival Court.

Doctor Malthusius will be pleased to see the adventurers, he is sure they did their best to recover the Goblin and holds no grudge against them. He will invite them to his caravan and offer 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 by the fact that the clerk at the Town Hall has steadfastly refused his requests that they should return the body to him, so that he could have it stuffed and mounted as a static display. He cannot imagine why they should refuse to hand the body back to him, since it could be of no conceivable use to anyone else.

Shadows Over Bögenhafen

If the adventurers tell him about the temple and suggest that the Goblin was killed there by the Guardian Demon, Malthusius will be disbelieving at first. Are the adventurers sure that what they saw wasn't a trick of the shadows and echoes? A successful *Fellowship* test (or the sight of the Goblin's pelvis - see p78) will convince him that the adventurers are serious, and then he will start to think. "So that must have been why the authorities refused to hand over the body - there wasn't one after the Demon had finished."

Malthusius will not want to take any direct role in any further investigations - he will explain that he is in no hurry to make powerful enemies, and in any case he will be moving on as soon as the fair comes to an end. At the same time, the prospect of a hidden temple with a Demon in a seemingly ordinary town like Bögenhafen worries him; he is torn between a desire to do something about it and the conviction that it is better not to delve too deeply into these things.

If he can render any service to the adventurers which does not involve him in any personal risk, he will gladly do so. As an afterthought, he will suggest that the Thieves' Guild could be helpful to anyone with the right contacts; unfortunately he cannot provide any. If asked for any more suggestions, Malthusius will tell them that the library in the Temple of Verena (location 17, p91) may hold useful information.



If the adventurers mention Gottri, Malthusius will offer to ask around at the fair, and by the end of the day he will be able to tell them that the Dwarf was seen shortly after sunset, heading into the town in the company of a young man wearing a suit of livery which included a red cross or flower on the chest.



Places Of Interest

This section lists those areas that the adventurers are likely to go to in order to follow up leads and clues discovered during the course of their investigations. You will also need the map of Bögenhafen and the descriptions given on pages 102-105.

You should encourage the players to conduct this investigation as a group, since splitting up can lead to situations where some players are left with nothing to do.

The Sewers Revisited

The adventurers may re-enter the sewers by any manhole that they discover. A successful *Search* test is necessary to find the manhole cover beneath the dirt and rubbish in the road, and there is a chance that the adventurers will attract suspicion as they search for and take up the manhole cover. Roll a D100; if the result is less than or equal to the number of characters in the party x 10%, roll on the following table:

D100 roll Result

- 01-90** A passer-by stops and asks the adventurers what they are doing; a *Bluff* test should be made if the adventurers concoct a convincing story, otherwise there is a 50% chance that the passer-by will report them to the Watch. In this case, a Watch patrol will appear on the scene in 2D10 turns (minutes) - see below for the patrol's reaction.
- 91-00** A patrol of 4 watchmen appears, and questions the adventurers; a *Bluff* test should be made if the adventurers concoct a convincing story, otherwise the patrol will try to arrest them (see p108 - *The Watch*). The Watch will accuse the adventurers of loitering with intent, the penalty is a fine of 2D6GC; failure to pay results in confiscation of the characters' goods. These items will be returned once the adventurers pay their fine.

Once the manhole is open, the adventurers can climb down into the sewers. As each character climbs down, an *Initiative* test should be made to avoid falling into the effluent channel. For the effects of this and information on the sewers in general see p17-18.

The Secret Temple (Location S7)

The door from the sewers has been repaired (if previously broken down by the adventurers) and is bolted from the inside. It is also sealed with a *Magic Lock* spell.

The temple has been completely stripped of all its contents, and the pentagram painted on the floor has been obliterated. A successful *Search* test will turn up traces of paint and flecks of copper left behind by the sawing-up of the copper circle.

A. The Crossed Pikes (Map 6)

This unremarkable-looking, two-storey tavern is close to the Watch Barracks and often frequented by off-duty watchmen. Unknown to the majority of its patrons, it is used as a safe house by the Thieves' Guild, and is the first stopping-off point for criminals who have been sprung from the cells in the Watch Barracks (Location 10).

By using a secret entrance in the inn's cellar, the Guild has a

convenient means of reaching almost any part of the town unnoticed. The Watch suspects that the Thieves' Guild has a bolt-hole somewhere in the town, but have never thought to look so close to home. The Thieves' Guild also has other buildings scattered around the town (which you may like to locate yourself), but the Crossed Pikes is the only one with any relevance to this adventure.

The Crossed Pikes is open from noon until midnight. During opening hours, all the bars will be full and staff will be continually shuttling back and forth between the bars and the back rooms.

Franz Baumann - landlord and Thieves' Guildsman

Baumann has dark, greasy hair and a lean, wiry physique. He is the landlord of the Crossed Pikes and runs the operation for the Guild. He is a likeable rogue who prefers to avoid violence if possible. However, if he feels that the Guild's position is in danger of being compromised in any way, he will not be quite so peaceful...

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	23	4	4	7	28	1	30	28	35	31	34	29

Age: 34

Skills

Concealment Urban/Rural
Secret Language - Thieves' Tongue
Secret Signs - Thieves' Signs
Silent Move Urban/Rural

Possessions

Dagger (I +10; D -2; P-20)
Short sword
Purse with 11 shillings

Baumann is assisted by various barmen and barmaids and also has Reinhold and Reinhardt (two Guild Thugs) around at all times. In addition to the staff, 2-12 of the customers are always thieves, ready to support Baumann should he require it. Statistics for all these characters can be drawn from pages 38-39.

It is most likely that the first sight the adventurers will have of the Crossed Pikes will be of its cellar (see location S2, p77), when they discover the Guild's secret sewer entrance. What befalls them if they go through the door is described below (see *Uninvited Guests*). If they ignore the sewer entrance, however, their first encounter with Baumann may follow quite different lines (see *A Drink at the Bar*, page 87).

Uninvited Guests

If the adventurers enter the cellar from the sewers, they will have to find the hidden key, or use an *Open* spell, or break the door down (T 1; D 4). On the cellar side, the door is concealed behind a stack of empty crates which will fall over with lots of noise if the door is broken down. The rest of the cellar is piled with more barrels and crates, and among them sit three men. One is dark-haired and wiry, and the other two are heavily-built and almost identical to one another. They look surprised as the adventurers 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 you?" says the wiry man as the adventurers enter, "Have a seat." He gestures with the dagger that he was using to clean his fingernails.

Shadows Over Bögenhafen

If any of the PCs have not yet entered, the man will calmly call them into the room. When all the adventurers are inside, the man pulls a hidden lever, and a pit opens up under *all* of them. They drop through a hole in the floor, and, being taken completely by surprise, have no chance to react as a dozen thieves leap on them, bind them securely and stick sacks over their heads. They are all then carried upstairs into one of the bedrooms...

Your Attention Please

Once in the room, the sacks are removed and the adventurers are disarmed and gagged. This operation is performed by two large thugs, while Franz Baumann - the wiry man from the cellars - sits against the door, cleaning his fingernails with a dagger.

"Ah," says Baumann, "That's better. Now we can talk. Or rather, *I* can talk. But where are my manners? I'm Franz, and my two friends here are Reinhold and Reinhardt. They're twins, you know.

"Now you see," explains Baumann, still cleaning his nails, "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 - 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, they 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 on a very short piece of string. But I told them, 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 the moment 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 our 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'd promise."

The adventurers have very little choice here; if they refuse to cooperate they will indeed be beaten to a pulp and dropped in the sewers attached to bags of bricks. If the adventurers agree to keep quiet about the door, Baumann will congratulate 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 adventurers will be led back into the sewers, where they will find their weapons in a bundle a little way down the walkway. As the door is shut behind them, Baumann will call after the adventurers that his friends will be keeping an eye out - they have a "nasty suspicious nature, you see", and they "hate to be disappointed". With that, the door will close, and a series of scraping sounds will be heard from behind it, as crates are moved to block the doorway.

A Drink at The Bar

If adventurers come to the Crossed Pikes because they have traced its location from making a note of the sewer door, or because they are trying to make contact with the Thieves' Guild, they will be served by Franz Baumann. He will engage them in casual conversation mentioning the runaway Goblin amongst other things. If one of the adventurers speaks in *Thieves' Tongue*, a successful **Fel** test is required to gain Baumann's trust. If so, Baumann will be able to supply the following information at a cost of 1D4 + 1GC each. This may be reduced by a successful *Bargain* test.

The sewer entrance to the hidden temple is under the Steinhäger offices (location B). It was installed between a year and eighteen months ago.

Members of the Steinhäger family and other merchants have been seen going into the office at all hours of night on several occasions over the past six or eight months.

Thieves using the neighbouring 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 Thieves' Guild 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.

Gottri Gurnisson was known to the Thieves' Guild; he was an alcoholic itinerant who had been in town for a couple of months.

Several beggars have died in a similar way over the last year.

If the adventurers make enquiries about a door in the sewers, they will be invited into the back of the inn, where they are shortly joined by another 8 thieves. While cleaning his nails with his dagger, Baumann will explain the situation to the characters as described above (see *Your Attention Please*).

The Thieves' Guild

It is possible that the adventurers will try to make contact with the Thieves' Guild without going to the Crossed Pikes.

Any Rogue character with *Secret Language - Thieves' Tongue* may attempt to locate a member of the Thieves' Guild. The character will have to visit various drinking houses and dives, making a *Gossip* test in each one. These establishments may be recognised by any character with *Secret Signs - Thieves'*. There is a +20 modifier to the *Gossip* test if the character is in the area on the north bank of the river known as The Pit, and a +10 modifier if the character is any other part of the area marked A on the town area map (pull-out section). On the first successful test, the character will be contacted by a member of the Thieves' Guild.

Thieves' Guild Information

Once contact is made, a **Fel** test will be necessary to convince the contact that the character is looking for information and poses no threat to the Thieves' Guild. If this test is successful, the information listed at the Crossed Pikes inn (see above) may be gained. The Thieves' Guild does not make a practice of free services, each piece of information will cost 2-5GC, this may be reduced by a *Bargain* test.

Shadows Over Bøgenhafen

This is all the information that the Thieves' Guild can provide; they are unwilling to go near the temple.

B. The Steinhäger Offices (Map 7)

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. 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, with the family's badge (a barrel with the letter 'S' branded into it) hanging outside. All the rooms in the building are panelled with wood.

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.

Watching The Building

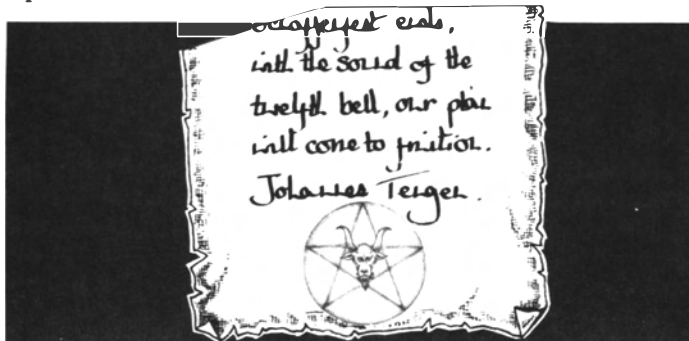
Watching the building will yield little of interest; merchants and other people come and go throughout the day. Heinrich's bodyguard calls to collect him just before dusk and the two leave with the rest of the staff at dusk. Franz and Albrecht leave shortly after nightfall, in the company of Franz's two bodyguards, and return to their house on the Adel Ring (location C).

An Appointment?

The offices are manned night and day by a doorkeeper, and during the day Franz, Heinrich and Albrecht can usually be found here. Also in the building will be Franz's two bodyguards, the chief clerk (Matthias Wertz), and three junior clerks. At night, all doors are locked and the building is inhabited only by the doorkeeper and his dog.

The adventurers will not be able to get into the Steinhäger offices without having some business (real or pretended) which might interest the House of Steinhäger. A successful *Bluff* test is necessary to be shown in by the doorkeeper. The adventurers are let into one of the reception rooms, where they are kept waiting for 10 minutes. They are then shown in to see Franz Steinhäger (see NPC details on page 107).

During the interview, one of the adventurers will notice the symbol of the Ordo Septenarius on the bottom of a sheet of parchment. An *Observe* test is required to make out the signature and the visible writing. Franz will rapidly cover the letter up if he thinks anyone has noticed it. The visible part of the letter is reproduced below:



Heinrich Steinhäger

Having failed to make much progress with Franz, the adventurers may decide to talk to Heinrich Steinhäger. An appointment may easily be made with Heinrich after they have seen Franz, as Heinrich likes to know all that goes on. Alternatively the adventurers may decide to talk to Heinrich as he makes his way home in the evening.

Heinrich Steinhäger - Merchant

Heinrich looks very similar to Franz, appearing as a younger, brown-haired version (42 years old). Heinrich is jealous of Franz and wishes to depose him and take over the family business. He will be most interested in any evidence that the adventurers can provide of Franz's involvement in any illegal activities.

Heinrich should appear to the adventurers as the only person in Bøgenhafen who believes their tale, but he does so only to further his own ends. Heinrich will lead the adventurers on if possible, he will express shock and disgust at anything the adventurers tell him. He will be genuinely horrified at talk of a demon under the offices. After listening to the adventurers and spurring them on about the iniquities of it all, he will point out that there is little the authorities can do, as wizardry is not a crime and that the authorities appear to be in league with Franz anyway. However, if Franz were to meet with a fatal accident, (and accidents will happen!), then not only will the town be safe, but the adventurers would also be handsomely rewarded. Heinrich is willing to pay 600GC for the demise of his brother, but can be bargained up to 1000GC.

If the adventurers do murder Franz, Heinrich will be the first to inform on them. 1000 GC is a lot of money, and these people are obviously deranged.

If a profile is required, use the *Wealthy Townsman* on the list of standard NPCs on page 38.

Breaking In

The adventurers may try to break into the building at night. The windows are shuttered and locked from inside and all the doors are locked (CR 30%; T 3; D 9). The dog has a free run of the courtyard at night and if the adventurers make any noise entering the building, the dog will hear them on a successful *Listen* test. If so, it will begin to bark loudly, and wake the doorkeeper after 10 rounds. If the adventurers break any of the doors down, the doorkeeper will inevitably be alerted. Once awake, the doorkeeper will come to investigate, and once he sees what is going on he will attempt to inform the Watch. A four-man Watch patrol will arrive in 10 + D10 minutes and will attempt to arrest the adventurers for burglary.

Gerhard Schutz - Doorkeeper

Gerhard has served the Steinhäger family for the majority of his 63 years. He is very loyal and will do his utmost to stop any break-ins. However, he is not suicidal and will surrender or flee if things are looking bad.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	25	1	3	5	30	1	29	29	29	29	29	29

Shadows Over Bögenhafen

Skills

Dodge Blow

Possessions

Candle
Club
Keys - to every door in the building *except* the door leading to the cellar.

Fang - Watchdog

Fang is a large black dog with sharp teeth. Fang is less fierce than she looks and will befriend any character who gives her some food. Her *Night Vision* has a range of 10 yards.

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
6	41	0	2	3	5	30	1	-	43	14	43	43	-

Franz Steinhäger's Office

Hidden behind one of the wooden panels in Franz's office is a locked door (T 3, D 8) which opens onto a flight of stairs, leading down to a cellar where the hidden temple (location S7 on the sewer map) is situated. The door can only be found with a successful *Search* test. No one else in the building is aware of its presence.

The drawer to Steinhäger's desk is locked (CR 20) and contains a list of Steinhäger warehouses (Nos. 1-7) along with their contents (various inexpensive trade items - cheap wine, timber, and so on). Underneath this is a bronze medallion and a few sheets of parchment, all with the Ordo Septenarius emblem on them. Also in here is the letter that was previously on Steinhäger's desk.

If the adventurers remove the drawer they will notice a leather bound book hidden behind it. The book belongs to Teugen and has his name in the front. It is written in *Arcane Language - Magic* and contains the following Petty Magic spells: *Curse*, *Gift of Tongues*, *Magic Alarm*, *Magic Flame*, *Magic Lock*, *Protection from Rain* and *Reinforce Door*.

The Safe is hidden behind a picture of Bögenhafen. It is locked (CR 40), and has a *Magic Lock* spell cast upon it. It contains two chests, each individually locked (CR 30%) and *Magic Locked*, each containing 500 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's Office

Heinrich's desk is not locked and if the adventurers 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.

C-G. The Adel Ring

The adventurers may make enquiries at the houses of any of the town's great merchant families. At each house, the adventurers are met by a doorman and a successful *Gossip* test is required to gain any information, modified by the adventurers' appearance and manner, and by the use of skills such as *Etiquette*. If successful, the characters will learn the information given under *Merchant Families* (p63) for each house they visit. On no account will the adventurers be allowed to enter the houses.

If the adventurers enquire about the Ordo Septenarius at any

house other than that of Ruggbroder (location F), they will be instructed to go to the Merchants' Guild and to ask to see Councillor Friedrich Magirius. This will happen regardless of the results of any *Gossip* or other test, since Magirius has left instructions that anyone enquiring about the society is to be sent to him.

Watching the Adel Ring

If the adventurers watch any of the buildings on the Adel Ring, a *Hide* test will be necessary every half-an-hour to avoid arousing suspicion from the Watch as it patrols the area. The street counts as an *urban* environment, and the Park counts as a *rural* environment.

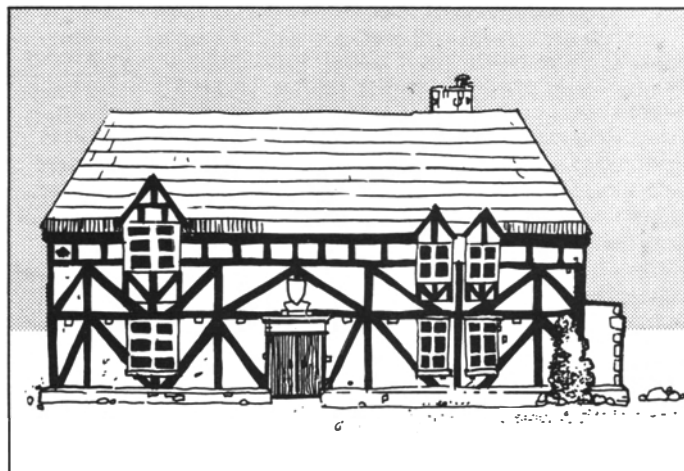
E. Teugen's house (Map 8)

The Teugen house is set back from the road in its own grounds. The walls around the grounds are 15 feet high and can only be climbed by a character with *Scale Sheer Surface* skill. The gates are also 15 feet high, but can be climbed easily. During the day, the gates are open and visitors can call at the house. At night the gates are locked (CR 35%) and three guard dogs roam the grounds. There are always four bodyguards at the house to deal with any intruders. These are the same as the bodyguards on page 38, except that they wear sleeved mail coats and breast-plates.

