



VOLUME VIII:  
THE CRIMINAL EMPIRE

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BEING A SUPPLEMENT FOR  
WARHAMMER FANTASY ROLEPLAY,  
THIRD EDITION



LIBER FANATICA VOLUME 8:  
**THE CRIMINAL EMPIRE**  
BEING A SUPPLEMENT  
FOR

WARHAMMER FANTASY ROLEPLAY,  
THIRD EDITION

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# LIBER FANATICA 8

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Original WFRP 3<sup>rd</sup> edition cards and handouts for this volume can be found on the Liber Fanatica website: [LiberFanatica.net](http://LiberFanatica.net)





# TRADE AND SMUGGLING IN THE REIKLAND

By Ralph Seller

The Reikland is the trading heart of the Empire, with goods flowing in, and out, from all parts of the Empire and beyond. It is also linked, by the river Reik, to Marienburg, the City of Merchants, the only city greater than the Imperial capital, Aldorf, as a centre of mercantile interests and money.

Presented here are two systems for the gaming of Trade in Warhammer Fantasy Roleplay, particularly for those players who wish to play Merchants. The first system involves little or no bookkeeping, so it is termed the Simple system. The second system involves the most bookkeeping by the player involved, so it is termed the Advanced system. The player(s) and GM can decide which system best suits their game and gaming style. Both systems start with some Common Rules, which will be laid out first. Finally, there are rules for Smuggling and Fences, the illegal side of Trade in the Reikland

## I. COMMON RULES

To be a merchant is not a question of which career you belong to. Obviously, some careers are more useful than others because of the skills that they make available, like Agent, Bailiff, Burgher, Steward, and of course, Merchant. Instead, to be able to trade as a merchant, you must be a member of a Merchant Guild in a small town or bigger. Trading means selling more than 1 gc a month in goods, without being a member of the required guild. So selling a dozen looted swords, unless you were prepared to take only 1 gc for them, would mean being a member of a Weaponsmiths' or Merchants' Guild, or taking them to a fence.

1. A Village has under 100 inhabitants, a Small Town 100-1000 inhabitants, a Town 1000-10000 inhabitants, and a city 10000 or more inhabitants.

2. To qualify to be member of a Merchants' Guild a character must pay a 1 gc membership fee and have one or more of the following based in the settlement of the Merchants' Guild: a Townhouse, a Warehouse, and / or a share worth at least 10 gc in a ship, barge or waggon train. A Small Town guild membership needs only one of the three, a Town two of the three, and a City all three. GM's can feel free to penalise members of Small Town Merchants' Guilds who try and trade in Cities, with an extra misfortune dice. Villages do not have Merchants' Guilds. Merchant Guild members must pay 10% of their profits each month to the Guild.
3. Any beginning character who starts with the Tradecraft skill is assumed to be a member of that guild already. If the skill is acquired later, then a 25 sp membership fee must be made to join that guild. Likewise 10% of the profits from that trade must be paid to the relevant guild. From the example of trying to sell the twelve looted swords above, if a character had the weaponsmith Tradecraft skill **and** Weaponsmith Guild membership, they could get the full 3 gc for the swords if they sold them, allowing for haggling of course, but would lose 30 sp to cover the guild 10%.



### A LIST OF COSTINGS FOR THE ABOVE ITEMS:

<b>TOWNHOUSE:</b> 6 gp	<b>AVAILABILITY:</b> Plentiful
<b>RUNNING COST:</b> 30 sp per month	
<b>GOOD TOWNHOUSE:</b> 18 gp	<b>AVAILABILITY:</b> Common
<b>RUNNING COST:</b> 2 gp per month	
<b>BEST TOWNHOUSE:</b> 30 gp	<b>AVAILABILITY:</b> Rare
<b>RUNNING COST:</b> 5 gp per month	
<b>OPULENT TOWNHOUSE:</b> 90 gp	<b>AVAILABILITY:</b> Rare
<b>RUNNING COST:</b> 15 gp per month	
<b>RICH TOWNHOUSE:</b> 300 gp	<b>AVAILABILITY:</b> Exotic
<b>RUNNING COST:</b> 50 gp per month	

The costings include land and contents. The running costs include the cost of servants and all other expenses, including food, commensurate with the status of the dwelling, and are used in the Simple Rules.

## A LIST OF COSTINGS

Large Warehouse: 20 gp	Availability: Common
Small Warehouse: 6 gp	Availability: Plentiful
Merchant Ship (Large): 120 gp	Availability: Rare
Running cost: 10 gp per month	
River Barge (Large): 12 gp	Availability: Rare
Running cost: 2 gp per month	
River Barge (Small): 9 gp	Availability: Common
Running cost: 150 sp per month	
Riverboat: 6 gp	Availability: Common
Running cost: 150 sp per month	
Waggon: 50 sp	Availability: Common
Cart: 20 sp	Availability: Common
Draft Horse: 75 sp	Availability: Common
Mule or Packhorse: 25 sp	Availability: Common

Running costs of all these items can be ignored in the Simple Rules. The running costs of warehouses, waggons, horses, carts etc will be detailed in the Advanced Rules.

Property prices, in Marienburg, though not running costs, are five times those quoted above. Whether house or warehouse, the scarcity of viable land in Marienburg, makes property very expensive.

On the cards Stability always starts at 8, and Growth at 0. Every time a business changes to a new card, whether up or down, Stability resets to 8 and Growth to 0.

Once a month a roll is made for the Growth of the business. It is a Charm or Guile roll, and stance dice can be used, up to the characters maximum, representing the business strategy adopted by the character. The number of challenge dice used is detailed on each of the business cards. A misfortune dice is always added to this to represent the skills of the opposition.

In addition, further fortune or misfortune dice may be added to the roll at the GM's discretion, according to the actions of the character or circumstances. Neglecting the business, bad business decisions, adventure results that undermine business and/or greenskin armies sweeping the area unmolested etc, can all result in extra misfortune dice being added to the pool.



Conversely, good business decisions, rescuing a rich merchant's daughter from those greenskins, opening up new avenues of business etc, can all add fortune dice to the pool. Smuggling or other dangerous but profitable business activities can add one or more fortune dice to the pool, **but** must add the same number of misfortune dice to represent the danger.

## 2. SIMPLE RULES

In this system the business is covered by four cards similar to Nemesis Organisation cards, labelled Small Business, Medium Business, Large Business, and Trading House. Characters start with a Small Business and work their way up the four cards. The cards have nearly all the requisite information on them and are relatively self-explanatory, including money earned, as well as the requirements for each business.

1. If the roll is a success, the Growth tracker advances one space.
2. If three successes result, the Growth tracker advances two spaces.
3. If the roll fails with two challenges outstanding, the Growth tracker goes back one space.
4. If two boons result, they give a one space improvement in the Stability tracker, or a

5. If two banes result, the Stability tracker decreases by one.
6. For each Sigmar's Comet rolled, the Growth tracker may be increased by one, or one less challenge dice taken on next month's roll.
7. For each Chaos Star rolled, the Stability tracker may be decreased by one, or an extra challenge dice added to next month's roll, at the GM's choice.



### 3. ADVANCED RULES

As stated before, the Advanced Rules involve a lot more paperwork, but for those with the inclination, they provide a lot of satisfaction in actually growing the business by sourcing the opportunities to make money. They also provide GM's with plenty of opportunities to get parties into unusual situations, whether involving combat or not, or places that they may not necessarily go to.

The **Reikland Settlement** catalogue details the settlements in the Reikland that can be traded in. The size of the settlement indicates which of the Location cards are used for that settlement. Marienburg, Altdorf, and Stromdorf have their own Location cards, otherwise the Village, Small Town, Town or City Location card are used. These cards list the amounts of goods that can be traded in each settlement and determine how often this is possible. Thus, an entry under the Abundant category on a City card which reads 3 x 150 would mean that 3 Abundant trade goods cards would be drawn, each having 150 units.

There are eighteen Item cards representing the different types of trade goods available to trade. These list the costs of the goods according to the

wealth of the settlement, though this may be modified depending on the Notes in the **Reikland Settlement** catalogue. The trade goods cards also list the type of container, and its encumbrance, that the goods come in. There should be four copies of each Abundant availability trade goods card, three of each Plentiful card, two of each Common card, and one of each Rare card, to make a reasonable deck for each type of availability.

### THE COMPETITION

All buying or selling rolls, whether on speculative trade or to set up contracts, are always contested rolls. Therefore, here is a Generic Merchant card to help GM's with these contested rolls.

Obviously, this merchant card can be customised to fill specific circumstances by increasing or decreasing stats, skills, a.c.e. or the action cards available for the Merchant.

St	2	0
To	3	0
Ag	3	0
Int	3	1
Wp	3	1
Fel	4	1

Aggression 0    Cunning 5    Expertise 3

**CI** The Support Action Cards should be any one suitable for trade and/or social interaction. The Reiklander adaptability bonus should generally be used on Expertise

1. On entering a settlement to trade, a merchant must present his credentials, from the merchant's own guild, to the Merchant Guild of the settlement. In a village the credentials may be asked for by the local traders. Trading without presenting their credentials to the local Merchants' Guild will result in the merchant being thrown out of town by the Watch, and/ or confiscation of their goods.

2. The availability of trade goods to buy will depend on the settlement (see **Reikland Settlement** file). Otherwise, dicing for their availability proceeds as in the Common Rules (page 5). If an availability is successfully diced for, then the number of Trade cards for that availability are drawn, up to the number on the Location card. If one or more Sigmar's Comets are rolled on the availability dice roll, then the first card drawn (and each subsequent card for each extra Comet) will be the more expensive version of the Trade Good on each card. There are no expensive versions of the Salt Trade card, so that Comet will be ignored. Obviously, if a Sigmar's Comet is used as a success or boon, it cannot be used to generate more expensive trade goods

3. To see if there is demand for Trade Goods in any particular settlement, a similar availability roll for each Trade Good card is made that the merchant wishes to sell. However, for this, the difficulty is one challenge die for Abundant and Plentiful goods, two for Common or Rare goods, and three for Exotic.

4. When a merchant decides to buy, he makes a purchase roll for each Trade Goods card just as in the Common Rules (page 5). A merchant does not have to buy the entire amount of a Trade Goods card, though the GM has discretion on this.

5. When a merchant decides to sell, the maximum amount of each Trade Good card he can sell in one go is the maximum amount of one card of that availability on that Location card. The more expensive version of each Trade Good card counts as a separate item for this purpose even though it uses the same Trade Goods card. The dice roll to sell is the same as that to buy, but the result is different. The four successes and the failure with bane results are swapped over, and the two or three successes and the failure results are swapped over.

6. The Merchant career ability card could severely unbalance the trade rules. However, it is designed to

be used mainly on Tradesmen. Against other Merchants, it would be much less effective. Consequently, the card can only be played, in any settlement, only once a game month, and on only one Trade Goods card. It can be played more times than that, but only once in any particular settlement. This rule only applies to buying or selling Trade Goods cards, and also to Contracts.

## CONTRACTS

Unless a merchant is happy to just trade goods from one settlement to another themselves – whether by mule, packhorse, cart, waggon or barge – sooner or later, they are going to want to set up long term contracts to buy and sell between settlements. The advantage of this is that, once the contract is set up, the merchant can largely ignore it as long as they have a suitable set up to service the contract (i.e. employees). This is particularly useful to characters who want to spend time adventuring as well as being successful merchants.

1. To see whether it is possible to set up a contract in a settlement, to either buy or sell, when testing for availability, add another challenge die to the roll. The GM is perfectly at liberty to decide that a particular settlement is so desperate for trade that this extra dice can be ignored. Stromdorf at the start of The Gathering Storm is a perfect case in point.

2. Contracts can be either one year in length or two years

3. When testing to buy or sell, a one year contract adds another ♦ to the dice roll, a two year contract adds ♦♦ to the roll. Again, one or more of these extra dice can be ignored, if the settlement is desperate for trade or particular commodities. Expensive varieties of each Trade Good card **always** add a further ♦ to the dice roll.

4. Once a contract reaches the end of its length, the whole process must be gone through again, including availability, as circumstances may have changed in a year or two.



## TRANSPORT AND COSTS

Unless a merchant is going to transport their wares on their own back, they will need some form of transport and places to store their wares before they

Each mule, horse, and driver or muleskinner costs 16 sp per month to feed and house on the road.

Guards or marines (ship/barge) might also be a worthwhile investment. They cost 50 sp per month in wages and 18 sp to support on the road/barge/ship. Marines take up 25 Encumbrance each on a barge or ship.

### MEANS OF TRANSPORTATION

A mule or packhorse  
A draft horse

A cart or waggon doubles the amount of encumbrance that can be carried by an animal, with a cart being pulled by up to three mules or horses, and a waggon by up to six draft horses. Up to one driver will not affect the amount of encumbrance transportable, any further passengers will.

A riverboat  
A small barge  
A large barge  
A merchant ship

### TRANSPORT CAPACITY

40 Encumbrance.  
50 Encumbrance.

500 Encumbrance  
1000 Encumbrance.  
2200 Encumbrance.  
6500 Encumbrance.



Mules, horses, carts and waggons with a load, can cover about thirty miles a day, as can barges. River boats can cover about 35 miles a day. A ship will cover about 55 miles a day on the river Reik up to Altdorf, and about 110 miles a day when out at sea.