The adventurers should be discouraged from breaking into Teugen's house. If they watch the house, they will frequently see the bodyguards going about their business and at night they will notice the dogs.



Any night-time incursion into the grounds will attract the dogs, who bark and rush to attack. The characters will have time to run back to the walls before the dogs, but if a character has a lower *Initiative* than the dogs, one of the dogs will be able to attack while the character climbs the wall. If the character is bitten, he or she has a 50% chance of being dragged off the wall, a fall of 2 yards. By this time, the bodyguards will be bearing down on the adventurer(s). The bodyguards will call the dogs off and tell the adventurer(s) to "Hold it!" If the adventurer(s) complies, he or she will be given a good beating and flung out of the gates with a warning never to return, to the effect of "You won't be so lucky next time." Attempting to fight the bodyguards results in the release of the dogs and the arrival of six club-wielding servants. Anyone caught a second time by the bodyguards will be handed over to the Watch and charged with attempted robbery and assault (see *The Watch*, p108).



Shadows Over Bögenhafen

Dogs

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	41	0	3	3	7	30	1	-	43	14	43	43	-

Watching the house

There is little to be gained from watching the house; neither Teugen or Gideon go out during the night. However, around midnight, the adventures will see a strange shadow flit across an upstairs window. It is only a fleeting glimpse, but the adventurers will be left with the impression that it was some form of winged humanoid. This glimpse of Gideon's true form will not be repeated no matter how long the adventurers watch the house.

F. The house of Ruggbroder

Enquiring at the House of Ruggbroder about the Ordo Septenarius results in no information. The House of 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 adventurers will need to write a letter of introduction if they are to have any chance of meeting him. A successful Fel test (with a bonus of +10 for such skills as *Charm*, *Etiquette*, and so on) is required while writing the letter. The writer will also need to make it clear that he or she has information that may be useful to the Ruggbroder family. If both of these conditions are met, the adventurers will receive a letter in return, asking them to call at the Ruggbroder House that evening.

Arriving at the house, the adventurers will be shown in to meet Heironymus Ruggbroder. Heironymus is deeply troubled by the existence of the Ordo, he fears that it is out to destroy him and his family. He knows of the involvement of Teugen, Franz Steinhäger and Friedrich Magirius, but he will be interested in any additional information they may have. He will be most interested if the adventurers can provide any firm evidence that the Ordo has been involved in sorcery of any kind. He will offer 10GC for information and promise 500GC for conclusive evidence.

Ruggbroder will use any evidence provided by the adventurers to discredit those families involved. He will lay this evidence in front of Baron Von Saponatheim. This will take a few months, but the Baron will seize the property of those involved and split it between himself and Ruggbroder, leaving Ruggbroder as the only major merchant house.

H. The Steinhäger Warehouse

At the Steinhäger warehouse, the adventurers are met by a seedy looking character 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 PCs and is visibly disturbed at being questioned by them. Unless the adventurers make a successful *Fellowship* test (an offer of a bottle of booze adds 50 to the character's Fel) he will tell them to "Push off and don't come back or I'll call the Watch." If the test is successful, Anton will describe 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 will realise he has said too much and insist they leave.

accidents Will happen

The evening after the PCs visit the warehouse, Anton will be murdered by Gideon. Anton's body will be pulled out of the river in the morning and it will be assumed that he fell in the river while drunk and drowned. The adventurers will hear about this as they go about their business or if they return to the warehouse. None of the town folk 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.

5-9. The Schaffenfest

The fair lasts for three days (see p65). On the fourth day, the characters 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, no one here knows anything about the Ordo Septenarius. If the characters wish to consult a fortune teller, see page 71.

For details of the information available from Doctor Malthusius (location 8), see page 84.

10 & 11. The Watch Barracks

If the adventurers try to make their report here after they come out of the sewers, they will be questioned by the sergeant on duty, who will make notes and ask them to call back on the following day. If the adventurers bring the body of Gottri Gurnisson here, it will be handed over to the Mourners' Guild for burial. The Watch will assume that 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 (location 25, page 83).

The Watch Captain

After Magistrate Richter is taken ill (p83) the adventurers are likely to wish to speak to Reiner Goertrin, the Watch Captain. Reiner is a busy man and does not suffer fools gladly. It requires a successful Fel test to see him, in which case the adventurers will be shown in immediately.

REINER GOERTRIN - Watch Captain

Reiner is tall and lean, his face is almost cadaverous in its thinness and his hair is the colour of bleached bone. 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 used to intimidating people of lower social status.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	60	34	3	5	10	50	2	36	56	46	43	39	32

Age: 42

Skills

Disarm
Dodge Blow
Strike Mighty Blow
Strike To Stun

Possessions

Sleeved Mail Shirt
(1 AP - Body/Arms)
Helmet (1 AP - Head)
Sword
Gold Medallion bearing
the Town Coat of Arms

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If the adventurers babble on about temples, Goblins and Demons, Reiner will get angry and demand that they make their report to the Watch Sergeant and not waste his time. Questions about his activities will also incense him, but a successful *Fel* test will cool him down long enough for the adventurers to ascertain that he was in his office on the day of Richter's illness. Failure of the test results in them being thrown out.

Should the adventurers talk to the Watch Sergeant, a successful *Gossip* test will reveal that the Captain was in his office on the day that Richter was taken ill.

The Temples

Characters may decide to seek guidance at the temples or even resort to prayer for an answer to their problems.

Praying for Guidance

The base chance of receiving guidance is 2%, plus 1% for every 4 hours (up to a maximum of 24) spent in prayer and 1% for each 100GCs' worth of sacrifices. You should check for all characters every 4 hours - the first successful check indicates that a message has been received. You should choose a message that seems most applicable to the deity concerned. Note that Druids and Druidic Priests must be in natural surroundings (i.e. outside the town walls) for their prayers to be heard.

The Empire is threatened by what is happening here.

The town is being infiltrated by a powerful foe.

Those who seek to control the market are deceived; their lust for profit will bring about inestimable loss.

The town is in danger of being destroyed. If it falls, all will be destroyed, and nature will never be able to reclaim the site.

16. Temple of Bögenauer

The adventurers will be unable to find a cleric at the temple, but they will be aware of a vague feeling of foreboding should they enter it. This feeling grows as Teugen's ceremony approaches, but should never become overpowering.

17. The Temple of Verena

The Temple of Verena is run by Greta Harkbokka. Greta is 45 years old and has been 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 (see *Merchant Families*, p63). She only mentions Teugen's connection to the Ordo Septenarius if the adventurers specifically ask her about it.

If asked about the Ordo Septenarius she tells the adventurers that the order 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* skill in order to use it. The following information is available from the

library; a successful *Intelligence* test must be made to glean the information under each heading. Each attempt to find information, whether successful or not, takes 4 hours.

Merchant Families

Full information exists on the four big merchant families as given under Merchant Families, p63. A separate roll is required for each family.

The Grinning Moon

References in the library refer to Mörrslieb, the second moon and its suspected relationship to Chaos, including the following piece of information.

"When the moon doth grow and grin unnaturally in the sky, a time of change and flux shall ensue. The Great Mutator shall then take his pleasure and mortals will feed his hunger."

Any character searching for a reference to *The Great Mutator* will, on a successful *Int* test, find it to be a title assigned to the Chaos God, Tzeentch.

Karl Teugen

This information mentions Karl Teugen's strange illness and his untimely death two years ago. This was written in a wild and shaky hand by Ulthar the Unstable (see p79), but the piece is unsigned. "Karl Teugen is suffering from a strange illness, the physicians have failed to help him and soon he will die. The Demons walk and he has been taken." 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 Chaos is upon him and upon all of Bögenhafen."

Greta has no idea of who wrote this or even what it means, all she knows is that Karl died and his brother Johannes Teugen came to run the family business. If asked who might know, she will suggest the Physicians' Guild (location 34, page 92) or the Mourners' Guild (location 38, page 93) as good places to look.

19. Temple of Shallya

Marlene Rubenstern is the sole representative of the temple of Shallya. She sees to the day-to-day running of the temple and its infirmary, and also organises a soup kitchen in The Pit. She is aided on a regular basis by 12 women from the town. There is only a 35% chance that she will be at the temple or the soup kitchen when the adventurers call, as she spends large amounts of her time visiting the sick in their homes.

If the adventurers get to meet her, they will find her very friendly, and if asked about the Ordo Septenarius she will tell them that it often makes donations to the temple. If asked who makes these donations she will name Friedrich Magirus (see p92) and Franz Steinhäger (see p107).

29. Stevedores' Guild

Calling at the Stevedores' Guild the adventurers will be met by Gurney Dumkopf, a huge hulking man who runs the guild. Gurney knows who his true friends are and will not betray Teugen. Teugen paid good money for pressure to be put on the adventurers, and has always been a good employer in the past. How Gurney reacts depends on whether the adventurers succeed in a *Fel* test or not. If they do, he will be friendly and

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jovial, but will not expose Teugen; should the adventurers get too pushy, eight thugs will appear from a back room and Gurney will ask the adventurers to leave. If the test is failed, Gurney will tell them to "get lost" if they "don't want to get hurt". Refusing to comply with his request results in an attack from the eight thugs (use the *Thugs* profile on page 38).

32. Metalworkers' Guild

In order to gain any information here, a character must have had a career as an Artisan's Apprentice (Armourer or Blacksmith). A successful *Gossip* test here will reveal that the Guild was requested to make a ring of pure copper, fifteen feet in diameter, for Teugen about two years ago, when he first arrived from Nuln. He said that it was something he would use to carry on his studies.

34. Physicians' Guild

Enquiring about Magistrate Richter's health or the demise of Teugen's brother, the adventurers are shown in to see Reinhold Heichtdorn. Heichtdorn is a busy man and will quickly throw the adventurers out unless they can impress him. This requires a **Fel** test, and a character with *Diagnose Disease* gains a bonus of +20. If he or she can give Heichtdorn a diagnosis of Richter's disease (see p83), there is an additional bonus of +20. Given information as to the required treatment, Heichtdorn will promise to arrange it. The Magistrate will continue to be delirious for a week, after which time the symptoms will slowly disappear and he will be fit and well after a further 3 weeks.

Heichtdorn will tell the adventurers that he has seen this disease before when Karl Teugen died two years ago. If the adventurers have not been able to diagnose the disease and recommend appropriate treatment, Heichtdorn will confess to being stumped and having no hope for Richter's recovery. He expects that 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.

37. The Merchants' Guild

Some information may be available from the clerk of the Merchants' Guild. A successful *Gossip* test will yield the information given under *Merchant Families* (see page 63). Modifiers should be imposed according to the appearance and behaviour of the characters seeking the information: for example, characters who are obviously lower-class will receive a -10 modifier, while those from a mercantile background will receive a +10 modifier. Skills such as *Etiquette* will also gain a +10 modifier.

Ordo Septenarius

If the adventurers mention the Ordo Septenarius, they will be asked to wait for 15 minutes and then be shown in to see Friedrich Magirius. Magirius stands up as the adventurers enter, introduces himself and asks them to be seated.

Magirius will enquire politely what the adventurers' interest in the Ordo Septenarius might be, and will listen to any story they care to tell him. Magirius will give no indication of whether or not he believes what he is told. When the adventurers have finished their tale, he will stand 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 it all."

Friedrich Magirius - Merchant

Friedrich Magirius is a distinguished and kindly looking man. He heads one of the smaller merchant families of the town and is a town councillor. He is also a prominent member of the Merchants' Guild and is trusted by all the major families. Friedrich has been duped by Teugen's promise to make Bögenhafen the trade centre of The Empire. He genuinely believes that Teugen means only good for the town, and will be incredulous if the adventurers tell him any different. Magirius intends to tell the adventurers the facts as he sees them, but will not reveal Teugen's plan.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	27	4	5	6	46	1	38	55	47	42	49	63

Age: 53

Skills

Evaluate
Haggle
Law
Magical Sense
Numismatics

Read/Write
Secret Language
- Guilder
Super Numerate

Possessions

Two jewelled rings
(value 15 GC & 45 GC)
Carries 50GC at all
times, but has more

If the adventurers are willing, Magirius will then take them to the Golden Trout Club (location 28), if not he will look very disappointed and will refuse to talk more, simply wishing them a good day. You should make it clear to the adventurers that they have insulted Magirius by refusing his offer. Should they reconsider, Magirius will gladly take them to the Golden Trout, otherwise he will show them out.

The Golden Trout (Location 28 - Map 9)

After being welcomed to the Golden Trout by the doorman, Magirius will lead the adventurers to the Dining Room, and invite them to order whatever they like from the club's extensive menu. He will make polite but irrelevant conversation over the meal, talking about the wool and wine trades, asking the adventurers for their impressions of the town and the Schafffest, where they are from, and so on. Magirius will politely but firmly steer conversation away from any discussion of the temple and the Ordo Septenarius, saying that he will be happy to explain everything after the meal.

Once the meal is over, Magirius orders a decanter of brandy, and begins to explain about 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 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 forty-nine members in all - forty-two ordinary members and an Inner Council of seven. We represent a kind of elite within the 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 Councillors like myself, and many more are in a position to stand for office if they choose. People in this position 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 co-operation 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 will dismiss talk of demonic presences and rites. He firmly believes that there is nothing evil about the Ordo and seeks to impress this on the adventurers. If the temple has been mentioned, he explains that it is no more than a meeting room, devised by Councillor Teugen to impress the lesser members of the Ordo. He snorts at any mention of the Demon and passes it off as tricks of the light and the adventurers' over-fertile imaginations.

Magirius will not answer any questions about the membership of the Ordo Septenarius, nor divulge any further information about the society. If the adventurers press the point, he will tell them that he has already given them a complete explanation - which he was under no compulsion to do - and repeat that the society requires a certain amount of secrecy, which he may already have compromised.

The meal over, Magirius will leave the adventurers outside the Golden Trout, and return to the Merchants' Guild. There he leaves instructions that he is not to be disturbed again by the adventurers. Once the adventurers have left the Golden Trout with Magirius, they will not be re-admitted unless they are the guests of another member of the club. They will not be able to question any of the staff; they know little of the affairs of its members, and even that is treated in the utmost confidence.

Watching The 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 (location D, see page 89).

38. Mourners' Guild

A successful *Gossip* test (followers of Mórr receive a bonus of 20%) here will reveal 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/or missing vital organs - often the heart.

Enquiries about Karl Teugen (Johannes' brother) elicit the following response. "A lovely rich purple he was when he came in, and his tongue was deep 'n' red and stuck right out of his mouth. And his eyes were huge, like eggs there 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 of bits to pretty 'im up."

The Darkest Hour

This section covers the events of the day of the ritual; these are in addition to the events listed on p79. You should be careful with your timing so that those events do not clash with the ones described below.

At the meeting at his house 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. This fact, coupled with a very disturbing letter that he has taken from Teugen's office has so appalled Magirius that he has decided to leave the cult. Teugen and Gideon are aware of his disaffection, however, and have decided to use him to dispose of the adventurers, or at least to keep them out of the way while final preparations are made for the ritual.

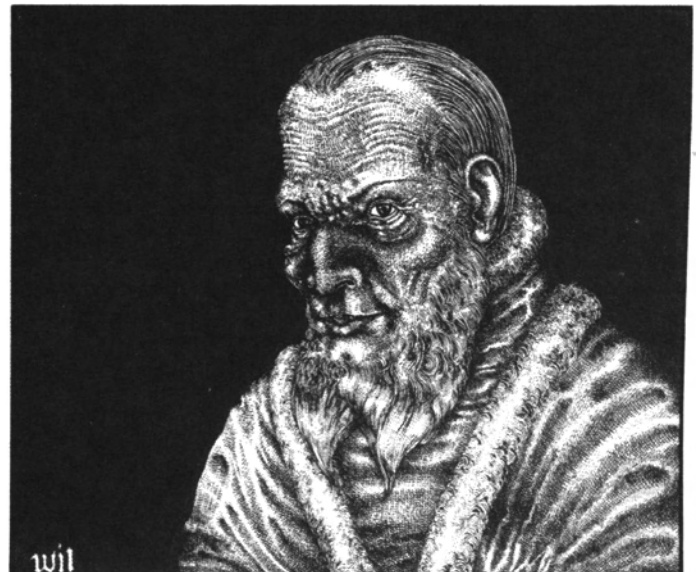


You can delay running the events described below if you feel that the adventurers need more time to make further investigations. But from this point on, you should be building up the pace towards the climax. Once the following events are set in motion, it is important that the ritual takes place that evening, so that the climax of the adventure takes place at or about midnight.

An Unexpected Visit

In the morning of the day on which the ritual is to take place, Magirius seeks the adventurers 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 entire economy of The Empire. Bögenhafen would become great - 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.



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"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 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 will be necessary to prepare the new temple, and that was too much for me. I didn't realise that anyone would have to be killed. You must help me. Going to the authorities is useless - Teugen and the Inner Council control them all. You are my only hope."

Magirius gives the adventurers the letter, which had accompanied the scroll acquired by Teugen on the day of their arrival in Bögenhafen give the players *Handout 5*. Magirius will then leave, promising to contact the adventurers as soon as he finds out the new location of the ritual. He will refuse to let the adventurers accompany him, as he dare not be seen with them.

A Message

In the late afternoon a message is delivered to the PCs, wherever they are in the town. The messenger is a servant in Magirius' livery, a lad of about thirteen. He hands over a rolled-up piece of parchment bearing the town seal, and leaves without a word.

Any character who has served a basic career as a Servant, an Artisan's Apprentice, or a Trader will know that messengers and errand-boys generally hang around in the hope of a tip after delivering a message, and will feel that the messenger's swift and silent departure was strange; it will make them feel uneasy, but they will not quite know why. Any character with *Demon Lore* skill will also feel uneasy about the messenger, but he will be gone before the adventurers have time to react. The young



servant is, in fact, Gideon in disguise; he killed Magirius when he realised that his nerve had broken, and is attempting to frame the adventurers for his murder, as they will realise when they arrive at the Magirius house.

Give the players Handout 4

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.

(Signed)
MAGIRIUS.