Any driver or muleskinner on the road without at least two guards will lose 25% of their cargoes, not profits, each month to pilfering or banditry.

Any barge without at least two marines or ship without at least 10, will lose 10% of their cargoes each month to pilfering or piracy.

Any warehouse without at least three guards will lose 10% of all goods that are bought or sold in that settlement. Warehouse guards only cost wages but not support costs.

are transported to their destination. The total costs for the running ships and barges are detailed in the Common Rules section.

Waggon or cart drivers and muleskinners cost 25 sp per month, or part thereof, to employ. One driver per waggon/cart, and one muleskinner per five mules, must be paid for.

Any warehouse(s) in a settlement where trade goods are imported or exported without the merchant being there full time must have an accountant (bookkeeper) to deal with the money and check the goods coming in or out. An accountant costs 125 sp per month but does not cost any support.

## PROFITS

Once all the costs per month are added up (not including townhouse costs), as well as any asset purchases such as warehouses or transport assets, they are then taken away from the gross profits from speculative cargo and contracts to calculate the net profits for the month.



Once the net profit is worked out, a further 10% is lost for the Merchant Guild cut. Finally, round down to the nearest 50 sp, as there are always tolls, bribes etc to be paid for. The result is the final profit which the merchant can use as he wishes.

## MONEYLENDING

Moneylending is a further way to make money for the merchant. There are two ways to do this:

1. Lend amounts to clients without any security. This draws an interest rate of 20% every three months or 18% after the Merchants' Guild cut. However, every three months, total up the amount you have loaned this way before taking your profit. Now throw four misfortune dice. For every challenge that results, lose 12.5% of the money loaned, to defaults by bad debtors. This type of lending must be done by the player merchant themselves or they must employ a separate accountant to deal with this type of lending.
2. The safer way is to loan money with security. To do this you must have at least 100 gc, and you may increase the amount to be lent by 100 gc a time. The return is 20 % per year, or 18% after the Merchant Guild cut, or 1.5% per month, after any accountant costs, if any. This a great way for GM's to introduce interesting plot elements into a merchant characters life, particularly political plot lines. The accountant at whichever warehouse the moneylending is being done from, can usually deal with this, up to 500 gc. After that, a separate accountant must be hired to do the lending.

Unless the character has invested in a suitable place to store this money in their townhouse or warehouse, such as a Dwarfen strongbox or a safe, then the GM can feel free to throw a challenge dice every month, and if a Chaos Star results, then thieves have stolen all the money.

## TRAPPINGS

Merchants very much value how the outside world sees them, particularly other merchants. Therefore, the following rules

apply to characters who are members of a Merchant's Guild:

1. Once a merchant is earning over 10 gc a month in net profits, after the Merchant Guild cut, they must own at least a Good Townhouse and either a Large Warehouse or two Small Warehouses, where their Guild is based.
2. Once a merchant is earning over 25gc a month in net profits, after the Merchant Guild cut, they must own at least a Best Townhouse and two Large Warehouses. Only one of the Warehouses and the Townhouse needs to be where their Guild is based. They should also be operating now from at least a Town in size.
3. Once a merchant is earning over 75gc a month in net profits, after the Merchant Guild cut, they must own at least an Opulent Townhouse and four Large Warehouses. Only one of the Warehouses and the Townhouse needs to be where their Guild is based.
4. Once a merchant is earning over 150gc a month in net profits, after the Merchant Guild cut, they must own a Rich Townhouse and six Large Warehouses. Only two of the Warehouses and the Townhouse needs to be where their Guild is based. They should also be based in a City, like Nuln or Altdorf.
5. Once a merchant has reached level 1 above, they must own at least one set of good clothes, and by level 2 must own at least one set of best clothes.



6. By level 2 above, a character, when acting as a merchant, should always stay in the best establishments possible when away from home, unless they cost 1 gp a night or more. By level 4 above, that should be the minimum cost per night.

If characters who play merchants do not follow these rules on trappings, I suggest GM's look at the Business cards from the Simple Rules for numbers of misfortune dice to give them, when dealing with merchant or gold class NPC's on a business basis.

GM's should also insist that, if a character is exporting trade goods for over 1000 Encumbrance a month from a Town or City, they must have at least a large warehouse there (or a small warehouse if over 400 Encumbrance). As always, it is preferable that GM's work with their players when siting warehouses, so that they make sense and work in the context.

*Ragnar warmed his feet in front of the roaring fire in the hall of his house, on the Hill in Ubersreik, while he drank deeply from the tankard of Thunderwater Ale. Who would have guessed that only a year previously he had been lucky to earn a few brass a day, shifting cargo on Ubersreik docks.*

*Still, you can't keep a good Dawi down, and he had earned enough from his long acquired mercenary habit of looting, last year, to purchase that transport business in Hugeldal at a very significant discount. Save peoples hides from a nasty death, and they suddenly can't do enough for you.*

*Stromdorf had been easy meat. They were so desperate for trade, that he had been able to negotiate two year contracts to supply them with coal and wood, and sell their products, including this rather good manling ale, in Ubersreik and Altdorf. Easy money!*

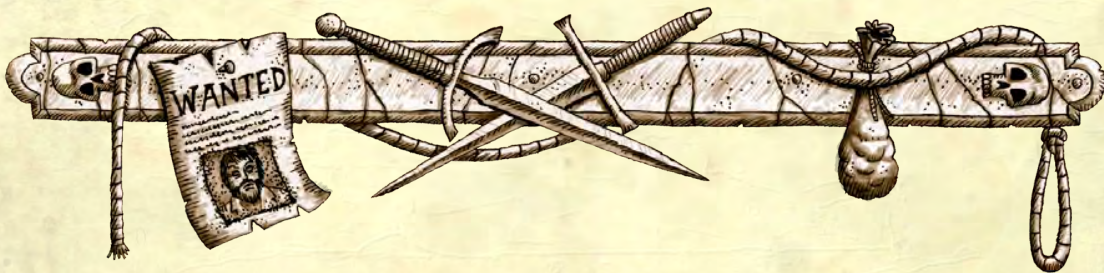
*Doing the Magical Colleges in Altdorf*

*a major favour, had also opened up further sources of revenue. When your partner in the transport business is one of their number, never hurts either. The contracts there, had allowed him to purchase this rather fine manling house.*

*Ragnar contemplated the fact that he was now a successful merchant in Ubersreik. But he couldn't rest on his laurels; there was further gold to be earned, and influence to be gained. It never hurt that several influential people in the town now owed him money, and there was that possibility of sending iron from Auerswald to Altdorf or Marienburg. However, for that he would need to buy some barges and they weren't cheap to buy or run.*

*That could all wait for the spring, however, and thank Grugni he wasn't freezing half to death on Ubersreik docks, like last year. No, Ragnar smiled as he contemplated the smell of his cook's 'rygw'wdrko g'ghqt w' lkg'y cu'i qqf 'pqy 0*

**Finally:** all fractions of silver pieces should be rounded to the nearest silver piece (sp). Merchants do not deal in brass coinage!





## 4. SMUGGLING AND FENCES

Where there is money being made, there is always somebody who wishes to profit from other peoples' endeavours, generally in the form of taxation, tolls, duties etc. These people may be Town Burghers, the Priesthood, the Army, the Nobility or the Emperor, but they can all impose their own tariffs on trade in one form or another, and the more expensive the goods in each category, the higher the tariffs. This inevitably leads to smuggling as individuals try to avoid these tariffs and make money even faster but at considerable risk to their finances and/or lives.

These are also the type of people who do not want to deal with the rigmarole of joining Merchant's Guilds and paying guild fees. This is the first type of smuggler and the type we will deal with here. Drugs are included in this category, but the legality of Weird Root, Mandrake Root and Black Lotus may vary in different regions and settlements. In some towns, the authorities are blissfully ignorant about these substances, whereas in most cities, they are better known and likely to be illegal, although enforcement of punishments over their use may be lax.



In the new cards sheets, there is a separate Drugs item card to be used just like the Trade Goods cards, but only when smuggling.

### GOING BEYOND THE PALE

The second type of smuggler is the smuggler of highly illegal goods as opposed to untaxed goods.

In this case, highly illegal goods includes warpstone, chaos tomes or artefacts, necromantic tomes or artefacts, and slaves. Dealing in these types of goods should always be roleplayed with prices and consequences set by the GM. Apart from slaves, dealing in these types of goods is generally very small scale because, while the rewards are astronomical, so are the risks.

### SMUGGLING

Smuggling is handled along the same lines as the Advanced Trade rules, but with some changes and/or additional rules. GM's are at liberty to substitute roleplaying for any of these processes, and should probably do so at every opportunity.

Smugglers do not have to be part of a Merchants' Guild to trade in smuggled trade goods. Merchants who are caught smuggling, will always be thrown out of their Merchants' Guild, unless large sums of money are spent making the problem go away before it comes to the attention of the Merchants' Guild. A scenario like this should always be roleplayed.

A smuggler must first find the goods to smuggle or a buyer for their smuggled goods. To find a supplier/buyer is always a Daunting Guile roll, unless the



settlement has the Trade classification, in which case it becomes just a Hard roll. This becomes one category easier if the Smuggler has bought or sold smuggled goods in the settlement before, unless they have been blackballed. If a Chaos Star is rolled on a successful test, the supplier/buyer will wait until the next opportunity on the Settlement Card before dealing with the smuggler because of Watch attention etc. If two Chaos Stars are rolled on a successful test, or one Chaos Star is rolled on a failed test, the Smuggler is blackballed and will be unable to find or sell smuggled goods in that settlement for at least a year. Again, the GM could play this out as a visit from a large party of thugs at an inopportune moment. The GM should add Fortune or Misfortune Dice to the roll, to reflect good roleplaying or good ideas in finding the supplier/buyer, by the player(s).

Once a supplier/buyer has been found the types of goods available/wanted are diced for normally, except for each category there is one extra challenge dice. However, in terms of goods available, only one card per availability is drawn – it is always of the most expensive variety of that trade good, but it costs the same as the basic trade good, and only half the amount of each trade good is available, rounding down. For each Sigmar's Comet rolled, another card in that availability is drawn. Likewise, the goods wanted will always be half the usual number, rounded down, but the sale price will be the correct (more expensive) amount for the goods. Again, for each Sigmar's Comet rolled on each test for demand, the amount of goods wanted should be doubled or tripled etc.

The roll to buy or sell is also handled the same way as in the Advanced Trade Rules, except that an extra ♦ is added to the dice pool in each case. Also the GM should roll the dice pool, secretly, for his player. The reason for this is quite strait forward, as any Chaos Stars rolled will have negative consequences, which should not be readily apparent to the player. For each Chaos Star rolled, when buying smuggled trade

goods, half the trade goods, rounded down, will actually be the cheaper version of the trade good, although there will always be one barrel, crate, sack etc. that is the correct trade good.

Likewise, when selling smuggled goods, one Chaos Star may mean either that the local gang or dockworkers/teamsters guild will take a 25% cut of the sale price, or that the Watch raided the buyer after the trade and the Smuggler is now blackballed in that settlement for a year, GM's option. Two Chaos Stars on a sale will mean that the Watch have captured the smugglers shipment and they have lost the lot as well as the shipments mode of transport. Obviously, the results of these dice pools can result in some very interesting roleplaying opportunities – hence the secret rolls.



### FENCES

Fences are the people characters go to to offload stolen goods or large quantities of goods that come to more than 1 gp.

In a village or small town, to find a fence is a Daunting Guile test, and a Hard test in a town or city. Again, roleplaying this could be a lot of fun.

Once a fence is found, the player(s) should still have to roll an Easy Guile test every time they want to use the fence, and a failure indicates that the fence is not available or not interested, whereas a Chaos Star indicates that the fence has skipped town and they must start all over again.

The price offered by the fence is only 40% of the normal price, or 20% if the goods are stolen and

particularly well known and / or HOT. This price can haggled over as normal, resulting in price ranges of 20-60% and 10-30% respectively. Again good / bad roleplaying can be rewarded with additional fortune / misfortune dice.



If you are using the generic merchant archetype above for a fence, increase the intelligence of the fence to four.



## REIKLAND SETTLEMENTS

The settlements listed here read roughly from Marienburg down to Nuln, north to south of the Reikland. Within each cluster of settlements, there is a main settlement listed first after which the smaller ones are listed in alphabetical order.