MURDER Most foul

When the adventurers reach Magirius' house (location D), the messenger will be nowhere to be seen, even if they set out after him at once. The door will be opened by Gideon, still disguised as the servant who delivered the message. No matter how quickly the adventurers travelled to the house, he will have arrived before them, using his ability to become ethereal. The 'servant' will confirm that Councillor Magirius is expecting the adventurers, and show 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 adventurers look at the body, they will 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, which might be 13 or 17. The last number trails off inconclusively, and it is impossible to tell whether it is a 3 or a 7. A search of the desk's drawers will turn up nothing of interest, apart from a silver letter-opener (value 2GC). Stripping Magirius' body will yield a purse containing 12GC, 17/- and two gold rings worth 15GC and 45GC.

Magirius was trying to tell the adventurers that the ritual will take place in Warehouse 13 (location I). If the players have difficulty interpreting the message, allow each character an *Intelligence* test, with a +20 modifier for characters who have served basic careers as Artisan's Apprentices, Boatmen, Labourers, Scribes or Traders. If none of the adventurers makes the test, any citizen they ask will know that 'WHSE' is a standard abbreviation for 'Warehouse'.

While the adventurers 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 adventurers' imminent arrest.

"You know," he says, in a deeply resonant voice that belies his apparent youth, "You really should have minded your own business." He vanishes again, using his ability to become

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ethereal, but his deep, mocking laughter continues for a few seconds after he has disappeared.

You should make it clear to the players that all the evidence suggests that the adventurers murdered Magirius, and that the Watch will probably not be impressed by tales of vanishing servants and demonology. The adventurers' best hope lies in a swift exit (see *Fleeing the House*, below).

If the adventurers insist on staying and facing the Watch, they will be arrested and imprisoned in the Watch Barracks (location 10) awaiting trial. No one will believe the truth, and in due course they will be found guilty of Magirius' murder and sentenced to hang.

Framed!

Imprisoned and faced with certain death, the adventurers 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 *Search* test (multiple attempts are possible) will reveal a Thieves' Sign carved into a slab of stone at the base of one of the walls. This slab can be removed easily and reveals a crawl space behind, wide enough for one character, which leads after a few yards to another block giving access to the town's sewers. From the sewers, the adventurers may escape into the town, free but bereft of weapons, armour or any other equipment.

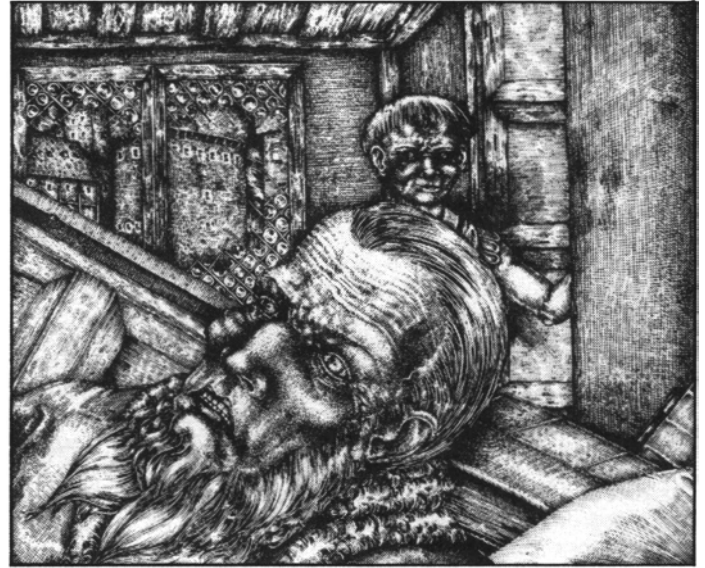
Fleeing the House

It is likely that the adventurers will try to escape rather than face the Watch; the watchmen are coming in through the front of the building, but the adventurers can reach the back door and escape into the garden.

The adventurers 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 that their characters will be captured unless they make it over the wall in time. The Watch will spend about 10 rounds inside the house before they notice the adventurers escaping over the wall, and will then charge out after them. 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 scabble 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 ten feet high, and sheer; a character with *Scale Sheer Surface* skill will be able to climb it, and can help the others over. Each character being helped over must make an *Initiative* test; if the test is failed, the character has failed to get over the wall, and may try again next round. If the test is failed by 40% or more, not only has the character failed to get over the wall, but the character sitting on the wall has been dragged off unless he or she succeeds in an *Initiative* test. Characters falling off the wall fall 3 yards and take 3 minus D6 *Wound* points of damage, regardless of armour or *Toughness*; this amount is reduced by 2 if the character has *Acrobatics* skill.

If none of the adventurers has *Scale Sheer Surface* skill or a rope and grapple, or any other means of getting over the wall, you should tell them that there is a tree at the bottom of the garden,



whose branches hang over the wall. Each character climbing the tree takes 2 rounds to get over the wall (1 round if a successful *Initiative* test is made), and if the *Initiative* test is failed by 40% or more, the character will fall out of the tree, a distance of 3 yards (3 - D6 wounds), and must try again.

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 or straight out of the tree have to make a *jump* of 3 yards, while those who hang at arms' length from the top of the wall or a low branch before jumping make a *jump* of only 1 yard.

One Thing After Another

Once the adventurers have got over the wall, they should be able to 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' 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.

Now they must review their position, and decide what to do next. As they escaped over the wall, the watchmen got a clear view of them, and they must assume that the Watch will now be hunting for them all over town. They are quite well known by the authorities as a result of their investigations over the last few days, and there is little chance that they will be able to bluff their way out if they are caught. They know that the ritual is to be held tonight in a warehouse, which will be Warehouse 13 or 17. It is beginning to get dark.

The journey to the Ostendamm can be made more eventful by having them encounter Watch patrols every so often. At this point, the adventurers might decide that it is all too much for them and try to leave town. You can channel them 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. At this time, there is a base 25% chance that any encountered patrol will recognise the PCs as wanted criminals and pursue them, although you should be prepared to let them off lightly if they are having trouble coping. These encounters should be frightening rather than dangerous, and the adventurers should be able to shake off any pursuit fairly easily, but do not let

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the players know this. Every time the adventurers turn a corner while evading pursuit, you should have them make an *Initiative* 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 adventurers 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.

a flaming nuisance

As the adventurers make their way across town, they will see that there is a building on fire in one of the back-streets on the north side of the Bergstrasse. It doesn't matter precisely where this is, so long as it is on the adventurers' route to the Ostendamm. Unless the players state that the adventurers are deliberately giving that area a wide berth, they will come round a corner and run straight into - one of themselves! The look-alike is pursued by an angry mob, and pushes past the adventurers and disappears into an alley. The mob immediately starts to chase the adventurers, amid cries of "Stop! Fire-raisers! String them up!". There are dozens of townspeople giving chase, and it is clear that the adventurers will have no chance if they decide to fight their way out.

The fire-raiser was in fact Gideon - he has been trailing the adventurers ethereally, and assumed the form of one of them before setting the building on fire. He made sure that the mob had a good look at him, and then made straight for the adventurers' position. The adventurers will have to evade the mob before they can go any further - as with the Watch encounters, you should ensure that they do eventually shake off the pursuit, but the players should believe that 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.

After this incident, there is a 75% chance that the adventurers will be pursued by any Watch patrol they encounter.

On the Ostendamm

Eventually, the adventurers should reach the Ostendamm. By the time that they have evaded any pursuers and reached the docks, it will be dusk. As dusk falls, a 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 mist almost two feet deep.

The adventurers will be interested in two locations on the Ostendamm: Warehouse 13 (location I) and Warehouse 17 - the first one on the north side of the Hafenstrasse, behind the Teamsters' Guild (location 30). If the adventurers watch both warehouses, they will soon realise that no activity is taking place at Warehouse 17, while several people are visiting Warehouse 13 (see *The Appointed Time* below).

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 adventurers enter the warehouse, they will find it full of crates of bottled wine; those nearest the door have "Kronenwinzerei Altdorf" branded into the side. Having travelled to Bögenhafen with Josef Quartjin, the PCs will recognise the wine as being the cargo he carried to the town. The adventurers will just have time to realise that the warehouse

is absolutely full, and that there is no possible space which could be used for a ritual, before they find themselves faced with a nightwatchman and two savage guard dogs. The dogs will attack immediately, and the watchman will go outside, shouting for the Watch. A four-man patrol will arrive on the scene in 1D4 turns (minutes). If the adventurers retreat, the night watchman will call the dogs off, and will close up the warehouse again. He is concerned only with keeping the goods safe, and has no particular interest in bringing thieves to justice.

Johann Schlussman - Nightwatchman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	1	3	6	30	1	29	34	26	35	26	28

Age: 47

Skills

Dodge Blow

Possessions

Lantern

Club

Dogs

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	41	0	3	3	7	30	1	-	43	14	43	43	-

Warehouse 13 (Map 10)

At dusk, Warehouse 13 will be quiet. Over the door hangs the rose-cross symbol of the Teugen family. The doors are not locked, and the adventurers may look inside through the doors or through one of the barred windows which 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 adventurers 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 should be able to get a reasonable view of the inside of the warehouse from their hiding-places, but you can impose a *Hide* test on characters who insist on moving about. Because of the cover the crates provide, this test is made with a +20 bonus.

Staking Out

If the adventurers decide to stay outside and watch from cover, they must find a suitable hiding-place. When anyone comes to the warehouse, they must each make a *Hide* test, modified by +20 because of the darkness and mist; you should feel free to add any further modifiers that you feel are appropriate, depending on where they are hiding.

The appointed time

This section details the course of events at Warehouse 13. Note that this is what will happen only if the adventurers do nothing; any action they may 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 adventurers can see from wherever they are; be careful to tell the players only what their characters can be expected to see.

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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 a pentagram 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. Gideon and Teugen get out of one, which has the symbol of the Teugen family on the doors. The passengers go into the warehouse, each carrying a small bundle (their robes), and the coaches drive back into the town. The Inner Council of the Ordo Septenarius have arrived for the ritual, and spend the next half-an-hour robing and making other preparations. While this is going on, a dozen thugs from the Stevedores' Guild unobtrusively ring the warehouse to make sure that those inside are not disturbed. This is not obvious, and requires a successful *Observe* test from outside the warehouse to spot it. At this point, characters hiding outside the warehouse must make a successful *Hide* test, with a +20 modifier for the darkness and mist (and a further +10 modifier if they are on the roof of an adjoining warehouse, for example). The thugs will clear the area of anyone they find; use the profiles given on page 38 if necessary.



The Dedication

Another half-hour or so passes, and a cart arrives from the north of the town, coming out onto 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 and heavy sack and carry it into the warehouse. The sack contains a young, female thief who has been 'acquired' for the sacrifice which will consecrate the warehouse for use as a temple. Any characters outside the warehouse who make a successful *Observe* test will see the sack move as the semi-conscious thief 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 pentagram. The participants are now dressed in white robes with a five-pointed star surrounding an animal head emblazoned on the chest, and wear tall, pointed head-dresses which hide the face completely. They stand in a circle around the thief, chanting rhythmically as Teugen draws a dagger. He passes the blade ceremoniously through the flames of the five candles, and then stands over the thief, with the dagger raised high above his head. The chanting comes to an abrupt halt, and Teugen plunges the dagger into the thief's chest. Teugen cuts the heart out, and sprinkles blood from it on the five corners of the pentagram, and on the points where two lines cross. The heart is placed at the centre of the circle, and two of the cultists carry the body to one side, being careful not to disturb the pentagram. If this sacrifice is thwarted in any way, Teugen will try to capture one of the adventurers to take the thief's place or, failing this, he will call in one of the thugs from outside, who will be overpowered by the cultists and used for the sacrifice.

Once the sacrifice has taken place, the makeshift temple is ready for use, and the ritual begins.

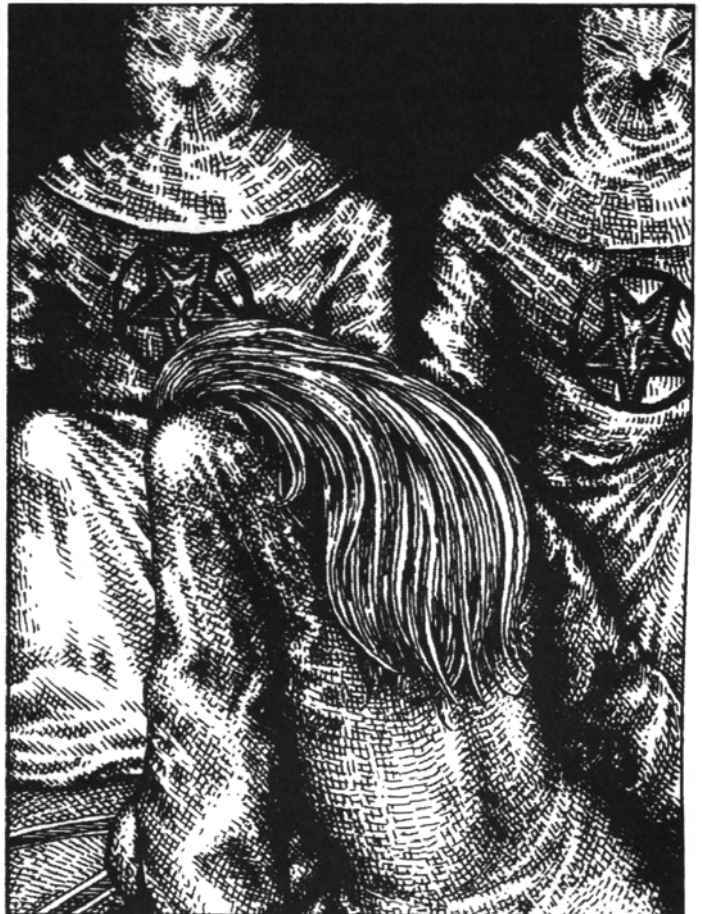
The Ritual

The ritual begins 2 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) stand equally spaced around the copper circle, with Teugen in the middle, and Gideon standing to one side.

The cultists raise a discordant chant, which they keep up, unless disturbed, throughout the ritual. Teugen stands with one foot on either side of the heart of the sacrificed thief, 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 his or her 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 takes a scroll from his belt. He unrolls it, and the chant stops as he reads it in a singsong voice. Neither the chant nor the words from the scroll are intelligible to a character without *Arcane Language - Demonic Magick* skill.

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 twenty minutes of this, Gideon enters the pentagram. He takes the black-stoned ring from his finger and gives it to Teugen, before taking up a position behind him. Note that once Gideon takes the ring off, he 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 pentagram, and then returns to the



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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 it is not interrupted, the ritual will finish a few minutes before midnight. There are several ways in which the adventurers can prevent its completion:

Attacking the Participants

If the adventurers 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 that the adventurers will encounter two thugs no matter which direction they approach from. Each round after a fight breaks out, there is a cumulative 10% chance that another two thugs will arrive, until all twelve are on the scene. Every time that one of the thugs is killed or incapacitated, you should make a *Leadership* test for the others. If the test is failed, the remaining thugs flee.

Once the thugs have fled, the adventurers are free to take any action they like. 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 which make it impossible to climb in through the windows, but it is possible to throw or fire missiles through the grilles with a -5 penalty to **BS**.



When the adventurers attack, Teugen will instruct the seven members of the Inner Council to stand back and avert their eyes, and he and Gideon will both cast *Steal Mind* spells at characters who are Elves or who appear to be spellcasters; there is a 30% chance that they will cast them at the same character.

Next, Gideon will drop his human disguise and appear in Demonic form, causing all except Teugen who look at him to make a *Fear* test, with a +10 bonus because of Gideon's small stature in his demonic form. Each cultist must make a test against Teugen's **Ld**; those who fail will have disobeyed Teugen's instructions to look away, and must make a *Fear* test against a standard **Ci** score of 29, again with a +10 bonus.

Gideon will next cast a *Fire Ball* spell at any adventurers who are still advancing, before closing for hand-to-hand combat. There is a 10% chance that this will start a fire, which will spread rapidly, allowing all those inside to escape but halting the ritual. Gideon will fight until the adventurers are wiped out or beaten off, until he is killed, or fails an *Instability* check (note that *Instability* checks are only necessary if he has taken his ring off and left the circle by this time). Meanwhile, Teugen will be shepherding the other cultists away from the scene of combat. Whenever the adventurers seem to be gaining the upper hand, you should make a *Leadership* test based on Teugen's **Ld** score; any cultist who fails the test will try to flee, but Teugen will try to prevent this.

If you should need profiles for the members of the Inner Council, use the profile given for *Wealthy Townsperson* on page 38.

Stealing or Destroying Vital Components

The following things are vital to the ritual taking place:

1. Teugen.
2. The seven members of the Inner Council.
3. The scroll, which Teugen carries as he enters the warehouse.
4. Gideon's ring - note that he becomes subject to *Instability* if he is not wearing it *outside* the circle.
5. The copper ring, or any piece of it.
6. The five silver candlesticks, and the black candles which they now hold.
7. The pentagram marked on the floor with salt.

If the adventurers are able to steal or destroy any of these things, the ritual will fail; this includes extinguishing the candles. Note that if the adventurers took the silver candlesticks from the hidden temple earlier in the adventure, they will have been replaced. As noted above, a replacement has 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 will have been arranged, to bring the numbers up to seven.

Delaying the Ritual

Once started, the ritual must be completed before midnight, so any delay of more than 5 turns (minutes) or so will be fatal; Teugen will still try to conduct the ritual, but midnight will strike before it is completed (see *The Ritual Disrupted* below).

Other Means

The adventurers 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 given in this section, what the outcome of a particular attempt will be.

The Ritual Disrupted

As soon as it becomes apparent that the ritual cannot be completed, for whatever reason, Teugen will break down completely, and run screaming and raving into the night. When the bell in the Town Hall strikes midnight, a cloud of thick, foul-smelling black smoke will gather around him. There will be a shattering scream, and when the smoke clears, as abruptly as it appeared, there will be no trace of him. Every character who witnesses this must make a *Terror* test.



If midnight strikes and the ritual is still in progress, everything comes to an abrupt halt as the bell is heard tolling the hour. A huge cloud of roiling black smoke issues from the pentacle, taking the form of a massive and hideous Demon. Every character in the warehouse must make a *Terror* test when it appears. Teugen screams and begs for more time, but a disembodied voice sounds - more in people's minds than in the air - it is beautiful, but cold, and radiates evil.

"Your soul is mine," it says, "It always was; but you were more useful to me when you believed that you could save it." Teugen is grasped in the Demon's hand which turns back into smoke and disappears back through the pentacle. The cultists scatter or are rooted to the spot, according to the results of the *Terror* test.

Gideon snatches up the scroll and begins to read from it, taking up where Teugen left off. For the first time, his voice is strained, and he stumbles over occasional phrases as he rushes to

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complete the invocation. After a few seconds, though, the disembodied voice sounds again.

"Gideon," it says, "Where is my portal? You have failed me. You have not built the gateway that you promised. Return to me, Gideon." Gideon returns to his Demonic form (if he has not already done so) and vanishes, howling and writhing in unspeakable agony. If you wish, the name Lord Tzeentch may be heard among his howlings. Every character who witnesses this must make another *Terror* test.

The Ritual Completed

If the adventurers 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 that the adventurers 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 - a rat scurries across the floor of the warehouse and breaks the

salt pentagram, for example, or one of the participants loses his/her nerve at the last minute and runs screaming into the night. This may prove to be something of an anticlimax, however, especially if the adventurers conclude that everything would have turned out for the best regardless of their actions, and you may well decide that the worst should happen, even if the adventurers deserve better.



If, on the other hand, the adventurers had ample opportunity to stop the ritual but failed to do so, you should not shrink from inflicting the full consequences on them; the Chaos gate opens, the town is utterly destroyed, and the adventurers must run for their lives. This option, detailed in *Apocalypse*, below, is extremely dangerous, and could lead to the entire party being wiped out if the adventurers do anything stupid, but will provide a more exciting climax to the adventure. Provision for both possible endings is made in the next instalment of the campaign, *Death on the Reik*.

The choice of ending is up to you. Use your own judgement as to which option your players will find more enjoyable and exciting.



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Aftermath

Once the ritual is finally stopped, the adventurers may well have little choice other than to leave Bögenhafen. Of course, if the ritual was successfully completed, the town will be destroyed and the adventurers will have to flee for their lives along with the rest of the populace (p101). Otherwise, thanks to Gideon, the adventurers are wanted by the Watch for the murder of Freidrich Magirius, and also for arson. If, in an attempt to halt the ritual, they killed Teugen, Steinhäger or any of the other members of the Inner Council, they will also be wanted for their murders. Even if the warehouse catches fire and the bodies are burnt, the disappearance of Teugen and company will still be noted and the adventurers are the obvious suspects.

Convincing the Authorities

If Teugen ran off during the ritual and was claimed by the column of black smoke, this will have been seen by a large majority of the town, including Reiner Goertrin, the Watch Captain. This will make it easy for the adventurers to convince Reiner of the whole story regarding the demon in the secret temple and subsequent events. If picked up by the Watch, they will be taken to the Watch barracks and interviewed by Captain Reiner. After listening to their story, Reiner will let them go.

If the ritual was stopped in a manner which means that the town remains largely ignorant of the entire affair, the adventurers will still be hunted as dangerous criminals.

Leaving Town

The Town Gates

Attempts to exit through any of the town gates will prove impossible unless the adventurers come up with a good scheme. The Watch are searching for them and all gates are guarded by eight watchmen. To get through, the adventurers might adopt a disguise or even try to bribe the Watch; the latter approach will be very difficult, however, as the entire group will need to be bribed successfully.

The River

Slipping away by river will be possible if Josef (from *Mistaken Identity*) is still around. The Berebeli is being watched, but not very carefully, and Josef will be able to get to the boat and move it to a suitable place where he can pick the adventurers up. To keep the excitement high, a group of Watchmen could appear and chase the adventurers as they clamber into the boat.

Alternatively the adventurers 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 Thieves' Guild

Assuming the adventurers have already contacted the Thieves' Guild, they may decide to go there for help. The Guild will put them up in the Crossed Pikes until the heat is off (1 week). This costs 12GC each, but after a week the adventurers should be able to get out of the town without too much bother.

Avoiding The Watch

Unless you want to extend this last part of the adventure you could simply allow the adventurers 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

This adventure ends when the adventurers leave Zone 1 (see **WFRP**, 286-7) of the Bögenhafen area. The campaign continues in the next adventure **Death On The Reik**. Player characters from *Mistaken Identity* are wanted by the authorities in Altdorf for the murder of a young noble. Since they are now also wanted by the authorities in Bögenhafen, they may decide that Bretonnia is a good place to go. If so, you should encourage them to follow up the lead to Nuln (see Handout 5). To discourage them from crossing the border, have them meet a few refugees fleeing from a virulent outbreak of the Black Plague in Bretonnia.

Experience Point Awards

The following experience points are to be awarded at suitable points in the adventure - usually at the end of an evening's play.

Role playing

On average, 30 points each per session. For excellent roleplaying you may award up to a maximum of **50 points each per session**.

The fair

Taking on 'Crusher' Braugen in the wrestling ring and winning - **10 points for the victor**.

Recapturing the Goblin the first time it escapes - **20 points for each character who assisted**.

Agreeing to go into the sewers after the goblin - **30 points each**.

The Sewers

Finding the body of Gottri Gurnisson - **20 points each**.

Finding the hidden temple - **30 points each**.

Establishing good relations at the Crossed Pikes - **20 points each**.

Making Enquiries

Discovering that the secret Temple is located under the Steinhäger offices - **30 points each**.

Breaking into the Steinhäger Offices and finding the information in Franz Steinhäger's drawer - **30 points each**.

For each location from which information is gained - **10 points each**.

Establishing good relations at the Crossed Pikes (if not done in the previous section) - **20 points each**.

For going to the Golden Trout with Magirius - **30 points each**.

The Ritual

For preventing the ritual - **1 Fate Point, plus 200 points each**.

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Apocalypse

If the ritual is completed before midnight, the gate to Tzeentch's domain will open. The entire area within the copper circle will suddenly fall inwards, and Teugen and the members of the Inner Council will fall into the pit, their screams lasting for almost a minute as they fall into infinity. Gideon will resume his Demonic form (if has not done so already), and jump into the pit with a chuckle. Any character witnessing the opening of the pit must make a *Terror* test.

For a few minutes, everything is still. The inside of the pit is totally black and not even the sides can be seen. Any character who looks into the pit will see a pulsating pink light in the distance, drawing rapidly closer. As it approaches, it can be seen clearly as a boiling mass of primal Chaos, and any character who sees it must make a *Terror* test. A cacophony of noise erupts from the pit - rumbling, screaming, gibbering - until it is almost unbearable.



Abruptly, a fountain of pink fire shoots out of the pit, 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, and where each droplet has landed a twisted, unnatural being appears. The pit slowly widens, expanding at about ten feet per minute until it occupies the whole site of the town; it swallows people, animals and buildings, and the stream of pink fire spews into the sky unabated.

A great shape takes form atop the fountain of Chaos - humanoid, with long arms and a head topped by two immense, writhing, snakelike organs - the chosen form of the Chaos God Tzeentch. Its arms reach down again and again to the streets, scooping up handfuls of fleeing people and shovelling them into its gaping maw. Meanwhile, the demonic shapes born of the pink fire 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 adventurers are to have any chance of surviving, they must flee. If they leave quickly, they may be able to get clear of the town before the pit erupts. If not, they will have to make their way through streets full of panicking crowds and the ever-increasing numbers of Demons.

You should play out the adventurers' flight in full, keeping careful track of their position on the town map. Once the pink fire has erupted, there is a 10% chance per turn that a droplet will land near them and they will be faced with one of the small Demons. These beings have the following profile:

Minor Demon:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	38	0	3	4	8	60	2	38	0	0	0	43	0

Special Rules: Immune to all psychology rules. Causes *Fear* in all non-Demonic creatures.

As well as the danger from these demonic beings, the adventurers must contend with the panicking crowds which

through the streets. The main streets become impassable almost immediately, and other streets and alleys will quickly become choked with panicking crowds. Characters trying to force their way through the crowds will take one S 0 hit per round, and any character who loses more than 2 *Wound* points in a round must make an *Initiative* test or be knocked to the ground. Characters who are knocked down must make another *Initiative* test to regain their feet, and take one S 2 hit every round while down, modified by *Toughness* and armour as usual.



You may like to introduce a few random encounters and situations to add colour to the adventurers' flight. These are entirely up to you as the GM, but here are a few suggestions:

A young mother drops her child, and is carried on by the crowd. The child crouches whimpering in the street, in imminent danger of being crushed underfoot.

A group of panicking horsemen come hurtling towards the adventurers, riding down everyone in their way.

A group of Watchmen, some twenty strong, forces its way through the crowds, heading for the Ostendamm to fight this menace as best they can. They call for all able-bodied citizens to take up some kind of weapon and follow them.

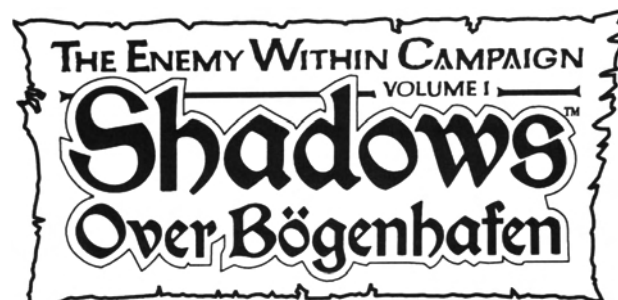
Tzeentch's massive hand reaches down, scant feet from the adventurers, and scoops up a dozen or so people, shovelling them into its great, gaping maw.

A manhole has been opened, and people are pouring 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 Demons.

A Wizard stands on a rooftop. A crackling bolt of energy shoots towards the shape of Tzeentch, but dissipates harmlessly in front of it. It pauses in its feeding to look at the Wizard, who is suddenly engulfed in a ball of vivid pink fire and falls blazing into the crowds below.

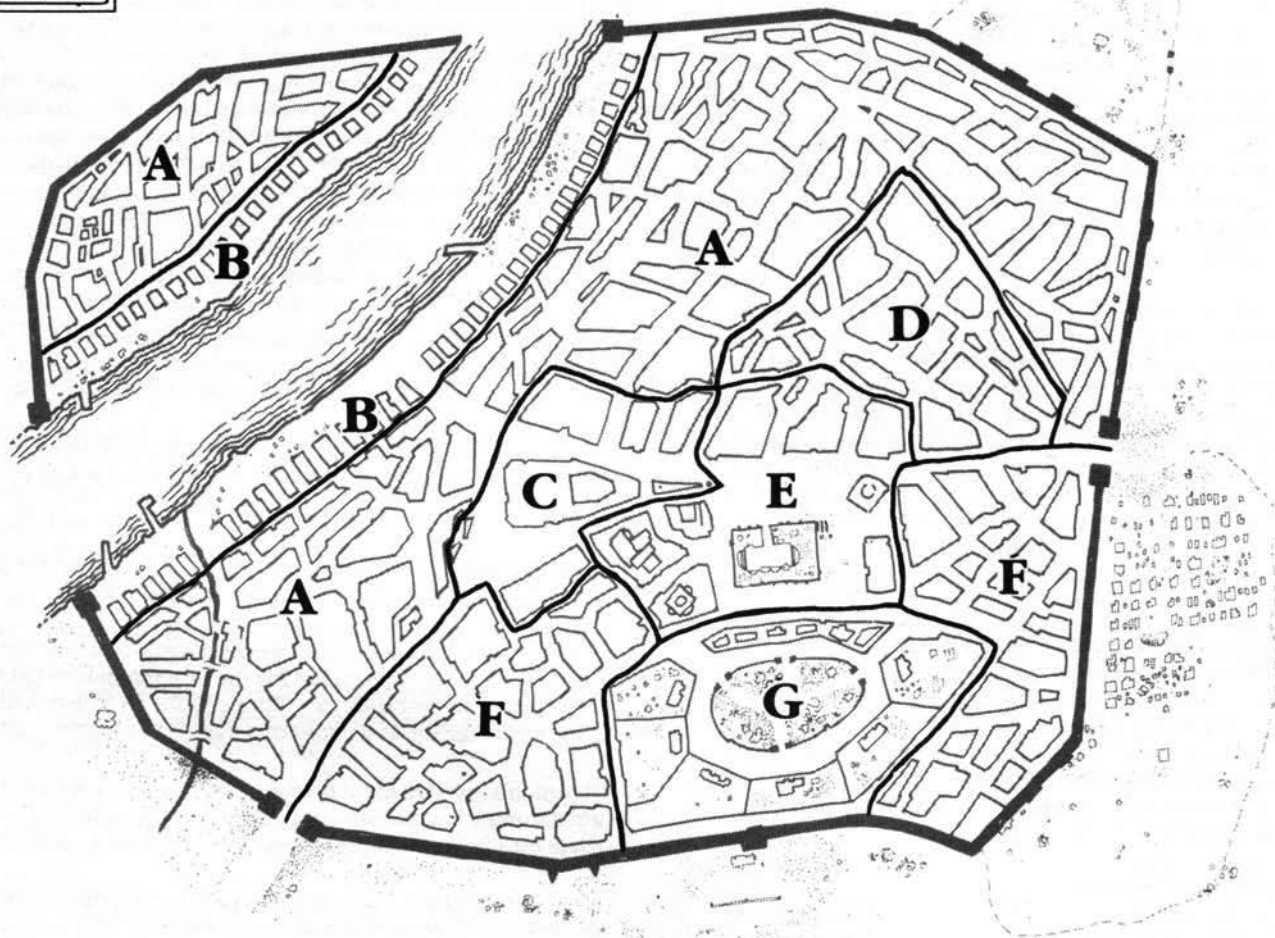
Several buildings are on fire, and one or more collapse onto the crowds a few feet away. Each character must make an *Initiative* test or take one S 3 hit, modified by armour and *Toughness*.

While you shouldn't make it easy for the adventurers, you should bear in mind that they should be able to escape provided that they don't do anything too foolish, and you should avoid wiping out the party at this stage.



Shadows Over Bögenhafen

MAP 3



A Gazetteer Of Bögenhafen

Map 3, above, divides the town into seven areas according to function and social class, and the following notes relate to these areas. These details should give some idea of the typical inhabitants of each area, and you should refer to them when improvising encounters with minor NPCs (detailed sample profiles of standard NPCs are given on pages 38 and 39 of this book). A rough guide to the likelihood of encounters with patrols of watchmen is also given for each area.

Area A - low class residential/commercial

Locations 11, 29-31, and 33.

Most of the buildings in this area are little more than slums. The streets are unpaved and fouled with all sorts of filth and ordure. Taverns are of the cheap and nasty variety with low ceilings and smoky atmospheres. Strangers are regarded with universal suspicion at best and, unless they behave with the utmost circumspection, may well be set upon by groups of thieves or cut-throats.

The area to the north of the river is known as "The Pit", and makes the rest of the quarter look salubrious. Only the very brave or the very foolish would venture into this area after dark.



During the day, these areas will be frequented mainly by lower-class citizens, labourers and the like, with a fair number of thieves and footpads about. There may be a few beggars, but they will generally prefer to work the more lucrative areas of town.

At night, the number of thieves and footpads increases noticeably, and it may be possible to encounter a group of young rakes from the wealthier parts of town, out slumming in the company of two or more bodyguards.

Watch patrols are few and far between, since the Watch are generally regarded as "the enemy" in this part of town. When they do turn out, it is usually in strength (8-12 men).

Area B - Docks

Locations 23, 24, H and I.

The buildings in this area are almost all warehouses or storage facilities of one form or another, but only the bulkiest and cheapest of cargoes are ever stored here, usually under the protection of a hired guard and a vicious dog or two. The warehouses are nearly all wooden, and are numbered from 1 to 58, starting from the western end of the Ostendamm. There are no inns in this area.

This area will be packed with stevedores during the day, loading and unloading boats and moving goods in and out of warehouses. There will also be the captains and crews of any boats that have recently put in, 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 will be almost deserted. Even thieves are rare, since

Shadows Over Bögenhafen

valuable cargoes will not generally be stored in the warehouses.

Watch patrols and nightwatchmen (often accompanied by guard dogs) are regular, if infrequent (every 5 or 6 hours).

Area C - The Dreieckeplatz and Town Hall

Locations 25, 26, 28, 37, and 38.

The Dreieckeplatz (pronounced "dry-EKKER-platts") 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 location 16). There are several up-market inns and taverns, some of which may be restricted to members only. Prices are correspondingly high (+ 20% to those listed in the *Consumer Guide* - WFRP, p293).

During the day, the Dreieckeplatz is thronged with people of all descriptions. There are beggars and entertainers trying to make a few shillings from the passers-by, 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 anyone else who you feel might have business in the administrative quarter.

At night, the area is scarcely less busy as the upper classes of the town visit the various eating and drinking establishments which are to be found around the square. Pickpockets are an ever-present danger, at all times of the day and night.

Watch patrols are relatively common in this part of the town, passing through once every 2 hours or so.

Area D - The Artisan Quarter

Locations 32 and 35.

The artisan quarter of the town 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 the master craftsmen. The inns are of average quality, and most are patronised by one particular profession of artisan.

During the day, the area 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 trying to apprentice their offspring to the various craftsmen. This area is a favourite haunt of beggars and thieves during the day, since this is where a great deal of money changes hands.

At night, the area is quiet, frequented only by footpads, with the occasional group of racketeers on the way to have a quiet word with tradesmen who have been slow in raising protection money.

Watch patrols are not quite as common as in the Dreieckeplatz, occurring every 3 to 4 hours on average.

Area E - The Göttenplatz

Locations 13-19, and 34.

The Göttenplatz, or Square of the Gods, houses most of the temples which are to be found in Bögenhafen. It is dominated by the huge temple to Sigmar, and other temples are set round the edges of the square. The buildings are well maintained and reflect the styles of the Cults which built them (see locations 13-19).

During the day, the Göttenplatz is thronged with the same mixture of people as may be found in the adjacent Dreieckeplatz; most will be going about their everyday business, and some will be visiting the temples for one reason or another.

At night, people use the Göttenplatz as a thoroughfare, so it will hardly ever be deserted. Footpads, pickpockets and beggars favour this area as much as the Dreieckeplatz.

Watch patrols pass through every 3 to 4 hours.

Area F - Mercantile/Commercial

Locations 1-4, 10, 27, 36, 39, A and B.

These two areas are mainly given over to the town's trading activities. The offices of most of the town's mercantile concerns are in the area between the Bergstrasse and the Adel Ring, as is the Merchants' Guildhouse, while the area between the East Gate (1) and the Postern Gate (3) is mainly given over to shops. There are shops elsewhere in the town, but this area is where most of the higher-class shops are to be found. The buildings are noticeably larger and better kept than those in either the artisan's or lower class areas. Most of the inns are of above average quality, with prices to match.

During the day, these areas will be thronged with people going about their

business, with a fair sprinkling of beggars, entertainers and footpads trying to make a living from the crowds.