Settlement	Size	Wealth	Source	Notes
Marienburg	City	5	Trade	Fish (A), Perfumes (P), Exotics Flour (10) Metals (11) Sweeteners (C), Timber (3) (R) See Location Card
Schilderheim	Town	3	Trade, Fish, Grain, Flour	Fish (A), Perfumes (P), Exotics Flour Metals Sweeteners (C), Timber (R)
Eilhart	Town	3	Alcohol, Grain, Flour	
Holthusen	Town	3	Alcohol, Cloth, Grain, Flour	
Rottfurt	Village	1	Cloth	
Helmgart	Town	3	Trade, Metals	
Bogenhafen	Town	3	Trade, Alcohol, Timber	
Ardlich	Village	2	Grain, Flour	
Finsterbad	Village	3	Alcohol, Fish, Grain, Flour	
Grubevon	Village	2	Grain, Flour	
Herzhald	Village	2	Timber	
C. Grauenburg	Fortress	4	-	



Settlement	Size	Wealth	Source	Notes
Weissbruck	Small Town	2	Trade	
Delfgruber	Small Town	2	Coal, Metals	
Altdorf	City	5	Trade	See Location Card
Autler	Village	2	Fish, Timber	
Braunwurt	Village	1	Cloth	
Bundesmarkt	Village	1	Grain, Flour	
Dorchen	Village	2	Grain, Flour	
Frederheim	Village	1	Grain, Flour	
Geldrecht	Village	1	Fish, Timber	
Gluckshalt	Village	2	Grain, Flour	
Grossbad	Village	2	Grain, Flour	
Hartsklein	Village	1	Pottery	
Heiligen	Village	2	Grain, Flour	
Hochloff	Village	2	Grain, Flour	
Rottefach	Village	2	Alcohol, Fish, Grain, Flour	
Schlafebild	Village	1	Alcohol, Grain, Flour	
Walfen	Small Town	2	Fish, Grain, Flour	
C Reiksgard	Fortress	4	-	
Ubersreik	Town	4	Trade, Coal, Metals	
Buchendorf	Village	2	Fish, Grain, Flour	
Flussberg	Village	2	Fish, Grain, Flour	
Geissbach	Village	2	Grain, Flour	
Hugeldal	Small Town	3	Metals	
Messingen	Village	3	Grain, Flour, Metals	
Stromdorf	Small Town	2	Alcohol, Fish, Leather	See Location Card
Wurfel	Village	2	Grain, Flour	
Auerswald	Town	3	Trade, Metals	
Dresschler	Village	2	Fish, Grain, Flour	
Hahnbrandt	Small Town	3	Coal, Metals	
Koch	Village	2	Grain, Flour, Metals	
Sprinthof	Village	2	Grain, Flour, Luxury Foods	
Steche	Village	2	Fish, Grain, Flour	



Settlement	Size	Wealth	Source	Notes
Grunburg	Town	2	Trade	
Hornlach	Village	2	Fish, Timber	
Kleindorf	Village	1	Fish, Grain, Flour	
Silberwurt	Village	2	Grain, Flour	
Worlitz	Village	2	Grain, Flour	
Dunkelburg	Town	2	Fish, Grain, Flour	Cloth Flour Hides Metals (C), Perfume Salt (R)
Ruhfurt	Village	2	Grain, Flour	Flour (C)
Schattental	Village	2	Grain, Flour	Flour (C)
Diesdorf	Small Town	2	Grain, Flour	Cloth Flour Hides Metals (C), Perfume Salt ®
Stimmigen	Town	3	Trade, Grain, Flour	Cloth Flour Hides Metals (C), Perfume Salt (R)
Kemperbad	Town	4	Trade, Alcohol(B)	Cloth Flour Hides Metals (C), Perfume Salt (R)
Berghof	Village	2	Grain, Flour	Flour (C)
Brandenburg	Village	3	Alcohol(B), Fish	
Jungbach	Village	3	Alcohol(B)	
Ostwald	Village	3	Alcohol(B)	
Stockhausen	Village	3	Alcohol(B)	

In the **Notes** column where a commodity is noted with a letter after it, this is the availability for that commodity in that settlement. When buying or selling in that that settlement, the price of the commodity is one wealth higher or lower depending on whether the commodity is rarer or more common respectively. (A) means Abundant, (P) Plentiful, (C) Common, (R) Rare. In the case of Marienburg, a number after the commodity is the price in Marienburg where it is rarer than the norm.

In the **Source** column, Trade means all trade goods are available for buying. If there is no Trade in a settlements Source column, then only the commodities listed may be bought. Where commodities are shown after Trade, in a settlements

Source column, those commodities will always be available in that availability if necessary to the exclusion of other commodities. Source columns which have Alcohol(B) in them, indicate that the second alcohol card drawn will always be the more expensive variety, whether Sigmar's Comet's have been thrown or not.

**Marienburg** has been included because of its profound influence in and on the Reikland.

The **Fortress** category in the **Size** column is a special case. They are the size of a Small Town but trade goods can only be sold in a Fortress, not bought. The small town size of a Fortress just gives the maximum amount of each availability that can be sold there.



# HONOUR OR CONTEMPT

## - TOOLS FOR SOCIAL ENGAGEMENTS

By Jussi Alarauhio

### ROGUISH BEHAVIOUR

As the saying goes, there is little honour among thieves, and in the Empire, very little respect is shown in the dealings between criminals and the common herd. After all, if the society does not respect you, why respect the society?

The fact that the norms of society are largely rejected by its outcasts is reflected in various ways in the outsiders' behaviour: paying homage to social class or status is baulked at, truth is concealed while lies are spread, commonly assumed loyalties are not upheld, and rights of property are ignored at will.



### THOU DOG-HEARTED CURR!

The very way in which a misfit carries himself may fly in the face of societal expectations. He, or indeed she, may mix different styles of clothing in a flamboyant and disturbing way; sing lewd songs aloud in the streets; wipe a running nose on someone else's sleeve instead of one's own; or simply refuse to give way to a social superior.

Furthermore, to the horror of the well-behaved, a wrong turn at a street corner may lead them to a world entirely unfamiliar to them. For instance, an encounter with a pocket-picking band of lost boys is usually initiated with unbecoming grins, sneers and leers, which only serve to soften the ground for a hail of uninvited verbal abuse (and quite possibly, dung).

Many older scoundrels profess the same vulgar spoken and gesticular idiom as the younger brood, but they also go far beyond bad manners. Loitering, drinking and brawling in a gang of youths quite naturally refines into a small-time racket business; the lads simply start demanding money for maintaining "peace" in their street.

### DUE DESSERTS?

What seems to work well for rogues of this kind is the fact that their immoderate behaviour strengthens their in-group, or *the gang*. Each breach of good taste (or law) is a confirmation of the group's separateness from the dull masses and a challenge to the rest of the gang. "How far down the wrong road will you go with me" is the philosophy behind the misfits' solidarity. In truly vicious circles, such behaviour escalates until the gang becomes altogether outlawed, committing robbery and murder as the ultimate display of loyalty and the rejection of society's rules.

What makes many law abiding citizens of the Empire vulnerable to such unsettling behaviour is their inability to cope with it; since the respected person rarely has to deal with the infamous, they have not developed very impressive defences against roguish behaviour. In their turn, ill-behaving louts perceive these honest individuals as easy prey.

A seasoned scoundrel only needs to walk to one such gullible fool, apply a well rehearsed street scam or just bare intimidation and the poor dupe is left standing witless and without his valuables.



## NEW ACTION TRAIT: ROGUE

In the new action cards provided with this volume, there are ones marked with the *Rogue* trait. These actions are connected by one main principle: they are intended to push interaction off balance in some way. For instance, combat actions may break the received norms of honour in an effort to exploit a weakness in the defences of an opponent. A roguish social action may seek to turn the tables on those in power by undermining their authority or making an opponent lose face.

There are a million ways to break the law, but the new action cards suggest some of the ways both the unwritten and written rules of the society can be broken

The following existing action cards can be considered as having the *Rogue* trait:

Sudden Knife  
Twisting Words  
Backstab  
Dramatic Flourish  
Surprise Attack  
Insulting Blow  
Dirty Tricks (here, the functioning of the card as a *Rogue* action is up to the GM)  
Honeyed Words

Many of the actions listed here require only a modest level of skill to succeed. However, included in this volume, there are roguish actions that are more difficult to pull off, but if successful, they may reap great rewards for those who dare to employ them.

In addition, the GM may accept various other actions as having the *Rogue trait* as long as the action upsets the fabric of social norms of the wider society in some way.

In fact, the GM should encourage players with a character with the *Rogue* career trait to come up with some signature tricks of their own!

However, GMs should also emphasise that the action cards offered here represent a special aptitude, scheme or manner along with the results they may trigger. The cards should not be allowed to replace role playing; none of them should be allowed to be used without describing or acting out what the PCs **actually do**.

### INFAMY

It is very likely that a failure to achieve the intended results by roguish means draws a degree of disapproval to the perpetrators of such devious acts.

For this reason, any action deemed a recognized failure by any number of NPCs that witness it will reflect badly on the PC who committed it.

Therefore, the failed perpetrator will suffer from a penalty to all his social actions towards the people who witnessed the failed act; this penalty can be determined by the GM, but as a guideline, the penalty might well be equivalent to the difficulty modifier of the action used.

Similarly, any PC or NPC associated with the now infamous character will suffer from a penalty equivalent to the first difficulty modifier symbol on the *Rogue* action card used.

Of course, the attitudes towards roguish behaviour vary enormously according to the social environment in which they are committed. The GM should use his/her discretion when deciding what the consequences actually are. A successful act of embarrassing a respected figure might well turn against the perpetrator, whereas a failure to stab a hated figure in the back does not necessarily cause an outrage – except, perhaps, in the surviving victim.



## REFINED CONDUCT

It sometimes seems to commoners that the more educated and privileged have some sort of an instinct, something in their well-bred blood that grants them that easy way with finer things. Some call these “airs and graces”, but it is evident that, like the outcasts, the people of the gold tier inhabit a world of their own.

In that world, too, the rules of conduct often go far beyond the understanding of those who have not been initiated to its nuances. This, of course, makes it suitably difficult (from the perspective of the élite) for those with a lowly birth to make a name for himself in these circles.



There are some paths for the unprivileged, however, that may lead to successful social climbing. A merchant may send his son off to a school of oratory where the proper manner of conduct and speech are drilled into him, making him suitable material for the ever labour-hungry leviathan of the Imperial bureaucracy. After years of service, an adroit servant of the crown may even earn a title of some sort.

But even the lower classes are not completely excluded: a smart and opportunistic servant may learn the ways of high society and swindle his or her way into it. Whatever the case may be, one thing is certain: one must be able to come up with the right phrase in the right place at the right time.

### NEW ACTION TRAIT: RHETORIC

The other new trait on some of the new cards is the *Rhetoric* trait. The connecting principle between these actions is that they are used by characters that have received either an upbringing in the high society or a formal education in the art of speech and public conduct.

A social action that has this trait represents one or two particular mannerisms or a less specific manner of speech that is employed to make a calculated impression.

The following existing action cards can be considered as having the *Rhetoric* trait:

Conundrum  
Dramatic Flourish  
Twisting Words  
Inspiring Words  
Formal Diplomacy/Informal Carousing

Akin to the *Rogue* actions provided with this volume, the *Rhetoric* actions included require skill and talent to be used successfully. Furthermore, the results do not appear impressive at first, but if used smartly, rhetoric may become something that can really open doors for ambitious players who seek to influence crowds rather than individuals.

Of course, the GM may accept various other actions as being *Rhetoric* as long as the action requires a command of etiquette, public speaking, debating skills, poetic improvisation or any such highly refined form of communication.

In addition, there really is no reason to let the players come up with some rhetorical tricks of their own!

## BATHOS

Insincerity, pretentiousness, triteness, pompousness, flowery language – these are all symptoms of the same failure: applying rhetoric mechanically and without tact.

Whenever a character attempts an action with the *Rhetoric* trait more than once **in the same stance and during the same speech, social engagement or conversation**, the difficulty of that action is one level greater than last time.

For instance, a priest of Sigmar preaches to the choir – an action with the default difficulty of *simple*.

His first test with the action *Verbal Fireworks* makes the appropriate effect on the audience: they are awestruck. Excited by his success, the priest insists on using outrageous figures of speech – the very same action – two more

times, making the default difficulty first easy, and finally average.

The third test fails: the audience is expecting something more substantial, and thus, the priest fails to keep them captivated; they shuffle their feet and start exchanging glances. Finally, the priest realises that he must get to the point and moves on to something the listeners can actually understand.

Just like with *Rogue* actions, cards with the *Rhetoric* trait should not be allowed to replace role playing; none of them should be allowed to be used without describing or acting out **what the PCs actually do** – the GM could, for instance award different dice to the characters pool according to how well they come up with effective oratorical or behavioural strategies.

## OPTIONAL RULES

### GAINING ACTIONS BY CAREER TRAITS

The behaviour of a character is always affected by a complex mixture of factors like personality, aims, world view, weather and whether or not he has had a meal recently. A lot of it is imitation of the company the character keeps.

A character that has completed a career with certain career traits may trade off all of the free specializations gained from the completion of that career to purchase one action card with a particular trait.

Careers with the *Rogue* trait :  
an action with the *Rogue* trait



Careers with the trait *Academic* or *Noble*:  
an action with the *Rhetoric* trait

### CROWD CONTROL

Social conflict does not always take place within small circles of people. In the Old World, it is also an everyday occurrence in the public eye, the street corners and marketplaces of its villages, towns and cities.

This seething social activity has participants from all walks of life, from watchmen, bawds, prophets and fish sellers, to beggars, pedlars, merchants, and of course, agitators and demagogues. In their austere galleries and halls, the learned are engaged in battles of words just the same, albeit the humiliations are masked behind refined oratory. In courtly environments, the same game is on – only the staging is more opulent and the words more perfumed.

What makes these social engagements all the more exciting is the presence of an audience. A fickle and terrifying force, the public opinion may make or break a person's destiny, and controlling this beast, whether it consists of a reeking mob or cynical courtiers, is often next to impossible. This, however, is hardly enough to discourage those with an instinct for the spoken word.



the social combat and the moods and eventual reactions of the onlooking crowd simultaneously.