At night, they are a haunt for footpads and the occasional burglar, and anyone found here by the Watch patrols will be treated with deep suspicion.

Watch patrols are relatively frequent, passing through the area every 2 to 3 hours.

Area G - The Adel Ring

Locations 12, C, D, E, F, and G.

Set around the park (12), the Adel Ring is where the wealthiest citizens of Bögenhafen live; the mansions of the great merchant families are set in walled gardens around the north, south and west sides of the park, while the east side is occupied by the smaller town houses of other wealthy citizens. Nearly all the houses have large stone posts at the gates to the grounds, on which are displayed the symbols of the owning families. One of the large, unlabelled buildings belongs to Heinrich Steinhäger, and the other is owned by Baron von Saponatheim and used by him on the rare occasions he stays in the town.

During the day, this area will be fairly quiet, with servants going to and fro on various errands, delivering food and other goods, and the occasional vendor selling his wares from door to door.

At night, the Adel Ring will be equally quiet; people will be seen going from one house to another for dinner parties, and the occasional group of young rakes may be seen setting out for a night on the town. Almost any lower-class character who is seen here at night will be assumed to be a criminal and dealt with accordingly.

Watch patrols are frequent (every 1 to 2 hours) and aggressive, since they like to be seen to be doing their duty by the upper classes.



map key

There are two town maps. The map on page 110 is intended for the players' use and is marked with places of general interest, numbered 1-39. The GM's map on page 109 is marked with additional locations, lettered A-I. These are locations which do not become known to the players until they play a part in the adventure, and they are described at appropriate points in the text.

Only general details are given here, as it is unlikely that the PCs will give many of these places more than a quick visit.

1 & 2 East & West Gates (Area F)

These fortified gateways guard the entrances to the town from Altdorf and Helmgart respectively. They consist of two three-storey towers linked by an arch, with battlements covering the whole structure. The gate itself comprises two massive iron-bound wooden gates on the road side, with a stout wooden portcullis, operated by a winch in one of the towers, on the town side. The gates are manned by a detachment of ten watchmen, housed in a small barracks on the ground floor of each tower, and a sergeant, whose office and accommodation is on the ground floor of the winch tower. Both Gates come under the command of the Guard Barracks (location 10).

3. Postern Gate (Area F)

This is a minor entrance to the town, and consists of a single iron-bound wooden door flanked by a pair of arrowslits. A set of stone steps lead to the top of the wall inside the Postern Gate. The gate is open during the day for the duration of the fair, and is guarded by two watchmen at all times.

4. Water Gate (Area A)

This is little more than a gap in the walls where the stream known as the Hafenbach flows into the town. A set of stone steps leads to the top of the wall at this point, and there is a movable iron portcullis which can be lowered to close the gate.

The Schaffenfest

5. Livestock Market

6. Wrestling Ring

7. Freakshow

8. Festival Court and Stocks

9. Jousting Lists

These locations are detailed in *All the Fun of the Fair* (pages 65-72).

10. Main Guard Barracks (Area F)

This is the headquarters of the town Watch, and is manned by a minimal staff of four watchmen during the day. The rest of the town Watch is taken up with patrolling the fairground and other duties. The Captain of the Watch is permanently in residence at the Barracks, and there is accommodation for forty

men, an armoury, and a cell block with ten cells.

11. North Barracks "Fort Blackfire"

This barracks houses the town Watch contingents responsible for keeping order in the notorious North Bank area, popularly known as "The Pit". The barracks' nickname of "Fort Blackfire" comes from the infamous Black Fire Pass in the Averland, and sums up the feeling, of the watchmen posted there that they are in a frontier fort in hostile territory.

12. Park (Area G)

Set in the wealthiest area of the town, the park is surrounded by a high fence of wrought iron. There is a formal garden set out around a fountain in the middle of the park, and various tree-lined walkways are laid out around the outside. Trees and hedges block any view of the outside while in the park.

Temples (Area E)

Anyone is welcome to visit any of the many temples in the town, provided that their behaviour is suitably respectful. Obviously, Clerics and Initiates of the same cult receive preferential treatment, but unless a service or ritual is in progress, the duty Cleric or Initiate will be happy to discuss theology or any spiritual matters. You need not worry about character profiles for all the Clerics. In general, they will refuse to get involved in material and secular matters, explaining that what temporal power they have does not extend to "freebooting and adventuring". And, as characters leave, they will invariably find a collecting plate being waved expectantly under their noses...

13. Temple of Sigmar

Dominating the Göttenplatz, this temple resembles a great hall with a spire at either end. There are four semi-circular apses along the west wall containing private chapels maintained by the town's wealthiest families. The chief priest has a seat on the town's council, and is answerable only to the Grand Theogonist in Altdorf.

14. Temple of Ulric

This is one of the smallest temples in Bøgenhafen, and has one attendant Cleric and one Initiate. The temple is frequented by visiting followers of Ulric and by a few members of the Watch.

15. Temple of Myrmidia

This is an elaborate building, with a tower at one end and a dome at the other. The walls are carved with low reliefs of shields and spears, seemingly hung on the walls as trophies. A semi-circular apse at one side serves as a regimental chapel for the town Watch. The temple is managed by one Cleric, but the Captain and Sergeants of the Watch take the place of Initiates and lay staff.

16. Temple of Bøgenauer

Bøgenauer is the patron deity of the town; an embodiment of Bøgenhafen'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 Bøgenauer in his guise of merchant-boatman, and the town's coat of arms appears in several places on the walls. The two wings are colonnaded, and there are several chapels reflecting various aspects of the town's interests. 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 full-time Cleric at the temple, but Clerics from the temple of Sigmar sometimes officiate here, and there are a number of townsfolk attached to the temple as lay staff. The temple is supported partly through taxes and partly by contributions from prominent citizens.

17. Temple of Verena

Frequented by nearly all the more prominent members of the mercantile and administrative classes, the temple houses the town's most complete library, as well as a series of meeting rooms used for arranging mercantile deals and conducting other business. The temple has one full-time Cleric and a small number of Initiates, mostly the younger sons of mercantile families who hope to go on to the universities at Altdorf and Nuln.

18. Temple of Handrich

Handrich is a minor deity, patron of merchants and lord of all matters commercial. His temple consists of a square, domed hall, with two semi-circular apses. One apse is used as a private chapel for 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. The temple has no full-time Cleric, but is maintained by the ruling Council of the Merchants' Guild, on a rota basis. Clerics from the temples of Sigmar and Verena sometimes officiate here, and the Merchants' Guild provides lay staff.

19. Temple of Shallya

The temple's west wing houses a small infirmary, and the east wing contains three small almshouses for homeless women and the terminally ill. There is a single full-time priestess at the temple, and many of the gentlewomen of the town attend there as voluntary helpers.

20 & 21. Graveyard and Chapel to Mōrr

Outside the north-east corner of the town walls, the graveyard is a reflection in miniature of Bøgenhafen's society. The great mausolea and family vaults of the

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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 of the lower classes. Along the north wall are the unmarked graves of criminals and paupers.

The dark and brooding chapel to Mórr stands almost in the centre of the graveyard. It is built of black stone, and there are no doors in the portal. Inside, the chapel is empty unless there is a funeral service in progress. The Cleric of Mórr who serves the chapel is responsible for the surrounding area as well as the town itself, and there is a 30% chance at any time that he has been called away from Bögenhafen to conduct a funeral service in some outlying village, 5 to 10 miles away. When he is in town, he is quartered in the guildhouse of the Mourners' Guild (location 38).

22. Shrine to Taal

Just outside the town on the mountain road stands a small shrine to Taal, where travellers offer prayers as they set out for the mountains. The shrine consists of a small circular drystone hut with a conical thatched roof, and a deer-skull hangs over the lintel. It is maintained by the town out of taxes on incoming merchandise, and is not attended by a cleric (cf **WFRP**, p193).

Other Places of Interest

23. Ferry (Area B)

A ferry service is run by Hannes Kringler, who rows passengers across the Bögen for a fare of 1 Shilling per trip. His boat is normally tied up at one of the piers, and can hold himself and four passengers at a time.

24. Haagen's Wharf (Area B)

This will be where the adventurers enter the town if they arrive by river. It is run by Jochen Haagen (see *Merchant Families*, page 63) a Wastelander who has mercantile contacts in Marienburg, and trades cloth and wine from the Reikland for exotic trade goods. As well as the wharf, Haagen owns five of the nearby warehouses, and has a suite of offices on the Bergstrasse.

25. Town Hall (Area C)

This impressive building with its many pillars and spires dominates the Dreieckeplatz. As well as the council chamber and various meeting rooms, it houses the town's official records and a heavily-guarded vault which holds the state's portion of tax revenue between the six-monthly visits of the Imperial excisemen from Altdorf.

26. Town Courts (Area C)

Those miscreants who live long enough to be tried formally are sentenced here (verdicts of not guilty are rarely recorded as this makes the system look ineffective). The town council appoints a number of magistrates, chief among whom is Magistrate Richter (see location 8, and

page 16). Herr Richter's chambers may also be found in the courthouse.

27. Journey's End Hotel (Area F)

This is a respectable, comfortable inn where the PCs will be offered accommodation - at the town's expense - following the escape of a three-legged mutant Goblin from the Schaffenfest's freakshow (location 7) into the sewers.

28. Golden Trout Club (Area C)

The Golden Trout Club consists of three buildings, connected by covered ways. It is a high-class eating and drinking house, frequented by many of the town's wealthier merchants. Prospective members must be recommended by two existing members and approved by the committee, and the club is open to members only. The sign, of a fish with a coin in its mouth, is taken from the town's coat of arms.

Guilds

General information on Guilds may be found on page 19 and also on page 63 of this book if needed. Enquiries at most of the town's Guildhouses will usually be dealt with by an officious clerk; the sort of character who takes delight in being obstructive and unhelpful. A few Gold Crowns usually help, but unless the enquirer is actually interested in applying for Guild membership, he or she is unlikely to get very far (and applications to join the Merchants' Guild will invariably meet with a cold rebuttal). Those guilds which will be able to help the adventurers' investigations are detailed on pages 91-93.

29. Stevedores' Guild (Area A)

The Stevedores' Guild occupies a large building on the Hafenstrasse, opposite the Teamsters' Guild. All the dockers in Bögenhafen are members of the Stevedores' Guild, as are many of the unskilled boatmen who work in the city.

30. Teamsters' Guild (Area A)

This is the headquarters of one of the main guilds in Bögenhafen. The Teamsters' Guild deals with all matters connected with merchant caravans and the transport of goods overland. There is considerable rivalry between the Teamsters' Guild and the Stevedores' Guild, which often leads to street fighting between the rank-and-file members.

31. Carpenters' Guild (Area A)

Most of the woodworkers in the town belong either to the Carpenters' Guild or the more influential Cartwrights' Guild (location 33). Relations with the Cartwrights' Guild are generally good, as the two guilds have a series of agreements defining their areas of concern.

32. Metalworkers' Guild (Area D)

The Metalworkers' Guild is situated on the Eisen Bahn, not far from the Carpenters' Guild (location 31), and maintains friendly relations with the

other Craft Guilds.

33. Cartwrights' Guild (Area A)

The Cartwrights' Guild is the most influential of the second-rank guilds in the town. It maintains friendly relations with the Teamsters' Guild (location 30), and generally follows their lead in political matters.

34. Physicians' Guild (Area E)

The Physicians are a minor guild in terms of numbers, but because of their learning and high social position they have considerable influence. The Physicians' Guild, together with the Merchants' Guild (location 37), forms a political block representing the educated classes of the town. Player characters in need of surgeons or other medical assistance may apply here. This will cost 3GC per character per visit. Surgery will cost an additional 2D4GC.

35. Masons' Guild

This is the third major artisans' guild in Bögenhafen. All building work in the town comes under the auspices of the Masons, who hire in expertise from the Carpenters (location 31) and Metalworkers (location 32) as necessary.

36. Jewellers' Guild

The headquarters of the Jewellers' Guild is situated roughly in the middle of the jewellers' quarter, near the wealthier part of the town. All the jewellers who trade openly in Bögenhafen are Guild members, and the Guild operates a series of price-fixing agreements.

37. Merchants' Guild

The Merchants' Guild is the most powerful organisation in Bögenhafen, and dominates the town's council and its society equally. Its headquarters occupy a huge building on the corner of the Bergstrasse and the Dreieckeplatz.

38. Mourners' Guild

The Mourners' Guild, as well as being the home of the Cleric of Mórr (see location 21), organises all funeral arrangements in the town, from the huge and elaborate rituals which accompany the death of a wealthy or prominent citizen to the disposal of the bodies of paupers and criminals. By a technicality of local law, the land on which the graveyard (location 20) stands is owned by the Mourners' Guild rather than the town. Funeral costs range from 10GC for a burial plot; 10-100GC for the services of priests and mourners; and 20-200GC for a headstone or other memorial.

39. Tailors' and Weavers' Guild

The Tailors' and Weavers' Guild is one of the lesser guilds of Bögenhafen, and occupies a small but well-appointed building near the wealthy houses on the Adel Ring. They deal with Jochen Haagen and a number of other merchants in the town, buying silk and other exotic materials imported from Marienburg.

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Johannes Teugen



Johannes Teugen is a tall, heavily-built man in his early fifties. He dresses well, as befits the head of a powerful merchant family, and his family's emblem, of a rose stylised into a circular cross, is displayed on a heavy chain round his neck and on one of the massive rings which bedeck his hands. His face is deeply lined, but he appears to be in good health for his age. He has an unusually pale complexion, a legacy of his years of study and his recently acquired nocturnal lifestyle. When he smiles - his teeth appear to be unusually large, protruding beyond the lower edge of his heavy moustache.

Johannes Teugen is a respected Town Councillor and head of the Merchant's Guild. He is well liked, particularly by his fellow merchants. None suspect that he is a demonologist, determined to exchange the souls of seven unfortunates for his own. Teugen's time is running out and he is becoming increasingly nervous that something will go wrong with his plan, or perhaps it is a premonition of his own fate? This nervousness is well hidden behind his calm exterior and to all except Gideon, he appears charming and well spoken. Teugen is careful to ensure that nothing tarnishes this image. Any dirty work is either carried out by Gideon or by thugs hired from the Stevedores' Guild.

Teugen's meddlings in the dark arts of Demonology have had a profound effect on him. Shortly after beginning his studies with Gideon he began developing unusually long canine teeth. Recently he has begun to develop a nocturnal lifestyle, he is still in the first stage of this and so is not severely hampered. Even so, Teugen avoids daylight whenever possible.

His experiences with Gideon have left him slightly unhinged. During the early stages of the relationship, Gideon used to eat

Gideon - Lesser Demon

Gideon was the Demon first contacted by Teugen when he was in Nuln, and has remained with him ever since. Unknown to Teugen, Gideon is actually a servant of the Chaos God Tzeentch, and when he made the deal for Teugen's soul he deliberately left a loophole, telling Teugen that he could save his soul after seven years by arranging for seven souls to take his place. He has taught Teugen a ritual which will open an interdimensional gate to the heart of Tzeentch's domain, and hopes to gain great favour with the Chaos God by doing so.

In his natural form, Gideon appears as a small, wizened being with long arms, spindly legs and a deeply wrinkled, scaly skin. He has bat-like wings which he can use to fly. He also has the ability to assume any form he chooses, and in Bögenhafen he masquerades as a distant cousin of Teugen's, appearing as a tall, slim, impeccably dressed human male, with dark hair and a handsome face dominated by a pair of piercing green eyes.

Gideon is a sardonic individual, with a quirky, ironic sense of humour. While he seldom, if ever, actually laughs, there is always a wry, faintly supercilious smile playing about his lips. He is thoroughly enjoying his sojourn in this world, and his amusement at the greed and gullibility of mortals is exceeded only by his relish at the thought of his imminent triumph.

GIDEON - Lesser Demon of Tzeentch

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
6	55	42	5	4	13	87	2	89	89	89	89	89	89

Magic

Gideon casts spells as a Wizard and/or Demonologist of level 2, with 20 Magic Points.

Petty Magic

Gift of Tongues
Magic Flame
Magic Lock
Marsh Lights
Open
Reinforce Door
Sleep
Sounds

Demonic Magic, Level 1

Bind Demon
Dispel Lesser Demon
Summon Steed

Demonic Magic, Level 2

Summon Energy
Summon Lesser Demons
Summon Magical Aid

Battle Magic, Level 1

Fire Ball
Flight
Steal Mind

Battle Magic, Level 2

Aura of Protection
Mystic Mist

Gideon has the following additional magical abilities: He can become ethereal at will, as if by means of the level 3 Elementalist spell *Become Ethereal*. This ability costs 1 Magic Point per turn (minute). He may also *Cause Disease* (purple brain fever is his favourite) by touch. This ability costs 5 Magic Points, and the victim may make a *Toughness* test to throw off the effects. Failing the test results in the victim's death within 1 week.

He can assume any humanoid form indefinitely, with no Magic Point cost. If he impersonates a specific character, any characters who are acquainted with the 'original' are permitted an *Intelligence* test to see through the illusion.

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vast quantities of garlic bread and Teugen found he that he could no longer stand the smell of garlic. If he comes within 1 yard of garlic, Teugen will recoil in disgust and his eyes will run, he will insist that who whoever is responsible get rid of the offending item as quickly as possible. If attacked while affected by garlic, all Teugen's percentage-based scores are reduced by 20. Gideon has since grown tired of garlic, however, and has advanced to chillies, but when feeling malicious he will chew a few garlic cloves and then go and converse with his 'good friend' Teugen.

While outside his office and home, Johannes is always accompanied by two bodyguards (see *GM's Reference Sheet*) who wear sleeved mail coats, breastplates and helmets.

Johannes Teugen - Merchant/Level 2 Demonologist

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	47	4	4	9	58	1	39	62	59	55	60	51

Age: 50

Skills

Acute Hearing
Arcane Language - Magick - Magick, Demonic
Astronomy
Brewing
Cartography
Cast Spells - as appropriate
Chemistry
Cryptography
Demon Lore
Etiquette
Evaluate
Haggle
Herb Lore

History
Identify Magical Artefact
Identify Plant
Identify Undead
Linguistics
Magical Awareness
Magical Sense
Manufacture Potions
Manufacture Scrolls
Meditation
Metallurgy

Numismatics
Read/Write
Ride
Rune Lore
Scroll Lore
Secret Language - Classical
- Guilder
Secret Signs - Wizard
Speak Additional Language - Arabic
Super Numerate

Possessions

Teugen is a wealthy character and his possessions include those things that one would expect from someone of his social standing. He always carries a minimum of 50GC.