An H-tracker may be built in various ways, but as can be seen in the example below, it should include one horizontal tracker and two vertical ones.

### USING THE H-TRACKER

One means by which the GM may stage a public social engagement is by using the 'H-tracker', a tracker designed to keep track on the development of

A middle piece on the horizontal bar marks the starting situation of the engagement. The vertical bars indicate the volatility of the crowd; a Sigmar's Comet result in a dice roll by one of the participants of the engagement pushes the counter up, whereas a Chaos Star moves it down.

After one of the participants in the engagement wins,

One evening, Johannes, agitator and son of a late innkeeper, is returning from a rabble-rousing meeting in a beer cellar when he spots Wilhelm Nachtkasse and his two cronies, unloading a cartful of beer that do not bear the toll markings of Ubersreik harbor.

Though not an uncommon sight, this time Johannes cannot let it slide. Having earlier failed to persuade the local innkeepers to stand up to the racketeers and thugs in the area, his irritation mounts to new heights and he decides to take matters into his own hands, the only way he knows how.

He waits until Braumeister Speidel and his associates stroll past the scene, ensuring his own safety - at least to some extent and then makes his move. Sneaking up on Nachtkasse and his men from behind, Johannes suddenly jumps on the drivers bench of the cart and begins shouting at people passing by, drawing their attention to what is taking place.

From the bench, Johannes spouts loud insults at Nachtkasse, and a shouting match ensues. During the shouting the GM asks Johannes' player to engage in social combat until one of the participants wins or the audience gets bored or riotous.

After three turns - during which Johannes has been granted some extra fortune dice for his well chosen vantage point above his opponent and for a befitting audience - Johannes is able to engage the audience and win the contest of words.

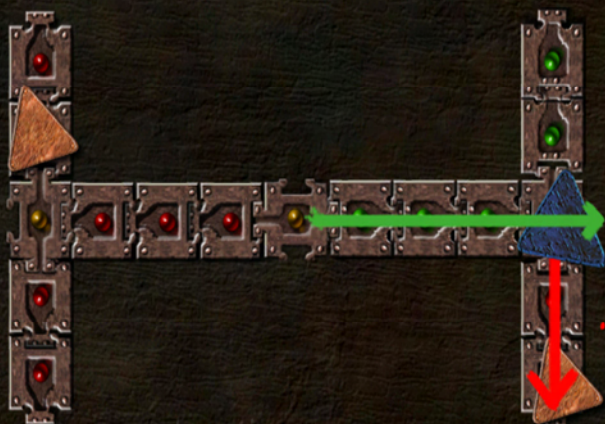
However, he has also rolled three Chaos Stars and only one Sigmar's Star. This means that his victory may turn sour as he has not been able to anticipate the public's reaction to his demagoguery.

Already, the drunken mob is finding pieces of wood and bricks, and several have started maniacally eyeing both Nachtkasse's beer cart and the inn where they were hauling the barrels. A night of blind destruction is about to follow.

### The End Result:

Herr Nachtkasse

Johannes



*Johannes wins!*

*...and has accumulated some nasty consequences....*

or the GM decides that the crowd has heard enough – for instance, on the basis of accumulated Chaos Stars or Sigmar’s Comets – it is time to determine what the reaction of the audience to the events is.

### **BURN THE WITCH AND HIS HOUSE, TOO!**

If the tracker has reached one or more steps above neutral, the crowd may have become easier for the successful speaker to manipulate. If one or more steps have been taken downwards, the crowd may be more difficult to persuade or even on the brink of exploding into violence.

One way to represent this is to consider the neutral position of the crowd as a zero modifier for tests when trying to influence the crowd. A step up the vertical tracker would then add a fortune die and a step down a misfortune die to attempts at manipulating the crowd.

### **LEADERSHIP... OR JUST GOOD OLD AGITATION**

Of course, a character may address a crowd without being challenged by an opponent. A religious zealot or a political agitator may try to ignite the wrath of the masses; a member of a town council might aspire to win over his peers by cunning rhetoric; or a courtier could slyly feign loyal servility before his betters in order to gain new privileges. In such situations, too, the H-tracker may come in handy.

When a player decides to attempt to manipulate a group, an audience, or any gathering of NPCs, he or she should try to gain the attention of the group by means of an appropriate social action.

The suitability of the action depends on the situation; there are all kinds of means by which noise, for example, can be made, but it is not what is meant here by *gaining attention*. Instead, the character must be able to engage the audience long enough to deliver an intelligible turn of speech.

The difficulty of the initial test is determined by circumstances and the make up of the audience – an agitator using vulgar language would have difficult time provoking a supportive reaction in a retinue of Imperial knights, whereas a member of a Merchants’ Guild would not be met with much explicit opposition when flattering his fellow guild members.



Whenever social class differences are obvious, any manipulation attempts should incur one or several misfortune dice, if not an extra challenge die.

After the initial action or test, the GM should decide whether or not opposition arises from among the audience.

Joche Stein, a student and a devout follower of Sigmar, has long harboured resentment towards the flabby priesthood of Stirland. One day, after a service at the temple of Sigmar in Wurtbad, Joche’s life takes a new turn; he is resolved to stand up and expose the corruption of the clergy once and for all!

The service at the temple ends, but Joche keeps a low profile, using the action *Chatting Up* the crowd to warm up his audience while the local priest and his silver tier comrades are still present. Once he sees the priest’s back vanish behind the corner, Joche is certain that the crowd shall welcome his words of truth. He focuses, calming himself back to a conservative stance.

After rushing up a couple of steps on the temple stairs, Joche begins to deliver his own sermon; the first words are calm and calculated. The first action, *Putting it as it is*, results in multiple successes, and Joche gains the attention of the crowd with ease. Joche gathers momentum, assumes a reckless stance and drives away a sneering burgher with an *Indignant Glare*. Next thing he knows, he is two steps into the reckless stance and delivers a hail of *Verbal Fireworks!* A Sigmar’s Comet resulting from the roll ensures that the crowd is ready to eat from his hand. Verily he is a vessel of Sigmar and a scourge of the corrupt!

If no clear opposition emerges from the crowd being addressed – as happens in the example featuring zealous Joche – a character may employ all manner of rhetorical or dramatic actions to manipulate it without having to engage in social combat with a specific

opponent. The H-tracker can be used in situations like this one, too; it merely shows how well the manipulation progresses, simultaneously keeping track of any unforeseen consequences (Chaos Stars and Sigmar's Comets).

#### The NPC 'winning side':

progress towards end of the tracker indicates that the side of the NPC(s) engaged in social combat is winning.

#### The middle ground:

progress across the yellow centre piece can also be used for tracking: the GM could decide that the crowd only has patience for three 'crossings' over the yellow piece – after this, the crowd will no longer care to listen to the exchange and begin to behave according to the total number of accumulated Chaos Stars or Sigmar's Comets.

#### The PC 'winning side':

progress towards this end of the tracker indicates that the side of the PC(s) engaged in social combat is winning.

#### The disaster end:

the lower ends of the vertical trackers show the degree of the ill mood of the crowd in case the participant 'wins' the engagement.

Both participants (or one participant and the audience) have a tracker, which indicates that the reactions may be different depending who wins.

All kinds of uninvited events might happen if the tracker here has gone down far enough at the moment the social engagement resolves.

The crowd might start a false rumour in the name of the PC/ NPC after misinterpreting his or her words, or even start a riot.



#### The fortunate end:

the upper ends of the vertical trackers show the degree of the convivial mood of the crowd in case the participant 'wins' the engagement.

Both participants (or one participant and the audience) have a tracker, which indicates that the reactions may be different depending who wins.

Various beneficial things might happen if the tracker here has risen one or more steps by the time the engagement resolves:

The crowd might celebrate the PC(s) spreading a good word about them in their community, lend them their support, or they might even form an alliance with them.

#### Tug-of-War

There are various means by which the tracker can be moved towards either of the sides. Here are some examples:

- Success in a suitable social action
- Failure in a suitable social action
- Applying an unsuitable action
- Opposed or competitive checks
- An interruption by a third party or by an event such as weather or some omen that triggers superstition in the audience





# THE LAW OF THE EMPIRE

by Rikard Fjellhaug

First, let me introduce myself; I am Henning Morgenstern, a Judge of Talabheim, and a member of the Litigant Guild. Who would be better suited to write a treatise about the judicial system of the empire than one who has spent his entire life in the City of Laws? Innumerable are the hours I have been in session in the halls of the Grand Courthouse of Edicts. I have held courts and issued verdicts hundreds of times and sent myriad criminals to the gallows.

I, Herr Morgenstern, will hold judge over the history of law in the Empire. Law in the Empire is a complicated arcane art. And mastery of the law is as rigorously difficult as the study of magic. I have compared notes with my esteemed colleague and Master Wizard Erwin of the Amber order of the Royal Academy of Talabecland, and it is fair to say that, in intricacy and complexity, these arts share many similarities. The recording of laws and written rules dates back almost 25 centuries, and has now become a quagmire of overlapping rights, obscure laws and conflicting verdicts .

Since the time of Sigmar's reign, the judicial system of the Empire has been elaborated from simple tribal customs to the feudal laws concerning property and ownership, and to the *quattuor* doctors, the rise of universities and judicial facilities, and the emergence of a legal constitution. Brilliant minds in philosophy and practical thinking have written superb documents and books like *Syntagma*, and the eminent *Corpus Juris Civilis* by Fredrick Gothofredus.

For the time being, the developing law system is

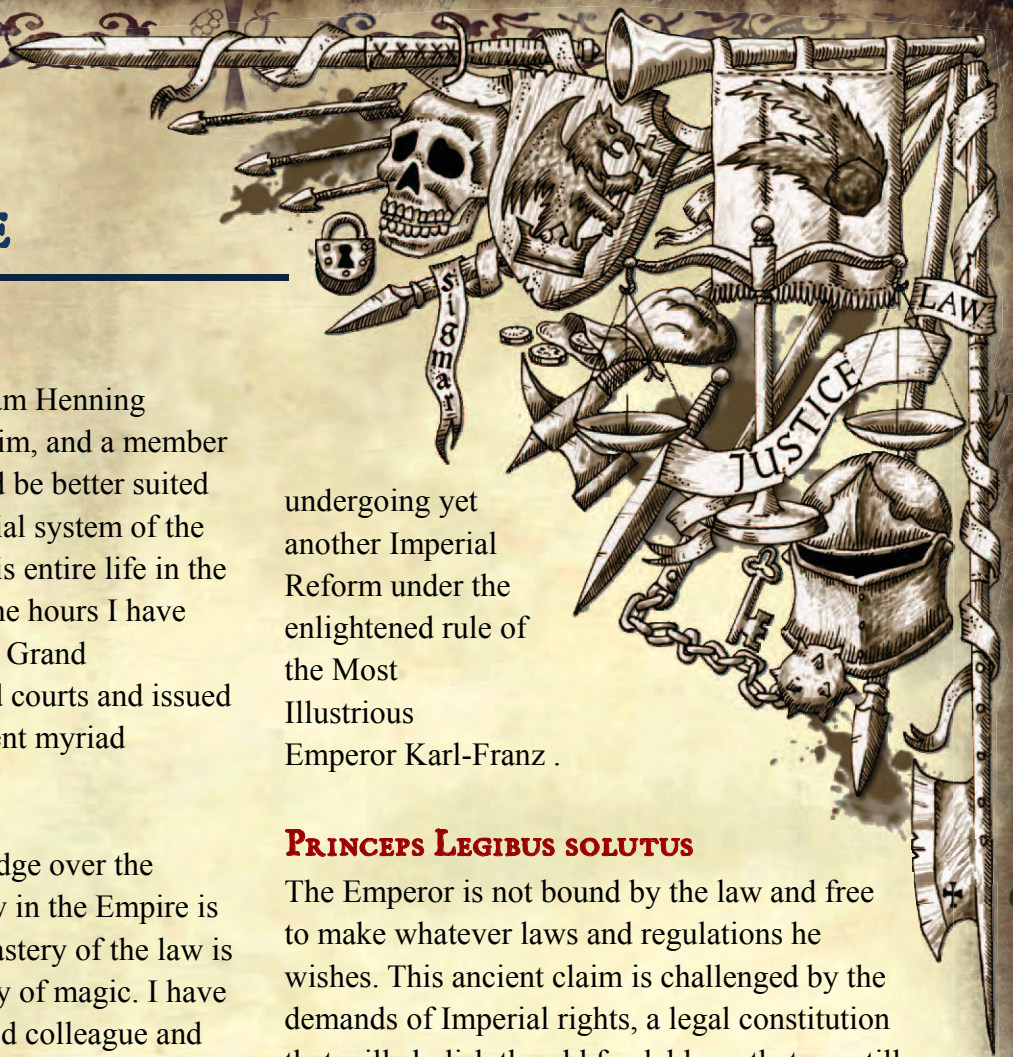
undergoing yet another Imperial Reform under the enlightened rule of the Most Illustrious Emperor Karl-Franz .

## PRINCEPS LEGIBUS SOLUTUS

The Emperor is not bound by the law and free to make whatever laws and regulations he wishes. This ancient claim is challenged by the demands of Imperial rights, a legal constitution that will abolish the old feudal laws that are still practiced today in most of the Imperial courts in our wide and great Empire.