Magic Points 18

Spells

Petty Magic
Curse
Gift of Tongues
Marsh Lights
Magic Lock
Reinforce Door
Remove Curse
Sleep

Demonic Magic, Level 1

Bind Demon
Dispel Lesser Demon
Summon Steed

Demonic Magic, Level 2

Summon Energy
Summon Lesser Demons
Summon Magical Aid

Battle Magic, Level 1

Aura of Resistance
Immunity from Poisons
Steal Mind

Insanity Points 3

Gideon wears a gold ring set with a black, faceted stone on his left hand. While in human form he can disguise the ring, so that it looks like any kind he wishes, from a cheap copper one to an expensive looking gold ring. The ring prevents him *and only him* from being subject to *instability*. If he loses the ring (or the hand) by any means, he must check for *instability* every turn (minute) as normal

franz Steinhäger

Franz Steinhäger is a grey-haired, corpulent middle-aged man. 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, both of whom suspect Steinhäger's plan but see no reason not to play him along until his demise at the ritual.

The only way the adventurers will get to speak to Franz Steinhäger is by calling at his office (location B). Characters who molest Franz on the streets will get a very unfriendly reaction from him and his two bodyguards.

When the adventurers see him, Franz is feeling disgruntled about the break-in into the temple and has no wish to "waste time with fools". He will order them out of his office if they mention anything relating to the temple or if they fail a *Bluff* test. He will leave instructions that the adventurers are not to be allowed in to see him again after this.

Franz is accompanied by two bodyguards, who go everywhere with him. However, the bodyguards have never been in the secret temple (location S7).

franz Steinhäger - Merchant and Wizard's Apprentice

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	45	25	4	3	8	53	1	36	62	61	38	50	51

Age: 44

Skills

Arcane Language - Magick
Cast Spells - Petty Magic
Evaluate
Haggle
Magical Sense
Numismatics
Read/Write
Secret Language - Classical
Super Numerate

Possessions

As can be expected for status and wealth; he always carries a minimum of 50GC.

Magic Points 4

Spells

Magic Alarm
Magic Lock

Shadows Over Bögenhafen

The Watch

The town Watch is responsible for keeping public order in Bögenhafen, and for bringing criminals to justice. There are two Watch barracks (locations 10 and 11), one on either bank of the river, and from these, patrols are sent out around the town both night and day. Routine patrols consist of four Watchmen, occasionally led by a Sergeant; all have leather jacks, daggers and helmets, and it is customary for two members of a patrol to be equipped with halberds and two with clubs. Sergeants have sleeved mail shirts instead of leather jacks, and swords instead of clubs. All Watchmen wear a yellow tabard with the town's coat of arms over their armour.

The Watch is led by a Captain, who is permanently based at the Watch Barracks (location 10) by the Postern Gate.

Watchman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	25	3	3	8	40	1	29	29	29	29	29	29

Skills

Strike Mighty Blow
Strike to Stun
Specialist Weapon -
Double-handed
Weapon

Possessions

Leather Jerkin (AP 0/1 - body)
Club or halberd (I +10; Dmg +2)*
Dagger (I +10; Dmg -2; P -20)
Lantern and pole (at night only; one lantern per patrol)

* Patrols at the Schaffenfest have 2 men with clubs and 2 with halberds; the guard at the festival court (location 8) all have halberds; otherwise all have clubs.

Watch Sergeant

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	53	35	3	4	9	40	2	29	39	29	29	29	29

Skills

Disarm
Dodge Blow
Strike Mighty Blow
Strike to Stun

Possessions

Mail Shirt, sleeved (AP 1 - arms, body)
Helmet (AP 1 - head)
Sword
Dagger (I +10; Dmg -2; P -20)

Dealing with the Watch

During the course of this adventure, the adventurers may have several run-ins with the town Watch. The chances of meeting a Watch patrol depend on the area in which the PCs find themselves (see *A Gazetteer of Bögenhafen*, pages 102-103). although anyone may attempt to call out the Watch, if they think a crime has been committed. In the latter event, it will take anything between 5 and 20 minutes for a patrol to arrive. You may decide this randomly (roll 5D4) if you wish, but try to take into account the area involved and the time of day. Do not be afraid to have Watch patrols arriving at *your* convenience; it will help to keep the players on their toes if they always have to have one eye open for Watch patrols.

When the characters do meet the Watch under suspicious circumstances, they will be stopped and questioned. If the patrol leader believes that they are guilty of any crime, they will be arrested and taken to the Court (location 26).

Avoiding Arrest

Arrest can be avoided on a successful *Bluff* test, or by means of bribery. The amount of the bribe necessary will vary according to the circumstances, but in most cases a bribe of between 1 and 3 Crowns will be adequate.

Resisting Arrest

Characters may resist arrest and try to escape from the patrol. Each character attempting to escape must make an *Initiative* test - success indicates that the character has managed to pull free and run into the crowd, or duck into an alleyway, and so on. Once free, a *Hide* test - with *Concealment Urban* skill conferring a +10 modifier - may be made each round. The first successful test indicates that the character has managed to shake off pursuit (if he/she has not been recaptured by this time), but there is now a 10% chance that any Watch patrol encountered will recognise the character as wanted.

If the Watch meet with any violence, they will attack in earnest; such behaviour is clear proof of guilt, and there is no point risking injury to valuable Watchmen by attempting to take the character alive!

In Custody

After an arrest has been made, the suspected criminal is taken to the nearest Watch Barracks, and kept in the cells there until a trial is arranged. This period can vary considerably; in theory, a trial is held as soon as all material witnesses are able to attend, and as soon as a magistrate is appointed, but in practice the time is more dependent upon the social positions of the accused and the accuser, and upon the amount of money that has changed hands.

At Court

Trials take place in the Town Courtroom (location 26); lawyers are available only to those who can afford them, and the magistrate is generally a Councillor who volunteers to hear the case. Again, it is possible for those with money and influence to strengthen their position by approaching a Councillor who is likely to be sympathetic to them. The magistrate is advised by one of the Council's small staff of lawyers and by a representative of the Temple of Verena, but is under no obligation to follow their recommendations.

Once formally charged, the chances of a character being declared not guilty are minimal. Unless the accused has powerful friends on the Town Council, or is himself a person of high social standing, he or she will be found guilty. The character may make a *Fellowship* test (with a bonus of +10 for *Law* skill) to get away with a fine (this does not apply in cases of horse-theft, aggravated burglary, assaults on Watchmen or other town worthies, and murder). If the test is successful, the fine will be in the range 10-100 GC, depending on the charges. If the test is failed, the character is liable to be imprisoned for anything up to a year. The more serious crimes, listed above, may well lead to execution.

The Schaffenfest is subject to a slightly different legal procedure from the rest of the town. Because the fair is largely composed of travelling people, it can be difficult to obtain witnesses after it has finished, and so a special Festival Court (location 8) is convened to deal with all disputes and petty crimes arising from the fair. For the course of this adventure, the sitting magistrate is councillor Heinz Richter (see p72 for the NPC profile). This court is somewhat more lenient than the normal court, and hands out judgement and punishments on the spot (see p68).

Appeals

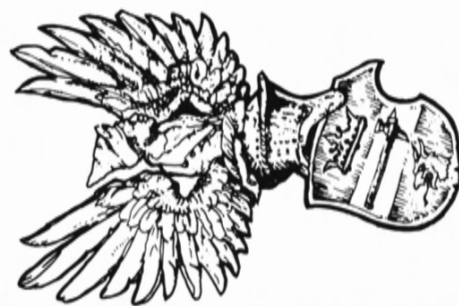
Citizens who feel that they have not received justice may petition the liege lord of the area, Baron Wilhelm von Saponathem, at Castle Graenberg. This is some 40 miles to the north of the town (see the map of the Reikland which may be found on p26 of this book). The Baron is generally unwilling to interfere 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.

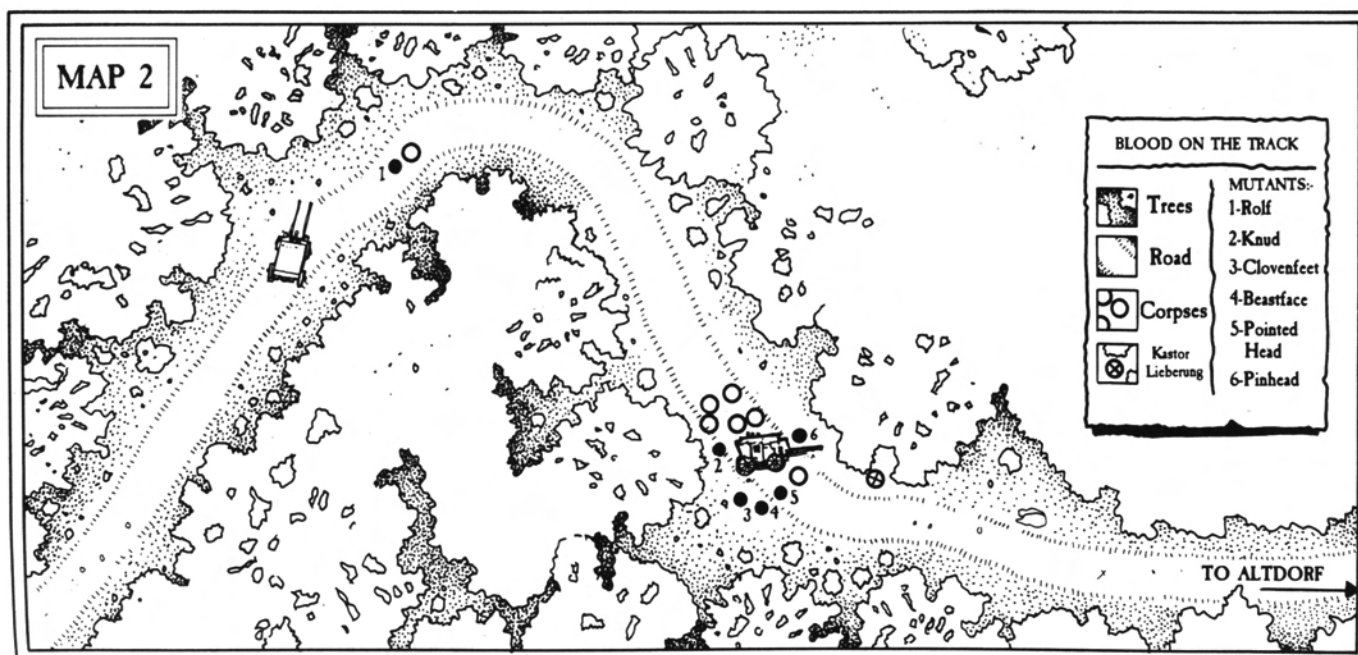
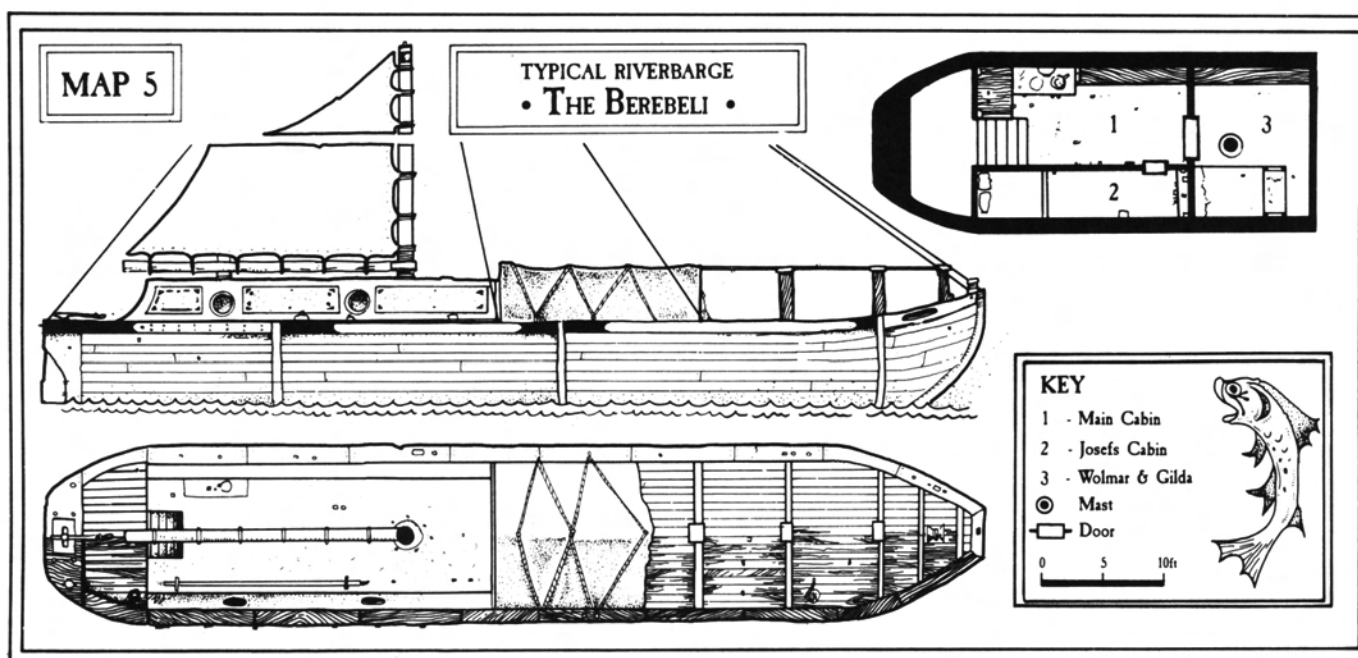
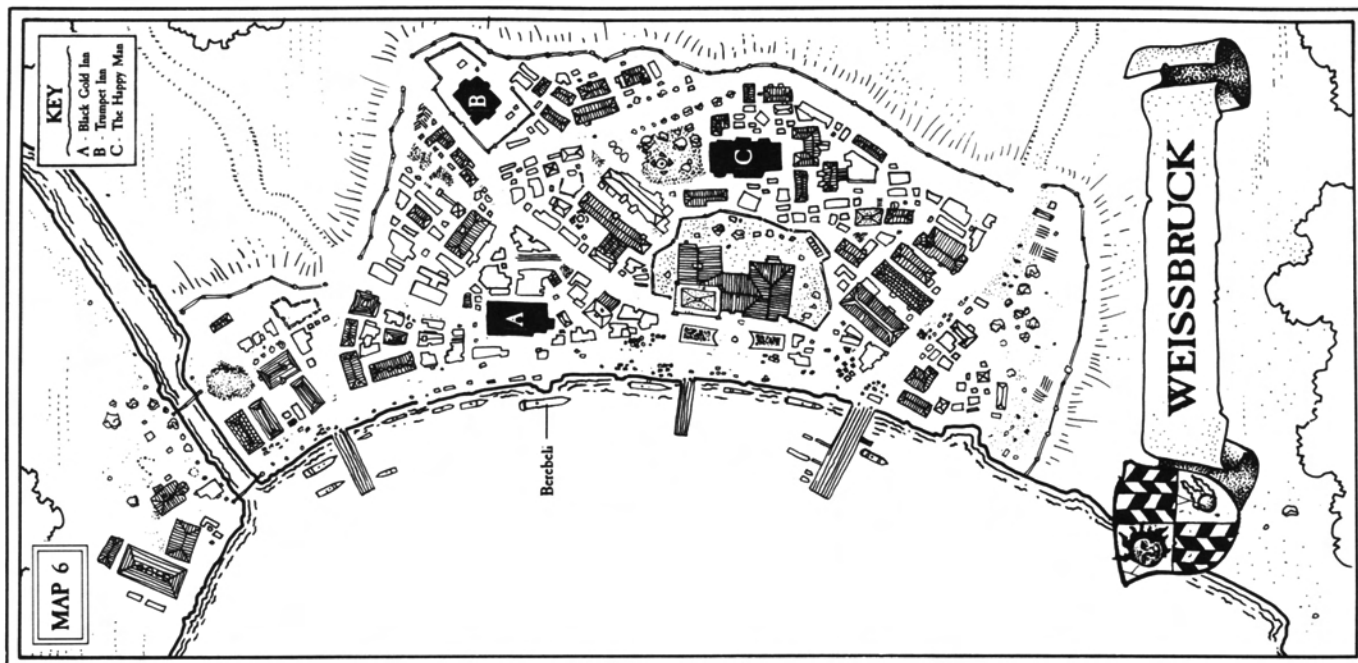


MAP 3

ALTDORF

- 1 - Königplatz
- 2 - Emperor's Palace
- 3 - Sigmar's Temple
- 4 - Low Class Area
- 5 - Merchantile Area
- 6 - Docks
- 7 - University of Altdorf



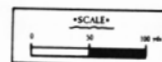
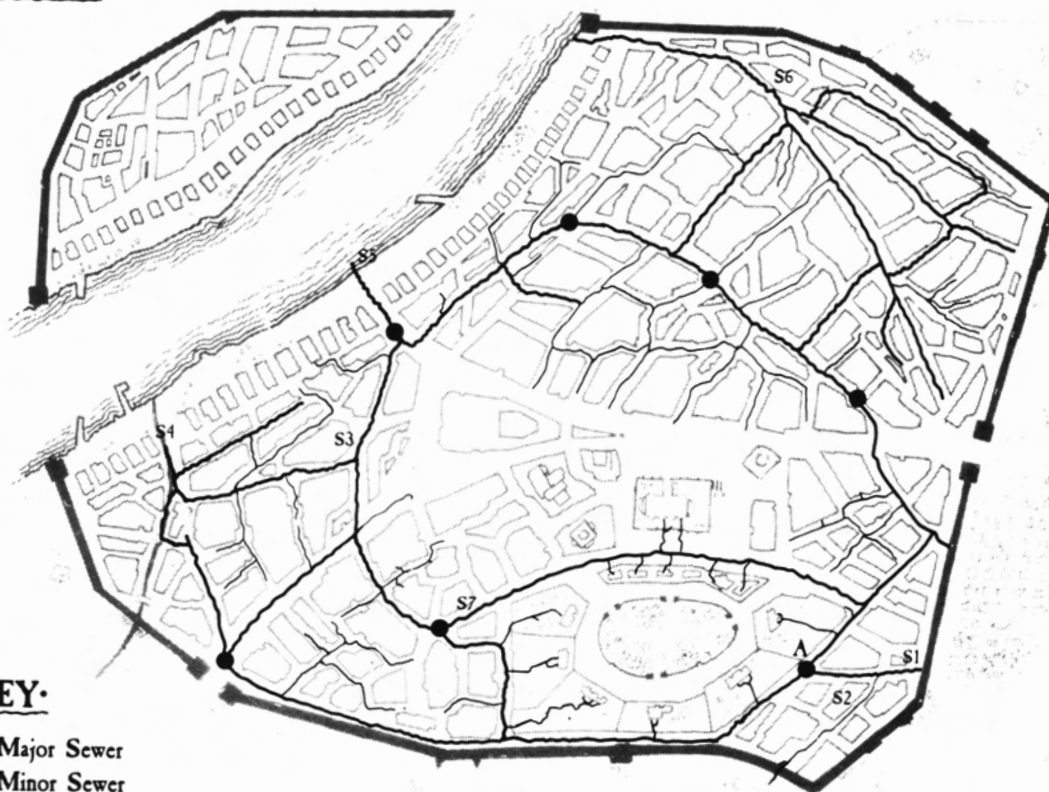