Since the eleventh century, the creation of the Prime Estates by the Elector Counts have limited the Emperor's authority on passing laws, and today, any edicts must be passed through the Prime Estates, where it will undergo examination and scrutiny by competent men skilled in the art of law, such as myself.

The old *Regalia*, the first constitution, were created during the reign of Magnus the Pious and governed a comprehensive list of matters including public roads, tariffs, coining, collecting punitive fees, and the investiture – the seating and unseating of office holders – as well as restructuring the Order of the Witch Hunters directly under the Throne's authority.



## LANDFRIEDEN AND THE REICHSREFORM (IMPERIAL REFORM)

Magnus the Pious did not only re-unite our great Empire, but also passed the *Landfrieden* edict, or the *Imperial Peace*. The edict was a serious attempt to prevent a situation similar to the Age of the Three Emperors to ever happen again and to hinder feuds between nobles escalating into wars or even civil wars. But it also tied the Emperor's subordinates to a legal system of jurisdiction and public prosecution of criminal acts. This gave more authority to **the Imperial courts** that now handle most of the feuds between the nobles.

In the year 2370, Emperor Leopold ratified the *Landfrieden*, which is now called *Ewiger Landfriede* or Perpetual Public Peace, and established the Reich (The Empire) as a single body of law and a kind of a monopoly on the legitimate use of physical force that excludes feuds as means of politics between vassals and nobles.

The seceding of Marienburg in 2429 led to a political crisis in the Empire as it showed clear weaknesses in the Electoral system, for any Emperor is dependent on the support from Elector-Counts, and have to bargain and cede powers and privileges to Electors in order to gain their support.

A dependency like this can gradually weaken the Emperor's office, and that is exactly what happened to Emperor Dieter IV; in order to get leverage against other Electors, he "sold" Marienburg and granted them independence from the Empire in exchange for gold that would fill the then almost empty treasury of the Empire. Despite many claims, Emperor Dieter IV was not a particularly weak Emperor nor was he greedy. He had become elected to the office at a moment when it was practically bankrupt and without much authority or power.



These events lead to an Imperial reform in which the Imperial tax was strengthened to ensure that the Emperor would never again have to go to such drastic measures as Dieter IV had to. In addition, it restrained some of the privileges of Elector counts; for instance, the Emperor could now expect the Elector counts to raise and pay for their own armies and fight directly under the Emperor's banner. The Reform also granted more



## THE SHALLYAN REFORMISTS

In the century before Magnus the Pious, there was a rise of a Shallyan movement, the Order of the Tears of Pity. Its missionaries wanted to stop the widely used executions of peasants for even the most petty of crimes. As the motto among the ruling nobles these days states, *Spare the axe, spoil the peasant*. However, instead of killing or mutilating the lost souls, the Shallyans wanted to build penitentiaries and reformatories in an attempt to reclaim them.

In 2319, they won their greatest victory when Emperor Magnus the Pious was convinced by their deeds and issued the *Lex Imperialis Salvationis et Misericordiae*, the Law of Imperial Salvation and Mercy. Thus, the idea of a new kind of a penitentiary system was born – one bearing some similarity to the *Krinkleheim Institution for Troubled Youth* outside Nuln, and the mining penal colony of Middenheim.

Sadly, the idea is not widespread, but actively resisted in many parts of the Empire. And in these dark days that we now live, the sisters' hard work is slowly eroding away; the once powerful *Lex Imperialis* are dissected to pieces and rendered ineffective by scheming nobles. Among the decaying penitentiaries you will still see crumbling statues made by prisoners in honour of the founder of the Order of the Tears of Pity; Hildegard. But for the destitute and beaten prisoners, it serves as a sad reminder of times past, where prisoners were cared for and the sisters walked the corridors easing their troubles. All they can expect now is the brutality of the jailors and a very short life in misery and disease.

authority to the Council of State (Reichskammergericht).

## KAISER UND REICH

Under the enlightened rule of Emperor Karl-Franz, the developing of a legal constitution is still an ongoing enterprise as the greatest hindrance to it is the mass of inherited rights and privileges of the counts and even the Emperor. As today, the Imperial jurisdiction is riddled with ancient customs, feudal laws and other inherited benefits. Emperor Karl Franz has further redefined his role and the emerging duality between Emperor and Empire, which were no longer considered identical, and which opens the possibilities for the Emperor to be hold accountable to the law. This is just one example of the benevolence of the leadership of the Emperor Karl-Franz.



## PRACTICE OF THE LAW

History aside, nothing much has changed over the past few centuries. Executions for minor crimes have declined, but mutilation and other horrible punishments are still widely used in many parts of the Empire, as sure as you are bound to see the hanged rotten carcasses of bandits outside most town gates. The Empire changes slowly to new ideas; let the failure of the *Lex Imperialis*... serve as an example that good intentions often succumb to the brutal realities of the Old World.

For the Gamemaster, it is not really necessary to know everything about the minutia of how the law works. In most groups, the only encounters with the Imperial law take place

when they have to dodge the watchmen while escaping or entering the sewer (minor offence), or breaking the weapon laws by accidentally wearing a two-handed weapon in plain sight (minor offence), to handing over criminals and bandits to road warden, or spending a night in jail for starting a pub-brawl.

## TRIALS AND ROLEPLAYING

But what if the player characters are caught doing something serious, or worse: framed for a murder of a nobleman they did not commit?

In such circumstances only the most experienced Gamemaster will skillfully navigate through the

### IS VERENA JUST A SIDENOTE IN THE LAW OF THE EMPIRE?

The short answer is yes. Although Verena is the goddess of Learning and Justice, its cult has little to do with the forming of Imperial laws. The simple reason for this lies in the essence of their beliefs, in which the *spirit* rather than the *letter* of the law should be followed and strived to uphold. So, in a way, the cult of Verena's beliefs teach you about the philosophies that inform justice, morals and ethics, for instance, that *truth* is a concept and an ideal that everyone should embrace, but they also acknowledge that the truth itself is subjective and ultimately unknowable.

But this being said, the cult of Verena has many followers within the legal system of the Empire; from its judges, attorneys and scribes many do try to follow her high standards. Some High Judges are known followers of Verena. And many a legal text has been written by her faithful followers to promote justice and equality to all, but it is the cult of Verena's own beliefs that hinder them in taking a greater role in the making of the laws of the Empire.

A priest of Verena is always welcome to attend a trial, although her presence can be a nuisance, particularly if she has made up her mind that the trial is unjust or the judges corrupt.



court sessions and find a fitting verdict without breaking a sweat. For in a sense, a party caught for serious offences are practically at the mercy of the GM acting through the legal court. Irrespective of the rules you implement when handling the situation or how ingenious your players may be, it all comes down to the GM.

Yet no simple dice roll should ever decide the outcome of a trial although it may even the odds to some degree, or even influence the possible outcome slightly. But, surely, as the GM, one might like to avoid sentencing the player group to death by a simple roll of dice?

So, instead of doing so, it is possible to create an episode similar to those found in the *Gamemaster's Toolkit*, like the Trial, or you can use the one in this article to tailor your own court episodes.

Another source of tools for gaming a trial is the article *Honour or Contempt* in the present volume, particularly the "H-tracker" tool provided in it.



### LOCAL FLAVOUR

Roughly speaking, the legal courts of the Empire can be divided into Gold, Silver and Bronze tiers, reflecting both the standing and crime of the offender. As each court within its tier has its own procedures, doctrines and customs, players accused of crimes can never fully expect what will take place, nor can they know for sure what laws or practices are about to be applied, or even how the court sessions will be held. This will give GMs plenty of leeway to construct their own courts proceedings, and to include whatever they deem necessary or interesting in a trial.

### JUDICIAL CHAMPIONS

in some parts of the Old World (and even the Empire) the ancient custom of trial by combat is still recognized as a legal procedure, and favored by old-fashioned nobles with a martial streak. Most trials by weapon are to death, or to one of the combatants surrender. A fighter that fights on the behalf of somebody in a trial of combat is called a judicial champion, and sometimes is employed by nobles to fight their trials. Since the type of used weapons is chosen by a judge, a judicial champion is often skilled in wide variety of weapons, and quite competent at what he does. A good rule is never to accept a trial of combat against a noble since that means fighting a judicial champion that is at least far more skilled than any fighter a humbler man afford, not to speak of the humbler man himself...

Players keen on pursuing the title of a Judicial Champion should consider the pit fighter or the mercenary as starting careers. But veterans and, particular, duellists make for excellent judicial champions. But basically anyone with the Weapon Skill trained and at least two weapon skill specializations can become Judicial Champions. The title can also be given as a reward by a noble.

One trial may be made up by an impatient but bored noble using his own throne room as a court; he might be more interested in hearing tales about the players' adventures than listening to lengthy legal procedures. And, if the players manage to entertain him, they might be set free – to the shock and astonishment of the offended party.

Another kind of a trial could have a tribunal of judges made up of the towns' elders, who will take their time listening to accusations and objections alike, occasionally nodding off. Such trials can last forever with plenty of recesses to take naps or tend to troublesome bowels. At times, the elderly judges

could well hold speeches and reminiscence of younger days when people were more polite. In such trials, showing respect, patience and playing along may be the key to get a favorable outcome. This can be quite fun – and even more so if the players have hired a rather expensive lawyer.

Again, other trials might be quite unusual. In certain rural areas of the Empire, the involved parties are allowed to fight it out among themselves, usually without weapons of any kind. The one standing left is the blameless winner of the trial, while the looser is found guilty, and will have to spend a few days in jail to heal up and to pay the winner a sum of money that were agreed upon beforehand.

### TRAVELLING JUDGES

In many cases, travelling judges are nothing short of failing lawyers, that have taken the unpopular task of journeying the land holding courts at small villages and counseling roadwarden. They have a license to govern the law in a stretch of land, and can do all the things a proper judge can do.

Travelling judges usually travel upon a palanquin carried by their bodyguards. This arcane and very theatrical practice is said to instill proper awe in the common folk. This appearance – which might easily be seen as comical in more civilized environs – is further underlined by a ridiculously huge book, which acts as a seating during the trial in which his feet shall not touch the earth to avoid sullyng the judgment.

In case the palanquin and the huge book are not enough, the travelling judge attire is completed with by an unwieldy staff of justice and an ornate hat both of which signal his profession most visibly.

The presence of a travelling judge can hardly go unnoticed by player characters either; they love to draft by-passers like adventurers into ad-hoc juries, and some are even competent or dangerous enough to spring an ambush trial on unsuspecting players.



### BY MY HONOUR I SPEAK THE TRUTH

The law systems in many places of the Old World are very much a systems of honour in which the honour, social standing and credit rating of a person weigh heavily not only in a court, but even in situations like when watchmen or a roadwarden is about to arrest an offender. It's quite possible for skilled adventurers to talk their way out of getting arrested. Needless to say, it takes a lot to get a noble arrested for practically anything short of heresy, and even then, their good standing gives them a favourable stance in the court. It is even possible that an uncle or a brother of the accused sits in the court, or at least in the same feast table with its members...

### IMPERIAL LAW AND IMPERIAL COURTS (GOLD TIER)

This level basically deals with revenues, security, regulations of sorcery (crimes against magic) and the rooting out of Chaos cults. In other words, major things that can threaten the nation itself. In addition, most of the civil cases between nobles are held in the Imperial courts.



Due to Imperial reformation, the Imperial courts now have the mandate to bring in or even arrest an unruly noble, but the Imperial courts are still hesitant to do so in fear of losing their new gotten privileges. But even so, more often than not, this seems to replace the feuds that before were too common among squabbling nobles.

Players that find themselves on trial in an Imperial court are in big trouble. Only the most serious of offences are ever taken to the Imperial court, and most are held in the capital of Altdorf, even though every provincial capital has their own Imperial court. Of all the courts, the Imperial courts are the ones with the most consistency, and the least variations when it comes to practice and customs.

But even at this level, the practices will be subject to local and cultural variations, although not to such an extreme degree as in the silver tier. An Imperial court is steeped in formality, and everyone appearing in its sessions will try to make the best impression they can. For the judges of Imperial courts are a small, exclusive group of powerful individuals appointed to their lofty position by the Emperor through the office of the Imperial authority itself. That does not mean that the Emperor alone appoints judges to the Imperial courts – Elector Counts may appoint, on behalf of the throne, judges in their own provincial Imperial courts.

The common title of a judge in the golden tier is High Judge, but this can vary from province to province, and, for instance, in Middenheim they are called Law Lords. Holding a trial in the Imperial courts usually takes months if not years. But occasionally, a trial can be over in a few weeks, particularly if the outcome of the trial seems obvious. Hopefully, only rarely will player characters be subjected to trial in an Imperial court. In a case like that, the GM can still use the trial template to run a trial in Imperial courts, but the grandeur and the stakes that are involved should be played up, since, if proven guilty of whatever heinous crimes the PCs are accused of, they will be executed!

Disputes between nobles or even Elector Counts are

always held in Altdorf if possible, where endless rounds of discussions, accusations and objections can hold the court occupied for years.

A civil trial between nobles ends with a resolution in which the nobles involved has to swear to uphold the *Ewiger Landfriede* Charter, no matter what the verdict says. Failing to do so is to declare intention of hostility towards the throne and the Emperor's authority. This in turn can be looked on as an act of treason. Hence, most nobles try to avoid involving Imperial courts when settling scores between themselves. Very recently, the Emperor acted on the *Perpetual Public Peace* edict to grant a free charter to Ubersreik as a punishment for the noble house Jungfreud's aggression towards another noble house. But recent rumours seem to indicate that the Emperor has changed his mind again and the Free-charter will be revoked.



### PROVINCIAL LAW AND REGULAR COURTS (SILVER TIER)

**deals with civil** and criminal matters: crimes against property and persons, and civil suits. In this category, one will find a wide variety of practices and methods. Ranging from courts where nobles, high cult officials and prominent burghers sit in court, to rural feudal courts where just one noble lord sits in judgement. Since this tier deals with numerous crimes and since the pressure on the legal system is high, trials tend to be a quickly affair, lasting rarely more than a week. It is in this tier that one

will find most variety in how a trial is held. Accordingly, the punishments are as imaginative as they are diverse and cruel.

### PETTY COURTS (BRONZE TIER)

**represent** the low scale for criminal offences, drunkenness and other minor offences, which fall under the jurisdiction of watch sergeants and

## THE LAW WITHIN THE LAW: THE WITCH HUNTERS

When Magnus the Pious bound the Order of the Silver Hammer to the throne and disbanded the Lord Protector's post, The Witch-hunters came under the Emperor's own authority and bound by Imperial law.

Today Witch-hunters are official state-sanctioned and funded inquisitors of the Empire, working for the Empire and in the name of all the cults.

Since the Order of the Silver hammer is still a sigmarite order in charge of training new witch-hunters, many have religious training as well. There are two broad categories of Witch-hunters: The Templars of Sigmar; and the secular, provincial Witch hunters. Both groups are hardened veterans not to be trifled with.

A Witch-hunter answers to a Witch-hunter General, and there are currently three generals, General of south, General of the North, and General of the west, which all hold their territories in an iron grip.

A Witch-hunter's role is to rot out chaos wherever and in whatever form it may be found. And they have the right to arrest any citizen they suspect, interrogate and even torture a person to get a confession. They have the right to burn a suspect once a confession is given. Failing that he must try the accused in front of a jury, as he is not authorized to run his own trials. This is usually a temple court, and the Witch-hunter has almost free reigns to convince the jury and peers of the suspect's guilt. In almost all cases, the witch-hunter wins.

captains, who can even hold their own courts.

Typically, any arrested adventurer will first have their case tried in front of a watch captain. If he deems their crimes to be eligible for a greater punishment, their case will be tried in a regular court, as opposed to a Watch Court.

Whatever the court, there is no distinction between criminal cases or civil cases. Meaning that pressing charges can be a risky affair if the court favours the accused.

## SPECIALTY COURTS: GUILD COURTS & TEMPLE COURTS

Guild Courts deal with guild conduct and tries to police its own members to follow a set of guild rules. Any member breaking those rules risk damaging the reputation and public trust of that guild, and it must be ensured that such actions stop as quickly as possible.

Punishments range from fines and restitution to a loss of apprentices and expulsion from the guild.

Most trials for heresy, blasphemy and offences against a cult's property or its god are tried in public temple courts, and more often than not, the trials end in conviction and burning of the heretic. Other

punishments include immurement in catacombs, or strangulation followed by beheading and burial. Being subjected to a trial in a temple court is a harrowing experience as pyres are often prepared while the trial is in session. It is to temple courts most

Witch-hunters drag their hapless victims



## GUILTY UNTIL PROVEN INNOCENT

**Anyone accused** of crimes in a court is in big trouble because they have to prove their innocence; failing to do this will lead to them being sentenced. In theory, anyone accused in a court can make appeals or plead their case all the way up to the Elector Count, which usually then takes place in an Imperial court.

This generally takes months, and it is not

uncommon that overzealous or merely overworked local officials have already carried out the sentence by then.



## PUNISHMENTS TO FIT THE CRIME

For most minor crimes like drunkenness or bar-brawl, a night in the gaol and a fine up to 10 silver is usually sufficient. But more serious petty crimes, like resisting arrest, blasphemy and other unacceptable behavior can be rewarded with serving some time in the stocks or pillory. This can be complemented with old fashioned beating or whipping, where a number of lashes are set by a judge or Watch-captain.

For rule orientated GMs 10 normal lashes deals one wound, and for every ten lashes handed out, A Hard Resilience or Toughness check should be made to avoid getting Fatigue points. If subjected to many lashes a character might faint or even die. Suffering from more lashes than a character's Toughness

### FROM A DIARY OF A TRAVELLING EXECUTIONER (A LICENCED SHARPJUDGE)

*17 sigmarzeit, 2519*

*Summoned and arrived in Stromdoif to administer Justice. To man aged 30, a Tilean, five lashes and a fine for public drunkenness, increased to 20 lashes after he threatened with a duel. To a woman spinster age 35, five lashes for blasphemy, took pity and applied the strokes with a light hand. To a man aged 20, and simpleton, torture and beheading for chaos-worship and necromantic scaring. Blade was sharp: one blow. Food at the inn was bad, but their ale was good*

score times ten, will automatically inflict a Critical wound.

It is quite possible to avoid the physical punishments by accepting a much larger fine, usually between 10 to 50 times the original fine.

For more serious crimes, like the one you will find in the silver tier, the punishments gets indeed more grim and horrible for the accused. Here you can use your imagination to conjure all sorts of nasty and painful punishments, including branding, flogging ( more severe version of whipping), cutting of limbs, tongues, fingers, eyes, ears and noses. But what's important to remember here is to find a punishment that fits the crime, and with punishment I mean corporeal punishment.

For petty theft, everything from cutting of a finger or digit, to an entire hand is quite common. People found guilty of blasphemy, or using their oratory skill to agitate and disturb the public peace, might risk getting their tongue removed. A forger might have his eyes removed so he will never be able to forge another document. Somebody convicted for arson might have his feet or body branded by hot iron. With other words punishment to fit the crime. Female perpetrators, are usually shown more leniency, unless of course she is a witch.

### THE MARK OF SHAME

a special case is the act of branding a mark into someone's forehead, neck or shoulder or even back. This is a mark of dishonesty, and anyone with a branding mark is not to be trusted, and anyone with the Folklore skill, will immediately recognize the mark for what it is. Branding can be used in addition to other punishments, in particular if the



guilty has committed so vile and heinous act (child molestation), that he needs to be warned of his despicable character. If branding is used for other purposes than as a sign of warning, more discreet parts of the body will be used.

When deciding punishments for the guilty, the most important thing to remember is that the Empire doesn't practice long time Incarceration. With only a few exceptions (most notably Marienburg and Talabheim.

There are however exceptions to this rule. Nobles found guilty of crimes might be sent to a penitentiary or even an asylum instead of being subjected to a humiliating corporeal punishment. It's also quite possible to bribe yourself getting locked up instead. There are cases where the offender is valuable to the Reich or the local noble, like a group of intrepid adventurers, or other individuals that need to get their senses straightened out. When locking people up as a punishment for crimes, the idea is to gain something back for such a benevolent act. The heretic might repent, and regrets his outspokenness against the cult of Sigmar, The noble might see the error of his warmongering, and the adventurers will get a proposal... in worst case scenario they might just need able bodies to work the salt mines.

But the rule of thumb is that, you don't incarcerate somebody unless it will be too dangerous to execute them, or too valuable to do otherwise. It can also be a tool to hide away potential dangerous enemies that would otherwise go free. The Empire is full of scheming nobles, corrupt judges, and for them penitentiaries are just simple tools to gain power.

Even death penalties will not promise you a

swift death, as it might include any of the above mentioned before you're sent to the gallows. Depending on where the sentence is carried out the offender dies horribly in many various ways.

Middenland, for instance, prefers to burn horse thieves, and Nuln practices the horrendous Lead belly death, which means the offender gets poured melted lead down his throat. In parts of Stirland, the 8 days of dying is still popular, which means the offender will take 8 days to die of horrible torture and mutilation, often a physician assist to

### WITNESSING AN EXECUTION

BY YOSSI FINHARDT, A TRAVELLING FOREIGNER

*... The accused blasphemer had his limbs fastened to a rather odd contraption, consisting of large cogwheel with several smaller ones and a wooden pillory at front. Although the poor man's limbs were attached to the wheel, the rest of his body were not. Instead it was strapped up against the pillory.*

*Amidst the crowd I wondered what exactly such a device would do. I was mesmerized by the tension and the strange act that was taking place before me. A priest of some sort acted as a judge, holding a staff and pacing back and forth. Behind him, several guards stood by, grave as night, and by the device the executioner watched silently, resting his large arms on a lever that resembled a hammer.*

*The priest went over to the blasphemer and spat in his open mouth "Here is the one who wished to break the joints of the Sacred Empire! Behold! Now he must perish as the Hammer of Sigmar will break his joints on the wheel".*

*With that the executioner pulled the lever and the great wheel span. Too late I realized with horror what the contraption would do, as it turned with great effort, one limb after the other snapped off with a sickening sound. The screaming was unbearable. As the wheel turned a full cycle the damned contraption released a hammer that with full strength smashed into the head of the contorted blasphemer, splashing brain and gore everywhere. Oh! what a horrible way to go. It reminded me not to speak ill of their local god Sigmar – the best advice I ever got. They certainly take their executions seriously.*

prevent the victim from dying until the 8. night.

## CUSTOMS & EXECUTION

Most punishments are a public affair, which adds to the humiliation of corporeal punishment. Carrying out the punishment is often an odd mix of formality, where duty bound law enforcers and stern judges read the crimes of the guilty, to the glee and hysteria of the crowd. With sermonic formality a spokesperson, usually a judge or noble, tells the crowd the verdict and punishment. In opposition to the spectators, the judge, jury and executioner are not expected to feel joy when performing their tasks, or at least to express it when doing their duty. If anything, the rite involving the completion of the punishment is to cleanse the guilty from his wicked ways. In carrying out the sentence, this purification rite is very important, and in a way, it is the reason why the particular punishment has been chosen.

Public executions always draw a large crowd, and here, the purification rite is of utmost importance. This is reflected by the custom by which the perpetrator is allowed to speak out about their deeds and express their regrets. Although it does not help the convicted to escape the punishment, it is considered a victory for the law if the criminal does so. It shows that the system works, and it pleases the executioner, who will then have a degree of certainty that the convict indeed deserves the punishment. *“We send you not as a tainted criminal*

*to Morr’s Realm, but as an erred repentant. Let the God of Death be the final judge of your actions”*. That sentence or variations of it is often heard by the judge before a hangman tightens the noose or a sharpjudge readies his sword or axe.



## THE PRACTICE OF SHALLYA’S MERCY

To be sentenced to death usually means you will die either by hanging or beheading. Other more unusual methods exist like drawing and quartering. But the most prevailing is hanging or beheading, which both require two different set of executioners, the hangman and the sharpjudge.

On occasion an execution does not always go as planned; the rope might snap and leave the criminal gasping for air. The sharpjudge might miss his target or only wound the target. If the event that causes the execution to go wrong is spectacular or ominous enough, someone in the crowd might start to yell Shallya’s Mercy. If the sudden change in the course of events is seen as a sign from beloved Shallya to spare the wretched life of the offender, others will join in chanting the words, too.

In such cases, the judge and has a difficult choice to make between following the procedure and risking Shallya’s wrath (or worse, waking the mob’s anger) and letting the prisoner go and risk the Court’s disdain. In most cases in which the crowd chants as one, the executioner and enforcers of law have no choice but to let the prisoner go – after all, the gods have spoken. Because of this practice, the Court often employs the most skilled of hangmen or sharpjudges to avoid invoking Shallya’s Mercy. A recent invention is the use of contraption or machines to avoid such errors to happen. But such inventions are still very unreliable and, in some cases, as dangerous for the user and spectators as it is for the person to be executed.

## HOLDING TRIALS

As mentioned earlier holding a trial can be scary and difficult to run, both for the players and Gamemaster alike. But since there is hardly any standard of how to do it, no trials need to be similar. This gives the GM a lot of space to construct courts according to one’s own preferences. However, there



are some features that are common for all trials.

### 1. Place to hold court.

This goes without saying, but you need a place to hold your trial, and any place that holds a trial is called a court. Whether it be a

public outdoor plaza, or within the sacred hall of a temple to a courthouse in a city, or even the castle of a duke. Key elements is to have a place to restrain the accused (usually a jail), ready nearby.

### 2. Judge, jury and peers

next you need people to sit as judges and announce a verdict. With the exceptions of gold tiers courts, this can be everything from a nobles, high ranking priests and prominent burghers that sit in a jury passing judgment, to feudal courts where only the count sits as judge, or a council of elders.

### 3. Lawyers & attorneys

in the old days it was custom to either speak your own case or use people with oratory skills to plead your cases. With the growing of legal institutions such as universities and the growing complexities of the law, speaking on the behalf of either side in a trial has become a profession in its own. They are called lawyers and are often hired to speak on the behalf of the accused or the offender.