•SEWER MAP•

MAP 4

•KEY•

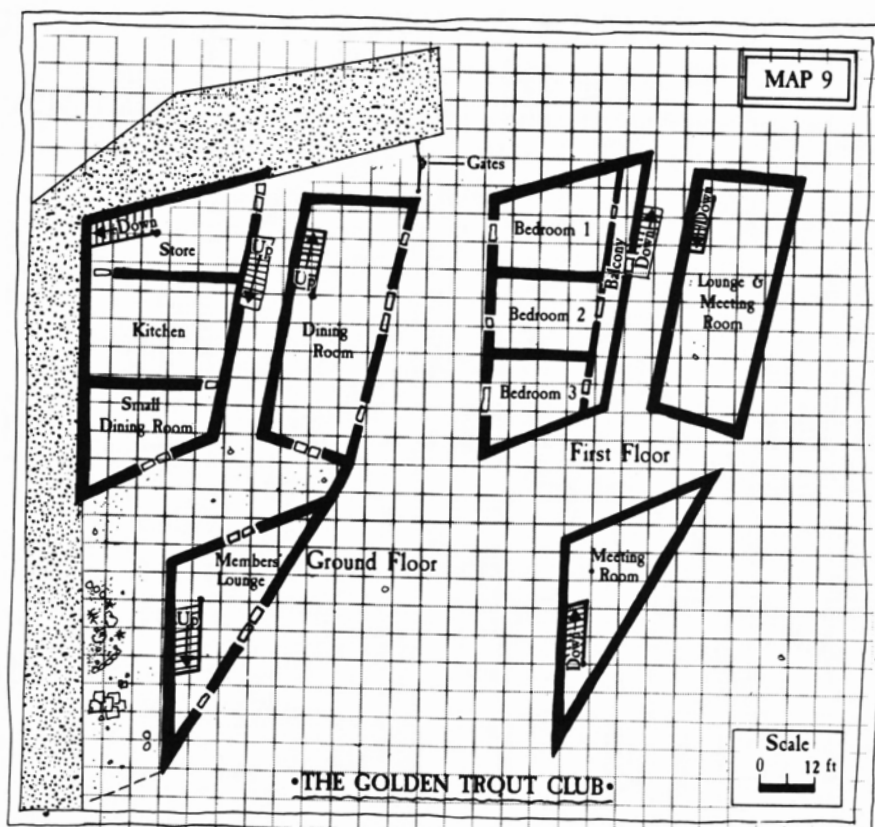
- Major Sewer
- Minor Sewer
- Manhole
- Fixed Location



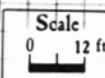
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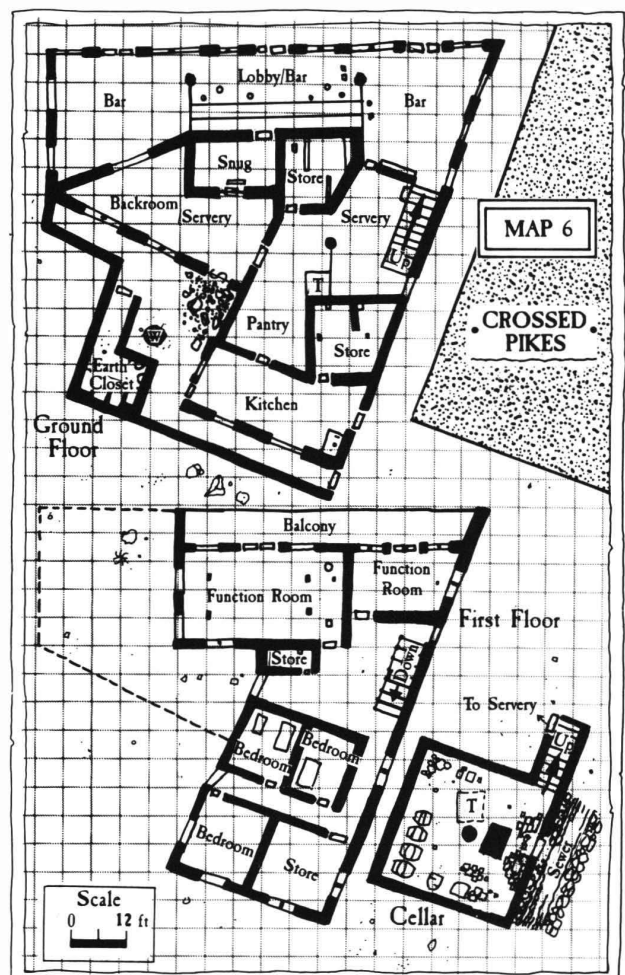
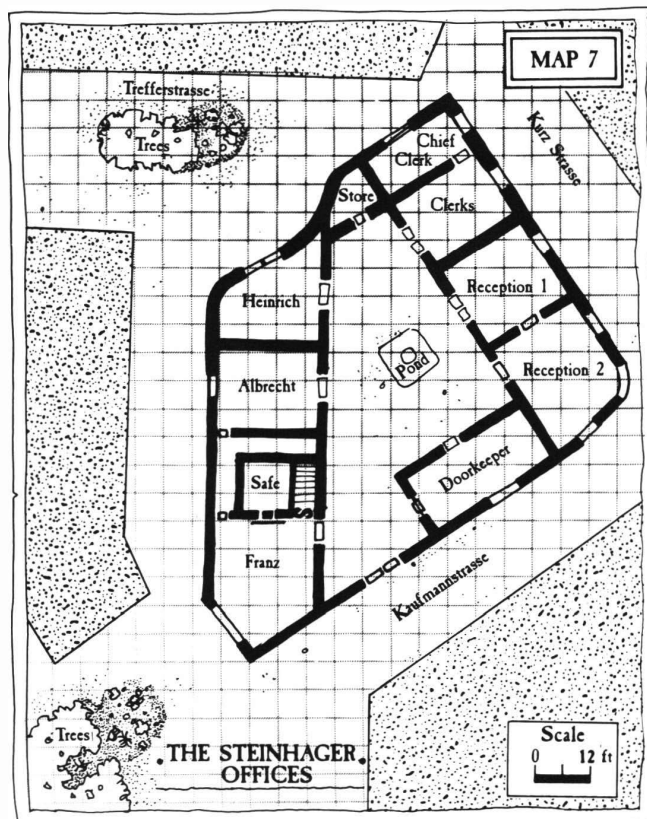
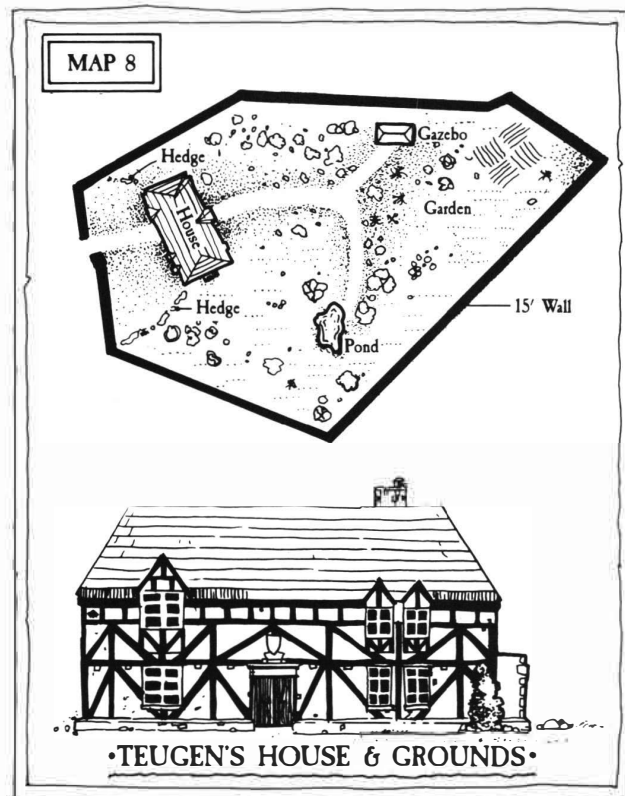
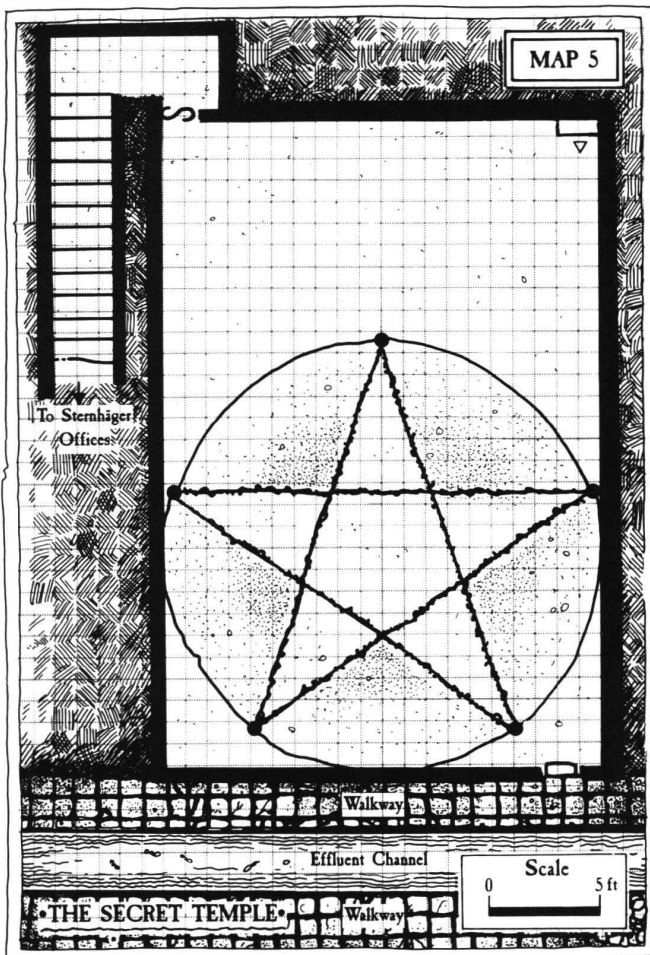
- Well
- Trapdoor in floor
- Trapdoor in ceiling
- Pillar
- Secret door
- Service hatch/door
- Pile of rubbish
- Window
- Door
- Barrel
- Stacked cases
- Statue
- Safe Door
- Pit

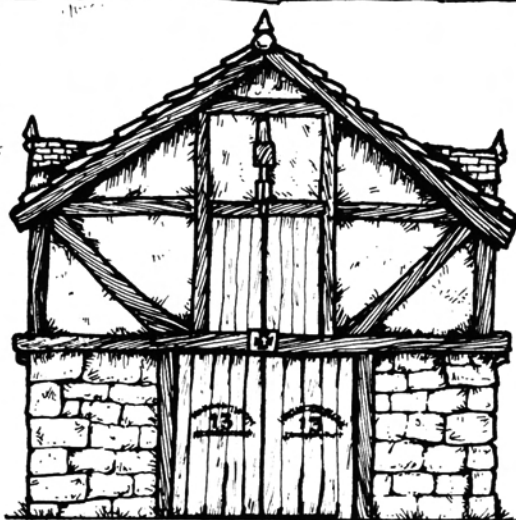
MAP 9



•THE GOLDEN TROUT CLUB•







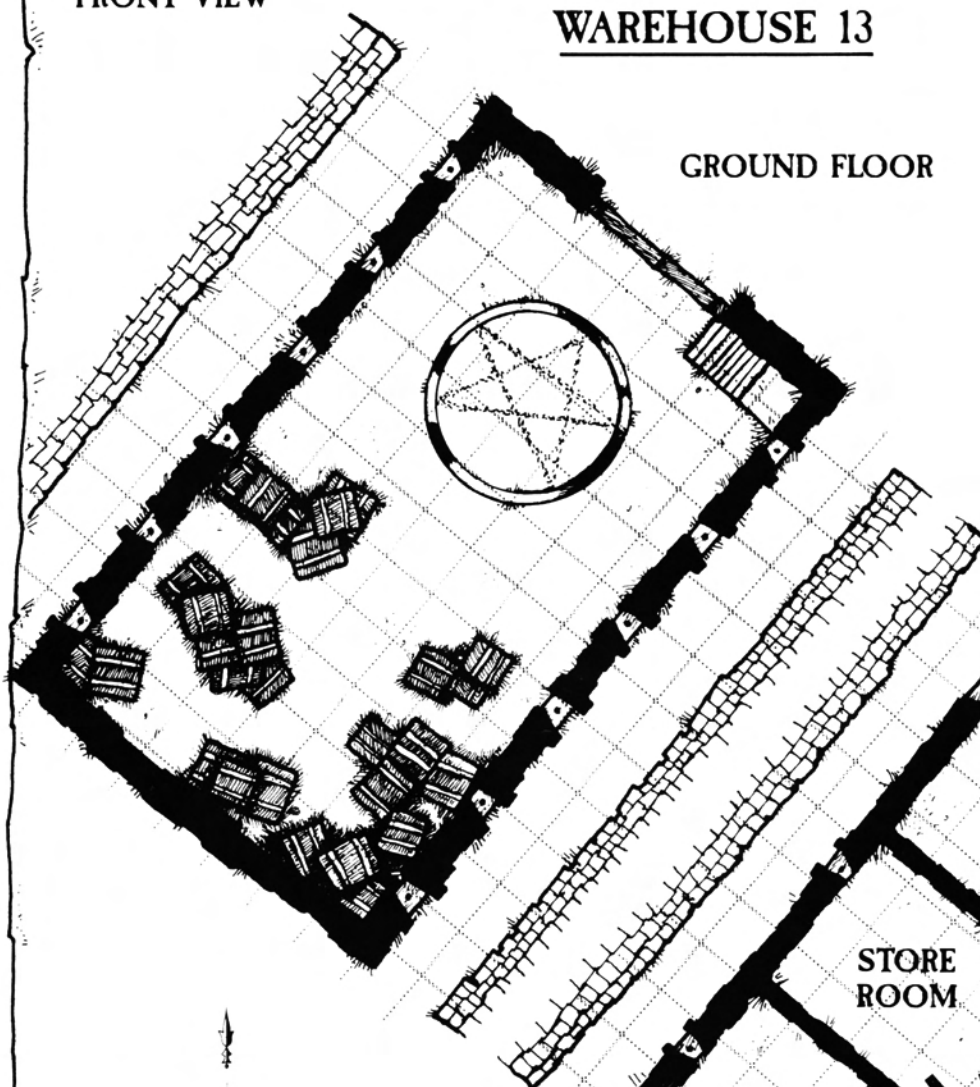
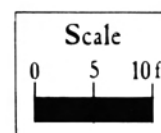
FRONT VIEW



SIDE VIEW

WAREHOUSE 13

GROUND FLOOR



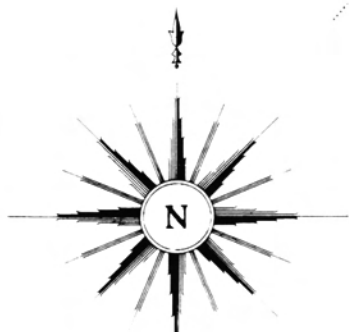
UPPER FLOOR

LOADING
AREA

STORE
ROOM

STORE
ROOM

STORE
ROOM



MAP 10



• PLAYER HANDOUTS •

Cut along dotted lines.
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Civil Lawyers, Messrs. Lock, Stöck, & Barl
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 Thibersick. This being the case, and any other, heretofore unknown and pertinent factors notwithstanding, I am herewith changed to inform you that you are the sole beneficiary of the Baronet's last will and testament (hereinafter referred to as the document of the first party).

I, the undersigned, acting in my capacity as legal executor of the aforementioned document of the first party, do therefore urge you to make your way with all speed to my offices in the fair town of Bögenhafen. Thereupon, providing that you can produce an affidavit of your identity as Kaster Magnus Lieberung, signed by two witnesses, we shall be pleased to hand over the title deeds to the Baronet's manor house, together with its contents (which include a most tastefully stocked wine cellar), its extensive estates, and the sum of twenty thousand gold crowns.

I remain, your most humble and respectful servant,

Frederich Barl, K.C., LL.B. (Alt.)

Signed this day, the 10th of December, in the two thousand, five hundred and twelfth year of the Empire.

Printed by Schulz & Friedman, Bögenhafen

We the undersigned, do solemnly swear that the bearer of this document is one Kaster Lieberung

signed:

Frederich Barl

Frederich Barl, K.C., LL.B. (Alt.)

...Gastor heimlich...

...Gastor heimlich...



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 commence 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 20GC per person per day is assured, in addition to a generous bonus upon successful completion of the mission. No laggards, cowards, or dwarfs need apply.

Signed

H. L. Hergard

Personal Scribe to Crown Prince Hergard

Rolf Hurlis

The figure rushing towards you with the manic gleam in his eyes looks very familiar. Suddenly it comes to you, it is Rolf Hurlis from Delberz, your old thieving companion. But Rolf has changed dramatically, skin now hangs in shreds from his body and blood drips from his gaping mouth.

A year ago, Rolf started developing a strange skin complaint and acting very strangely. To hide his growing affliction, he would go round with a bag over his head. However, this was a practice that often brought him to the attention of the Watch and made it very hard for him to steal. Consequently he was arrested and thrown in jail. The last you heard of Rolf, was when he escaped from jail and fled town some six months ago. That was until now!



the council and burghers of Bögenhafen schaffenfest

Announce that the grand opening of the annual

Will be held on the town meadow this
Mitterfrühl Day

The fair will last for 3 days throughout the hours of daylight

By gracious permission of his excellency
Graf Wilhelm von Saponatheim
and his grace

Grand Duke Leopold of Middenland

Great Joust

will be held between the Knights and Squires of either household
All this in addition to the usual attractions of our famous
Livestock Market, and The Reikland's greatest
Travelling Fair



Printed by Schulz & Friedman, Bögenhafen

handout 6

handout 7

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

My Dear Herr Kutto,
You may recall a certain conversation we had last Breawest in the public bar
of the Hook and Arrow in Niden. At that time you mentioned your interest
in the activities of a certain society, whose name I did not mention here. In
particular, you were very anxious to trace the whereabouts of a certain
officer, known only as the Magister Inquadratus.