Since they are educated to know the law, lawyers and attorneys are usually very expensive, too expensive would the common man say, which seldom has the money to pay for the attorney. While not necessary to have to

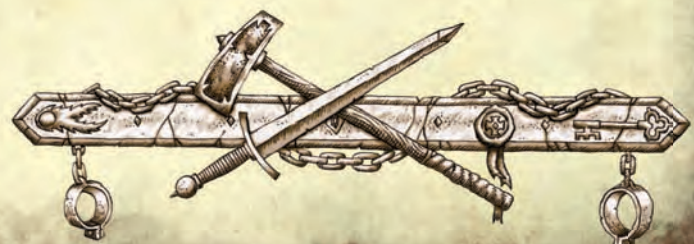
run a trial or defense, even an inept lawyer will be of some help to the accused.

### 4. Drama and lights

when running a trial use your storytelling skills to make it memorable and enjoyable. It's an excellent opportunity for you the GM to teach your reckless players a lesson or two. This is your chance acting through the court to correct your players' bad behavior and scare them a bit. Be sure not to miss that opportunity, let them sweat a little, hold a stern speech about misbehaving adventurers, scorn them for their reckless behavior and blatant mistakes, and when they are about to lose all hope or get really annoyed, let them go. Let them win to fight another day. Or condemn them to a life-time in a mining penal colony.

In fact, conviction of a crime could make a great start on a new campaign. As they are shipped away to a gloomy future, the ship sinks and the prisoners are washed up on a strange island.

When your players are on trial you have a unique opportunity to take your campaign in whatever direction you want. A verdict in disfavor of your players doesn't mean to spell doom to your characters, it's simple a new chapter in your great campaign. Avoid sentencing them to hanging or immediate death, send them away, maybe the powerful governor on Rijker's isle need them to explore the lower dungeons of the castle in search of a missing guard, who knows what lurks down there? Great adventures can begin with the verdict "I sentence you to a life-time..."



## THOSE REIKSPIEL WORDS AGAIN...

**Landfrieden edict** – Imperial Peace, a law created during the time of Magnus the Pious to prevent fights between nobles escalating into civil war.

**Reichsreform** – Imperial Reform; constitutes a period of time in which the Imperial legal system undergoes dramatic changes to grant authority to the Landfrieden edict and substitute the old feudal laws.

**Ewiger Landfriede** – Perpetual Public Peace, a ratification of the older edict that grants more authority to the Imperial Courts in an attempt to abolish feuds between vassals and nobles.

**Reichskammergericht** – an old Reikspiel term for the Council of State; used to symbolize the increased importance of the Imperial bureaucracy.

**Kaiser Und Reich** – a term or expression by which the Emperor's role is not considered identical to that of the Empire. A notion that even the Emperor is not above the law.

## CLASSICAL TITLES

**Syntagma** or **Syntagma Canonum**, written by Mathias Bleuster – a Sigmarite monk that lived during the dark ages. His work, the Canon law, catalogued and refined many of the existing laws of that time, both civil and ecclesiastical laws. The monk draws inspiration from Dwarfen laws as well as from High Elven scriptures. His use of handy appendices and easy reference made it a popular book that survived countless wars, book-burnings and social instability. His work influences the law-making not only in the Empire but in Tilea and Estalia as well.

**Corpus Juris Civilis**, – Body of Civil law by (Fredrick) Gothofredus. This is an ancient text that today comprises 60 volumes in the newest incarnation by jurist Gothofredus of Talabheim. Its first pages are said to have been written by Sigmar Heldenhammer himself, as he were tutored by Dwarfen Wordsmiths on how to govern “the land between the mountains”. Almost forgotten, it has been revived during the time Magnus the Pius, and several more volumes been added to this great art of work by brilliant thinkers and even Emperors. Revised and changed and expanded countless times, the *Corpus Juris Civilis* is a living document that is the embodiment of the Imperial legal system. Some of its more important parts or volumes deal with laws against Heresy, and laws against Chaos worship and magic.

*I'm preparing to include a list that will deal with the volumes, together with a brief text on each topic or volume, if possible including a year and author when the law was first introduced.*

## THE EPISODE TEMPLATE TRIAL.

Included in the Gamemaster's toolkit, there is a trial episode template that helps GMs to run a trial. Below, you can find a similar episode to help you create your own trials. It also serves as an example that an episode like this does not have to be complicated at all. Remember that what follows is a rough template and you may include more rules whenever the need arises.

## THE TRIAL EPISODE

**Overview :** The party or one of its member is accused of breaking and entering and stealing from a good merchant. The party, or the offender, were caught by the watchmen as they attempted to leave the manor where the deed has supposedly been committed.

A trial is declared to determine their guilt or innocence, and the players must prove their innocence or face severe punishment, which could include flogging, dismembering or ten years in penitentiary, or a combination of all.

**Behind the scenes:** the party did indeed break an entry into the merchant's manor, but not to steal (well that also, but it's called loot) but to find evidence that he is a chaos cult leader, using chaos magic and rituals to make himself rich and to destroy the competition.

Unfortunately the player characters failed to find the hidden chaos temple and were left only with circumstantial evidence.

## ACT I: ACCUSATIONS FLY (SILVER TIER).

This act establishes the nature of the trial and the punishment. Whatever instance is working against the player characters in the trial presents the case,

introduces the evidence and begins the accusations.

At this point, you should make a progress tracker with equal number of spaces divided by an event space, the one side representing innocence (green) and the other guilt (red), four or five on both sides should be enough.

In this case, the PCs token should be placed one or two spaces into the guilty side, as the merchant is a rather powerful individual in the community, beside he has hired a rather imposing attorney, AND they wear caught with a substantial part of the merchant's silvery.

Alternatively, you can use the H-tracker, the use of which is explained in *Honour and Contempt*, to keep track of the situation in the trial and to add the dimension of audience reactions if applicable in your trial.

The majority of this act will play out through a series of social exchanges and mental skill checks. IF the PCs want to deny the accusations they may have to use their Charm or Guile skill.

But in this case, the players are advised not to deny anything by their lawyer, who in truth works for their employer; a worried merchant who hired them to investigate his shady colleague. The idea is to connect the players to the crime scene, so when they spring their own accusation against the offended merchant, there will be no doubt that they indeed were present at the scene.

The scene ends when the PCs are called to defend themselves



## ACT 2: OBJECTION

The PCs must prove their innocence, or that they had good intentions. This act will be the players chance to move their token on the progress tracker toward innocence. They can do this by arguing their case during the trial, pleading for additional time to acquire evidence or in this particular case, accuse the offended merchant for consorting with chaos and using black magic.

This is a very risky strategy. But the only one to prove their innocence and intention behind their actions.

Depending on the items they stole this can set them in a favorable position, or not. A forbidden tome will surely help their case, but a silver stake depicting skulls will not, although the merchant's taste would be questioned. Unless any tangible evidence is produced for the court any accusation against the offended, will indeed be looked down upon, and damage their case.

Despite all the silvery, valuable paintings and fine carpets and other loot, nothing proves that the merchant is a Chaos cultist; the outcome of the trial looks grim indeed for the intrepid adventurers.

In one last attempt to postpone the inevitable their lawyer ask for a few hours to gather more evidence.

**behind the scenes:** the players already suspect that the good merchant has a secret compartment somewhere in the manor, and that he has recently summoned a demon, a demon which not fed regularly with human hearts will break free. And they have already intercepted one delivery of corpses to his house.

The players taking a large risk, gets a few hours to prepare their defense. But the stake is now even higher, if found guilty of spreading false heresy they will meet the gallows.



## ACT 3: THE VERDICT

The trial reaches its conclusion. The judge might already have made his mind up, but surprise evidence might be presented in this act to swing that verdict in a new direction. A last chance to affect the progress tracker with new evidence, surprise witnesses or compelling speeches.

In this particular case nothing seems to show up, but somehow the offended merchant seems sweaty and at unease.

**Behind the scenes:** the players persuaded their lawyer to keep some of his guys on the merchant at all times, make it obvious that he is watched through the entire recess. The Merchant and indeed Chaos cult leader found it hard to do anything while being spied upon, beside his house is under guard by the watchmen until the trial has reached its verdict. Leaving in the middle of the recess, would seem suspicious, especially now after the players have accused him of grand heresy.

As the players are declared guilty in their crimes and for accusing the good merchant for false heresy, they are sentenced to death by hanging at the first dawn of light.

As the judge reads the verdict with spit and venom, a guard enters the court, telling about a great disturbance in the merchant quarter. The players' sits back knowing exactly what is going on. In a few minutes they will be asked to help the good town of Bögenhafen to rid it of a demon that are set loose, set loose from the good merchant's cellar. Now if that isn't compelling evidence what is?



## POSSIBLE COMPLICATIONS

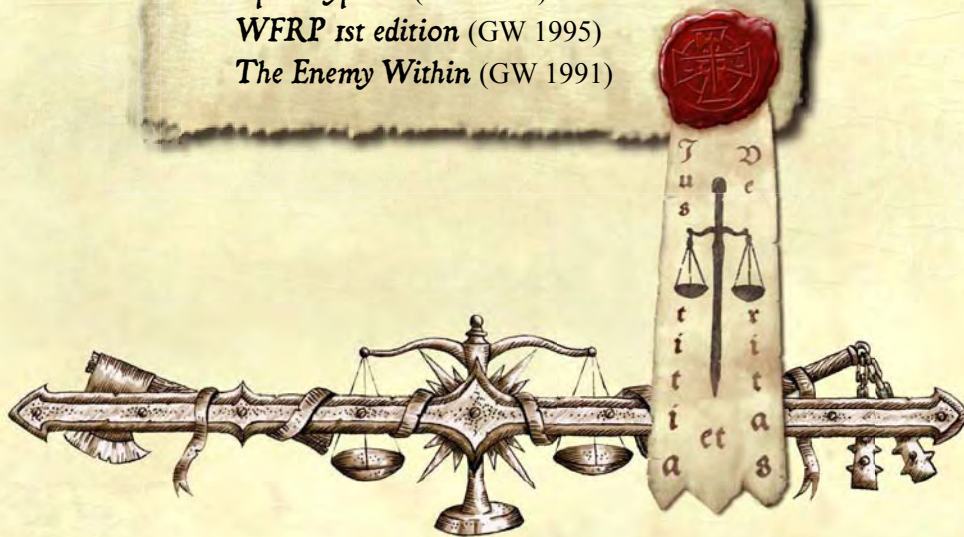
This example might not be the best outcome to the trial or even plausible. The only complications that will occur depend on the plausibility. What if the players did not know of the demon in the hidden temple? Or even plead for a recess? Or that the demon was not due to act before long after the verdict and the hanging had taken place what then? It all comes down to plausibility and narrative storytelling. You don't want the players to be hanged for trying to do the proper thing right? Any loose threads from the story can be used to aid the players.

As mentioned the party had successfully stopped a deliverance of human hearts to the merchant in a previous investigation, maybe they succeed connecting that to the merchant. In such case the court has no alternative than to investigate it further, and possibly find the hidden temple.

When creating trials in which you want the players to win, always make sure you have something to fall back on, like a last minute evidence or surprise witness. In cases which you are not sure whether you want your players to be found guilty or innocent, let them play it, and let the dice land where they fall.

## MATERIAL SOURCES FOR THE INQUISITIVE

*WFRP 3rd edition* (all products)  
*Tome of Corruption* (GW 2006)  
*Sigmar's Heirs* (GW 2005)  
*Apocrypha 2* (GW 2000)  
*WFRP 1st edition* (GW 1995)  
*The Enemy Within* (GW 1991)





# THE SHARP END OF JUSTICE

## -A LOOK AT EXECUTIONER CAREERS

By Jussi Alarauhio

In the Old World, carrying out justice is a line of work on which few wish to embark. Very few indeed become an executioner by their own choice. Yet someone must do it, and the authorities have their means to persuade enough individuals to perform this ghastly service.

### CAREERS OF THE EXECUTIVE BRANCH

#### HANGMAN

To the average denizen of the Empire, the word *executioner* evokes the image of a hood wearing brute dragging his sobbing and pleading victims up the ladders to the noose, pelting them with coarse threats and insult on the way. This image is due to the profession of the hangman.

A servant on the lowest rung of justice, a hangman takes care of menial tasks necessary to carry out justice, such as forcing prisoners before a judge, pulling them up the ladders to be hanged, and branding or mutilating convicts. On routine days, he must also maintain the gallows, wheels and gibbets, catch stray dogs and pigs, and cart off any unidentified bodies from the most sordid back alleys to be delivered to the priests of Morr.

Furthermore, the corpses of criminals put on display to the public need to be guarded. One never knows when a corrupted barber surgeon decides to learn more about the human anatomy, or worse yet: a practitioner of witchcraft or necromancy happens to wander in the area, looking for the recently deceased.

There is always a lack of suitable workforce in the field, and almost anyone may end up a hangman. Practically anyone who agrees to perform these

gruesome tasks for a meager pay or just does not have a choice will do; ex-convicts, tramps, rejects, mercenaries, foreigners and even the unhinged have been commonly recruited as hangmen.

For obvious reasons, the profession bears a severe social stigma. If one is outed as an assistant to an executioner, interaction with people outside one's immediate family and colleagues becomes strained, to put it mildly. In most taverns, inns and marketplaces, known hangmen are treated like air. In others, they are driven away at the tip of a long stick. There is also a reason as to why hangmen like to wear hoods when



performing before the public: the everyday tasks of a hangman take him to the very streets where he is most unpopular and risk him meeting the very people on whom justice has been painfully inflicted.