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 "gentleman" you are looking for uses the name Kotto
Liebwing. In accordance with your plan, Herr Liebwing will be
travelling towards Altdorf along the Middenheim road some time towards
the end of the month of Johndring.

I have also been fortunate enough to secure a likeness of Herr Liebwing, which
I enclose with this letter.

I remain, Sir, your most obedient servant

G.F.

handout 5

Josef Quartjin

At last, a friendly face. You could never mistake that beard or
the boiler-like belly it conceals. It is your old friend Josef
Quartjin. You have known Josef for over ten years and have
spent many a happy hour with him in riverside taverns. Josef
has a phenomenal thirst for alcohol and a talent for always
finding the best bars wherever he goes.



PC 1 - Harbull Furfoot -
halfing, male, academic (herbalist)

MWS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	23	33	2	2	5	50	1	42	22	30	23	44
40												

Skills:

Arcane Language - *Druidic* (knows the rare tongue of the Old Druids);

Cook (is an excellent chef, +10 chance to notice drugs/poisons in food);

Cure Disease (can diagnose and cure most diseases with a successful Int test, modified by patient's T);

Heal Wounds (can provide first aid on a successful Int test; can also increase a resting patient's recovery rate);

Herb Lore (can recognise most herbs, and is aware of their properties; may know where to locate specific herbs on a successful Int test);

Identify Plant (as above, but applied to plants);

Night Vision (can see up to 20 yards at night, not in total darkness);

Read/Write (is literate in the language of the Old World)

Secret Language - *Classical* (knows the ancient tongue of the Old World - equivalent of Greek or Latin);

Secret Language - *Guild* (knows the secret tongue of the Herbalists' Guild - not taught to non-guildsmen).

Age: 29

Fate Points: 3



PC 2 - Wanda Weltschmerz -
human, female, academic (Wizard's apprentice)

MWS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	34	31	2	3	6	33	1	29	33	36	30	34
31												

Skills:

Arcane Language - *Magick* (can speak, read and write the magical language used by Wizards);

Astronomy (familiar with cycles of heavenly bodies, etc, can navigate by the stars on successful Int test);

Blather (can produce a string of nonsensical verbiage which will dumbfound someone on successful Fel test);

Cast Spells - *Petty Magic* (can cast any known Petty Magic spells);

Heraldry (may recognise heraldic device and recall a little relevant genealogy and history on successful Int test);

Read/Write (applies to Old Worlder only);

Scroll Lore (can identify any scroll written in Magick);

Secret Language - *Classical* (knows the ancient tongue of the Old World - equivalent of Greek or Latin)

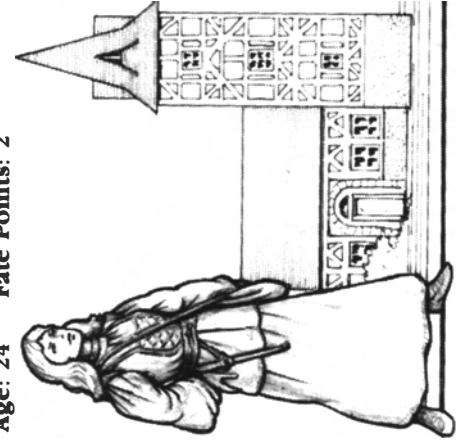
Spells:

Open (3 MP - works on any lock, bolt or latch within 1 yard);

Sleep (2 MP - puts any character touched to sleep for D6 turns, unless he/she makes a successful WP test)

Age: 24

Fate Points: 2



PC 3 - Johann "Rowlocks"
Dassbüt - human, male, Ranger
(Boatman)

MWS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	34	35	4	3	6	47	1	34	30	29	35	31
30												

Skills:

Ambidextrous (may use either hand equally well, +10 bonus to all *Risk* tests involving Dex);

Fish (is a skilled angler);

Lightning Reflexes (+10 to I)*;

Orientation (can usually find North - might require Int test);

River Lore (is familiar with hazards of river travel);

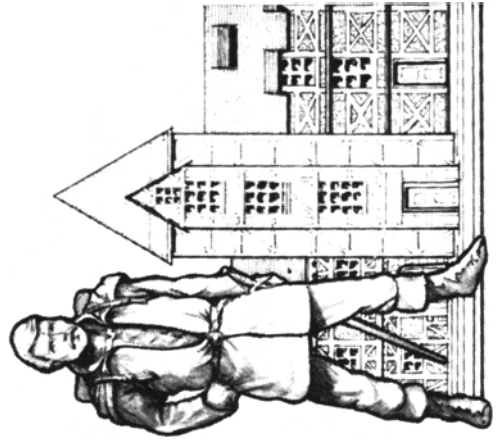
Row (can use oared vessels without danger);

Silent Move - *Rural* (-10 to *Listen* tests made against the character in rural environments);

Very Strong (+1 to S)*

Age: 35

Fate Points: 2



Equipment: Sling (R - 24/36/150, ES 3, Rld 1 0); Dagger (I +10, Dam -2, Parry -20); Sling bag with herbs; Pestle and mortar; Travelling Clothes; Billy cans etc.; 11 GC

Personality: Like most Halflings, Harbull has an insatiable curiosity and an almost child-like cheerfulness. After all his travels, however, if there is one thing that makes him see red, it's the usual Human assumption that the only thing Halflings are good for is cooking...

Background: Harbull was brought up in the small, Halfling village of Barliron on the border of Mootland. His mother is a Herbalist, his father a Baker, which led to many disputes as to the course his future should follow. Harbull's first love is undoubtedly food, but he prefers others to cook it! In the end, he decided to leave home to see The Empire and to let the future take care of itself. He travelled through Wurtbad, but didn't spend much time there, since nearly everyone he met tried to employ him as a cook. After that, he worked as an assistant to a Herbalist in Käserburg for a while, but as he wasn't given much to do other than cook, he left after only a few weeks. As he passed through Delberz, he couldn't help spotting an advertisement for adventurers, and since he is a firm believer in the principle of "nothing ventured, nothing gained" he decided to head for Altdorf to apply for the job. En route, he stayed at a coaching inn called the Travellers' Rest where he met Werner, a young giant of a labourer, grown restless in his workman's life and eager for action. The two hit it off almost at once, and decided to try their luck together...

Equipment: Dagger (I +10, Dam -2, Parry -20); Ordinary clothes; Sling bag with spell ingredients - 3 silver keys, enough down for 6 castings of *Sleep*; 10 GC.

Personality: Wanda is a thoughtful, and extremely independent young woman. She does not suffer fools gladly, and is prone to get impatient with those who are not as quick on the uptake as she is. Nevertheless, she is capable of acts of kindness towards those less fortunate than herself.

Background: Born into a middle class family in the market town of Delberz, Wanda was fascinated by magic from an early age. Being the sort of child that is apt to throw violent tantrums unless given her own way, and having the sort of parents who dote on their offspring and try to accommodate their every whim, she found it fairly easy to get their permission to apprentice herself to Heironymus Blitzzen, a well-known local Wizard. She showed a natural talent, and proved to be a quick learner, and was not to be put off by being given mundane chores to do. After a year's apprenticeship, Heironymus called his most able pupil to him and told her that the time had come for her to return to the world and put her skills into practice. To that end he would teach her one more spell to aid her on her adventures. When the time came for her to enter the inner circle of fully-fledged Wizards, she may return to him, and if he finds her worthy he will teach her what she needs to know. Until then, she must find what friends she can, and beware the corrupting power of Chaos...

Equipment: Sword; Leather Jack (0/1 AP to Body and Arms); Backpack; Travel clothes; 60 GC.

Personality: Although generally easy-going, Johann tends to prefer his own company. He tends to say little unless absolutely sure of his facts, and prefers to reach his own conclusions, even if he does take longer than most to arrive at them.

Background: Johann has travelled up and down the River Reik and its tributaries ever since childhood. His family was killed by bandits when he was little more than a child, and he has grown used to relying on his own skills. A Boatman's life has suited Johann's temperament, with its outdoor life and chance to keep on the move. But the opportunities for money-making are somewhat limited, and since Johann has never owned anything bigger than a rowing boat he has been forced to hire out his services to other barge owners, ferrying passengers and small cargoes between the Reikland settlements. Now, at the age of 35, Johann has decided that he's had enough of making money for other people; it's time to strike out on his own and seek fame and fortune as an adventurer. Accordingly, he sold his rowing boat to his current employer, and fell in with a group of adventurers headed for Altdorf...



PC 6 - malmir Gilluviel - elf,
male, Roque (minstrel)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CI	WP	FEI
4	40	33	3	3	5	65	1	45	36	52	57	42	44

Skills:

Charm (+10 to Fei tests);

Dance (+10 to *Bush* and *Employment* tests when performing);

Etiquette (+10 to all tests involving members of High Society);

Excellent Vision (+50% vision distances);

Fleet Footed (+2 yards to M in all circumstances);

Musicianship (can play stringed instruments and gains +10 to *Bush* and *Employment* tests when performing);

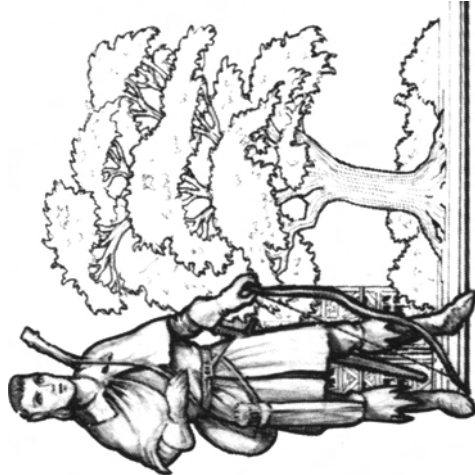
Night Vision (can see up to 30 yards at night, *not* in total darkness);

Public Speaking (may attempt *Bluff* and/or *Gossip* tests on crowds of up to 36 individuals);

Sing (+10 to *Bush* and *Employment* tests when performing)

Age: 55

Fate Points: 1



PC 5 - kipsten krank - human,
female, Roque (thief, General)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CI	WP	FEI
4	31	30	3	3	6	38	1	35	28	33	34	29	30

Skills:

Acute Hearing (+10 to *Listen* tests);

Bribery (+20 to *Bribe* tests = 100% minus WP of character to be bribed);

Concealment Urban (+20 -5, if moving - to *Hide* tests = I plus CI minus I of character being avoided);

Secret Language - Thieves' Tongue (knows special communication techniques used by thieves while appealing to hold mundane conversations);

Secret Signs - Thieves' (may read/write simple messages of up to 3 words, comprehensible only by thieves);

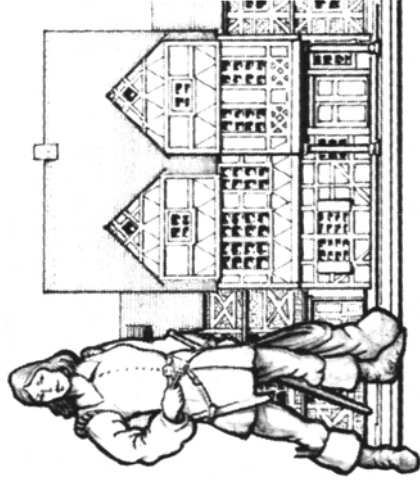
Silent Move - Rural (-10 to *Listen* tests made against the character in rural environments);

Silent Move - Urban (as above, but in Urban environments);

Stxth Sense (will be aware of being followed, or being watched on a successful Int test)

Age: 18

Fate Points: 2



PC 4 - Werner "Pick-axe"
Murrmann - human, male,
Warrior (labourer)

M	WS	BS	S	T	W	I	A	DEX	LD	INT	CI	WP	FEI
3	37	32	4	4	7	31	1	32	37	27	31	35	38

Skills:

Carpentry (+10 to *Construct* tests when using wood);
Consume Alcohol (-10 to WP to resist drink, suffer only half normal characteristic reductions for being drunk);

Disarm (instead of inflicting damage may disarm opponent with 2 successful hits);

Dodge Blow (may dodge 1 hand-to-hand attack per round on successful I test);

Drive Cart (can drive any vehicle without *Risk*);

Scale Sheer Surface (excellent climber - only makes *Risk* tests on difficult climbs);

Sing (+10 to *Bush* and *Employment* tests when singing);

Very Resilient (+1 to T)

Age: 20

Fate Points: 3



Equipment: Short bow (R - 16/32/150; ES 3; Rld 0); Quiver with 30 arrows; Sword; Mandolin; Brightly coloured travelling clothes; 12 GC.

Personality: Malmir is a rare type among his kin, finding the woodland life claustrophobic, and his friends and family too detached from the concerns of the world around them. He knows little of Human society, but what he has heard fascinates him, and he is eager to see more of The Empire, with its vast forests and swift-flowing rivers.

Background: From an early age, Malmir showed what his parents considered to be an unseemly interest in life beyond the Laurelorn forest. Although he took to music, and rapidly became versed in the customs and behaviour of polite Elven society, his mind wouldn't stop wondering about Humans, with their strange, stone-built cities and obsession with all things material. In the end, his home forest began to seem all too familiar. His family were loth to let him depart, but Malmir was insistent. His kinfolk did not bid him farewell but, one by one, they turned their backs on him as he neared the boundaries of their community like all Elves who forsake their homes for a life of adventure, he was treated as though he no longer existed. The last Elven words he heard were a warning from the Priestess of Liadriel, "Go then, Malmir. And return not, unless it be in dire need. But remember this; if ever one of those touched by Chaos should find their way here through your directions, we shall not rest until you are brought to justice!"

First he made his way to the fortress city of Middenheim, but, finding that place too dour and cold for his liking he decided to head for Altdorf, the city of gold. Thus it was that he found himself approaching a coaching inn known as the Coach and Horses...

Equipment: Sword; 3 throwing knives (R - 4/8/20); Ordinary clothing; Large sack; 12 GC.

Personality: Kirsten is natural Rogue; full of self-confidence, she possesses a cheeky - some would say dangerous - sense of humour. She loves practical jokes and this has often got her into hot water. Nor is she hampered by a nagging conscience. It's not that she's actually dishonest, but if an opportunity presents itself, she does not fail to take it. "Never look a gift horse in the mouth" is her favourite saying.

Background: Brought up in the seedier area of the town of Delberz, she is the youngest of a very large, very poor family. Her parents were far too busy struggling to earn enough to feed their offspring to have any time for educating them. Fortunately, Kirsten has always been sharp-witted, and she soon learnt that life for the poor is a never-ending battle against hunger, disease, and oppression by the rich. Accordingly, she made up her mind that since the 'rules of the game' seemed to have the sole function of maintaining the status quo, she was just going to have to break them. Not surprisingly, this soon made her a *persona non grata* with many of the local shopkeepers and stall-holders. Then, after she booby-trapped a chair that was being used by the head of the local Merchants' Guild at the opening of a town fête, she soon realised that Delberz was too small a town for someone with her ambitions. So, helping herself to a pile of leaflets someone had foolishly left 'lying around', she headed off towards Altdorf. "My talents are bound to be appreciated in the capital," she thought. By a strange coincidence, she later learned (by asking an intelligent-looking stranger) that the leaflets she was carrying were advertisements for a group of adventurers...

Equipment: 2 Hand/throwing axes (R - 4/8/20, ES C,Rld/0); Dagger (I +10, Dam -2, Parry -20); Leather Jack (0/1 AP to Body and Arms); Helmet (1 AP to Head); Backpack (including flask of herbal tea); Rugged, working clothes and hooded cloak; 6 GC.

Personality: Werner is a trusting, scrupulously honest individual, always prepared to give people the benefit of the doubt. A lover of the strong Reikland ales, he is slow to anger but terribly hot-headed once roused.

Background: Werner was brought up at his parent's coaching inn - The Traveller's Rest - not far from the village of Mittelmund. His life has been easy, if unexciting, doing odd jobs about the place, helping the coachmen, working behind the bar, mending the odd broken table after some adventurer's over-exuberant drinking bout. But recently Werner has grown tired of *bearing* about other people's adventures, and since his parents can now afford to pay someone to do his work, he has been eager to leave home and find some action. As chance would have it, a young Halfling Herbalist recently called at the inn, carrying a copy of an advertisement from some Noble looking for adventurers. Seeing this as a golden opportunity, Werner asked the Halfling if he would mind his company on the road. The Herbalist was delighted to accept his offer, and so the two of them set off together for the famous City of Altdorf - glittering capital of The Empire...



• PLAYER HANDOUTS •

Cut along dotted lines.
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the council and burghers of Bögenhafen schaffenfest

Announce that the grand opening of the annual

Will be held on the town meadow this
Mitterfrühl Day

The fair will last for 3 days throughout the hours of daylight

By gracious permission of his excellency
Graf Wilhelm von Saponatheim
and his grace

Grand Duke Leopold of Middenland

Great Joust

will be held between the Knights and Squires of either household
All this in addition to the usual attractions of our famous
Livestock Market, and The Reikland's greatest
Travelling Fair



Printed by: Seidel & Freidman, Regensburg

Carefully separate each handout by
cutting along the dotted lines. Give each
handout to your players as and when
directed by the adventure booklet.

My dear friend,
Here is the seal you require for the that you returned in
your last letter. Do not forget that the temple for
such an undertaking must be properly sanctified with
fresh blood.
As you, I am filled with awe at the heights (or do
mean depths) to which your learning now reaches. It seems
like only yesterday that we had all together bargained bridge
of the High Fates, and now you stand on the threshold
of the ages itself. If you manage to find the one
amid your researches, do write with details of how the
ritual proceeded! Perhaps, one day, I too might follow
in your footsteps that step.

Black Robes,
Grisenwald,
Mr. Nahn.



handout 5



from the town hall
Office of Count Mitter magister
I must see you urgently.
Please come to my house on
the 10th King as soon as you are able

Magister

handout 4

All you well, the
temple is ready for
use. Soon we will
all be well, after the
Slaying of the
will do sound of the
brought bell, our pen
will come to fruition.
Thomas Tengel

handout 3

At last after Sweet
at my love.
All members of
the Inner Council
will attend.
Thomas Tengel

handout 2

WARHAMMER FANTASY ROLE-PLAY



COMING SOON