While the Empire populace certainly does not protest executions in general, it harbors an ambivalent attitude towards those who perform them. The common people simply cannot or do not want to imagine why anyone would take the job of a hangman. The fact that such a career may be forced upon an individual has little impact on the perception that hangman's business is that of torturing and killing helpless victims. Despite the fact that mercenaries are often regarded as mere paid thugs, even they are viewed with less animosity than hangmen. After all, the victims of a mercenary's violence are given a fair chance to fight back – most of the time.

It is no wonder that a perceived injustice, sympathy for the convict, or a botched execution may invoke the murderous wrath of the poverty stricken masses.

## TRAVELLING JUSTICE

Smaller towns and rural communities cannot, by and large, afford a permanent machinery of justice. For this reason, they need to invite a travelling judge or wait until one passes through. One member of the retinue of a travelling judge is the sharpjudge.

However, outside his jurisdiction, a sharpjudge may only practice his profession if he carries a licence to do so. Licences are written by Priests of Verena (for a fee) in temples in state capitals or Freistadts. An unlicensed executioner can only be employed by judges in special circumstances and only after an examination of the individual volunteered (or more often, coerced) to perform the required deeds.

A licence is a testimony by a Verenean Priest that states that the bearer has satisfactorily performed all the conventional responsibilities of a sharpjudge under the eyes of the Priest and bears no marks of corruption upon him.

It is often most convenient for a sharpjudge to travel as a part of a travelling judge's retinue. In this way, he will not only benefit from the legal authority provided by the judge, but such an arrangement will enable him to enjoy his privileges in areas where such demands from a lone executioner might be met with hostility if not outright banishment from the community.

When travelling alone, it is usually wiser for a sharpjudge to keep his profession secret from the populace and leave town as soon as his task is done. Similarly, it is not usually wise for a sharpjudge to seek common lodgings with his hangmen.

Many a hangman has met a violent end in the hands of an angry mob simply because of a minor mistake like letting a convict slip and fall off the ladders when leading him up to the gallows.

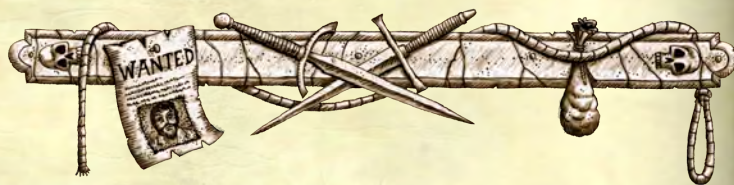
Regarding the notoriety of the profession – and the fact that a considerable portion of hangmen have a criminal background – it is not surprising that many hangmen end up rubbing elbows with members of the criminal underworld. Some of them even turn body snatchers or tomb robbers; others accept bribes from convicts for performing soft-handed punishments.

But, since hangmen nevertheless cling on to the proper society by performing their services, they often act as a paradoxical link between the world of

crime and the world where justice reigns. In effect, hangmen are individuals who have a view on the behind the curtain of respectable society. Quite naturally, a hangman is often a treasury of street talk, rumours and gossip.

Sometimes, a hangman is deemed to possess enough skill to become a sharpjudge. This is a real opportunity to climb the social ladder, but success does not come easily in the field of executions. The training period of a sharpjudge is closely monitored by a priest of Verena, and for many hangmen, the pressure is simply too much to bear.

Indeed, the mental strain is severe enough for many experienced sharpjudges, too. Fumbling an execution has gruesome and dangerous consequences; riots are known to have erupted due to a mistake by a sharpjudge, and the fear of failure haunts the dreams of all but those with nerves of steel. But in many cases, it is drunkenness or a herbally numbed mind – the treatment for frayed nerves – that eventually causes a disaster.



## SHARPJUDGE

Once a man is made an executioner, few choices exist for him by way of future careers. It is hardly surprising that executioner professions tend to become hereditary; often, the offspring of executioners simply are not accepted to receive education or training for another line of work. In the Empire, the profession of the executioner often remains in the same family for several generations. This is the case in larger towns and cities in particular.

In established executioner families, some of the sons of executioners may train the profession by starting as a hangman. In such cases, the nastiness and risks involved in the duties depend on the wealth of the family; the wealthier the family is, the likelier it is that the executioner in training will not have to socialize with the dregs of society, that is, the

hangmen. This is because their future profession is on a step higher than a mere hangman: the sharpjudge is the executioner proper, the man who delivers the *coupe de grâce*, as the Bretonnians like to say.

The word *sharpjudge* refers to the executioner responsible of beheading the convicted. Sometimes called *headsmen*, sharpjudges are best known for the tool of their trade, the sword of execution. After years of service, these tools may gather a reputation that

## THE GOOD, THE BAD AND THE UGLY

For obvious reasons, sharpjudges tend to become well known members in their communities. Some of them are well remembered indeed even after their careers have ended. Come, surely you recognize names like Johannes Angstmann, the Mad Butcher of Middenheim? Alfred Bövel, the conscientious sharpjudge of Nordland? How about Simon Hauptkassier and his successor, Karl Hengdieb, the feared headsmen of Altdorf? Of course you do.



Yet there are some that have made their careers stand out in, well... surprising ways. Here are three of them.

### I EXECUTIONER EXTRAORDINAIRE

Bretonnian executioners are well known for their skill with the sword. One such talented professional was Gilles Le Tain, a youthful, blond, Bourgognian headsmen who made a spectacular career for himself under Marius Leitdorf, the unhinged Lord of Averland. It was the nobility, in particular, who were impressed by the courtly and tactful manner of Le Tain. On one occasion, Le Tain was summoned to behead a Myrmidian knight who had provided military counsel to the leader of a peasant uprising near Agbeiten.

Led to the block, the knight did not kneel, but instead, he gave a solemn speech that held the audience in perfect silence. The knight then declared that he would not kneel even at the moment of his death — immediately after which Le Tain stepped before him and swung his sword, decapitating the Myrmidian quite *tête à tête*, while he was still standing, thereby preserving his honour untarnished.

It was, however, during the *Halfling Rebellion* of 2502 when Le Tain had had enough of Elector Count Leitdorf's eccentricities. Standing on the execution platform, he had been tasked with putting the ringleaders of the Halfling *Levellers* to the sword. Yet this time, Le Tain decided to give a speech of his own; he stated with grave rhetoric that "a people who can make pies like the Mootlanders cannot consist of corrupt *conspirateurs*". Some reported afterwards that there was a hint of surprise on Le Tain's face as he himself was placed on the block with the Halflings. Yet the after fame of the *Chivalrous Sharpjudge* has not shown signs of waxing — not among the Mootlanders at least. Hence, the *pie le Tain* of Moot is baked with a dark rye crust under which is hidden a golden heart, a stuffing of egg yolk and honey.

overshadows even the notoriety of their wielder, who is then referred to by the name of the sword. One famous example is the *Righteous Drinker*, the sword of the Bövel family of executioners.

Although sharpjudges are in charge of the practicalities of executions, they rarely participate

capital punishments are few and far between and, in such places, the resident sharpjudge cannot afford hired help and has to perform most if not all of the duties normally delegated to one or more hangmen.

## II THE SCANDAL OF THE UNLICENCED

One particularly disturbing case regarding the pollution of justice came to light in Pfunzig, Averland, in 2483. It is generally held that becoming a sharpjudge became significantly more regulated after the events of that year, now remembered as the *Scandal of the Unlicenced*.

From the 2460s onwards, a sharpjudge named Karl Holzpan became known as the most trusted wielder of the executioner's sword in the whole of Averland. His first performance was an emergency case; the executioner of Pfunzig had recently died. The man to be beheaded was a spreader of disruptive doctrines. As an ad hoc solution, Holzpan, a non-local mercenary, was asked to do the job. Given the opportunity, he took it, and he took to it in the correct manner, both efficient and unflinching. After this, no one cared about the past of this man nor did he rush out to tell anyone about it himself.

By the time of his sudden death, he had accrued an immaculate career of over two hundred decapitations. Unlike the average headsman, Holzpan was not prone to perform drunk or hung-over. A lean, not unpleasant looking and soft spoken man, Holzpan possessed an uncanny talent and precision with his sword. Almost

uniquely for a man of his profession, his humble and serious manner inspired respect both in the authorities and the Vereneans who employed him.

At its arrival, Holzpan's death was met with surprise – understandable in a case where a person dies by accidentally decapitating himself by falling on his own razor-sharp sword. As Holzpan was a bachelor with no known relatives, the town paid for his burial and prepared to hand down his sword to the heir of his occupation.

However, when an aspirant executioner wiped off the dark oil that covered the blade, he discovered some very strange inscriptions. Research into the text revealed that, instead of relieving the town from its corruption by punishing the wrongdoers, the erstwhile servant of justice had sent off the poor souls to the abhorrent god of murder, Khaine.

While the discovery explained some of the odd antics Holzpan had displayed during executions, it was horrifying and embarrassing enough to inspire the following words by the Most Illustrious Master of the Pages, Arch Lector Heinz-Georg Glaubenslehre: “not even the Great Flood of the following year was enough to wash away the stain of his blasphemy”.

hands-on in the actual proceedings, except if the sword is to be used. Most of the time, they oversee the process and signal commands to their assistants by murmured words and ceremonial gestures. Thus, sharpjudges are not viewed as quite as disgusting or brutal as their servants, the hangmen.

Sharpjudges may even become local celebrities although, even then, they are hardly celebrated. In smaller towns, however, the situation is different;

### THE SILVER LINING

Since the services of a sharpjudge are absolutely necessary, shrewd individuals in this line of work have succeeded in bargaining certain privileges for themselves. If a family retains the profession for more than one generation, and if they are able to take full advantage of their privileges, they may succeed in gathering a considerable fortune.

### III A VORACIOUS WORKER

It was in the good old days in the Grand Principality of Ostland when Garbelos, an ogre, was given the responsibilities as an assistant to the sharpjudge of Ferlangen.

For one winter, Garbelos toiled, and while he did, restraining violent convicts, intimidating prisoners during interrogations or performing any heavy labour were no problems at all. Commoners viewed the hulking executioner with healthy respect. There was no pelting of the servants of justice with pebbles or rotten vegetables. Public protests were voiced in mild and polite tones.

In the end, it was not the lack of ability that caused consternation among Garbelos' employers. Quite the contrary: even one of the least agreeable tasks of the executioners, the cleaning of the bones of notable cadavers, was performed by the ogre with unprecedented rapidity and diligence.

It was merely the detail that the cleaned bones frequently bore signs of gnawing that alerted the authorities to unpalatable work practices. Furthermore, a colossal cauldron was discovered under the city pillory where Garbelos' dwellings were located. It was evident that the ogre had been taking work home, and bones had been cleaned with more gusto than was acceptable by human standards. After a long and grave lecture by the burgomaister of Ferlangen, the crestfallen ogre was sent packing.

In their hometowns, sharpjudges are usually entitled to a ladleful of grain from every grain load that enters the city. From the executed, the sharpjudge may take the clothes from the belt upwards, including everything fastened to the belt, whereas hangmen are entitled to everything under the belt. However, since hangmen are not officially servants of justice, their "privileges" are not official either and often neglected.

Although they certainly are unwelcome company in any quarters, licenced sharpjudges are entitled to free lodgings in lawyers' guild houses. It is possibly due to the reputation of lawyers that there is never a lack of helpful citizens to point a sharpjudge where to find the lawyers.

As a rule, a resident sharpjudge is given accommodation in a down-market area of the town or city. There, near to a garden of Morr or next to the stockyards, he will be out of sight until needed. Yet as a man who may have to be called to perform his task on a member of the nobility some day, he is not banished to live among the common rabble, but rather in some non-residential area.

In addition to the tool and emblem of his trade, the executioner's sword, sharpjudges tend to be recognisable to the perceptive. As a consequence of their right to most of the clothing of the victims of the capital punishment, the apparel of a sharpjudge may be strikingly fine; colourful doublets, slashed sleeves, feathered hats and unpatched socks - much finer than their social class would allow. Sometimes, to avoid embarrassing cases of mistaken identity, sharpjudges are not allowed to wear their most expensive clothing when off duty. In such cases, a breach of this ban can result in a sizable fine merely at the word of an irritated nobleman.

### A LIFE OF DUTY

At the block, skill must indeed be applied. A two-handed sword is not for the clumsy when precision is required. Improvisation is not popular, and a failure to see the task through with one blow is followed by a financial punishment - if the sharpjudge is lucky.

However, a successful career as a sharpjudge requires more than the ability to swing the sword. Efficient interrogation and many types of punishment require understanding of the human anatomy. One important skill is, for instance, how to stop bleeding. For this reason, the poorest of the poor often seek the counsel of a sharpjudge when a bone needs to be set, a limb needs to be relocated, or when an arm or a foot needs to be amputated. In addition, since executions take place in the public eye, sharpjudge's work requires tact, timing and discipline.

Furthermore, while hangmen are rarely described as being pious, it benefits a sharpjudge to display a degree of faith, preferably in Sigmar, Morr and Verena. Of course, the better the grip that a sharpjudge has on the real and perceived legitimacy of his profession, the safer his mental and physical well-being remain.

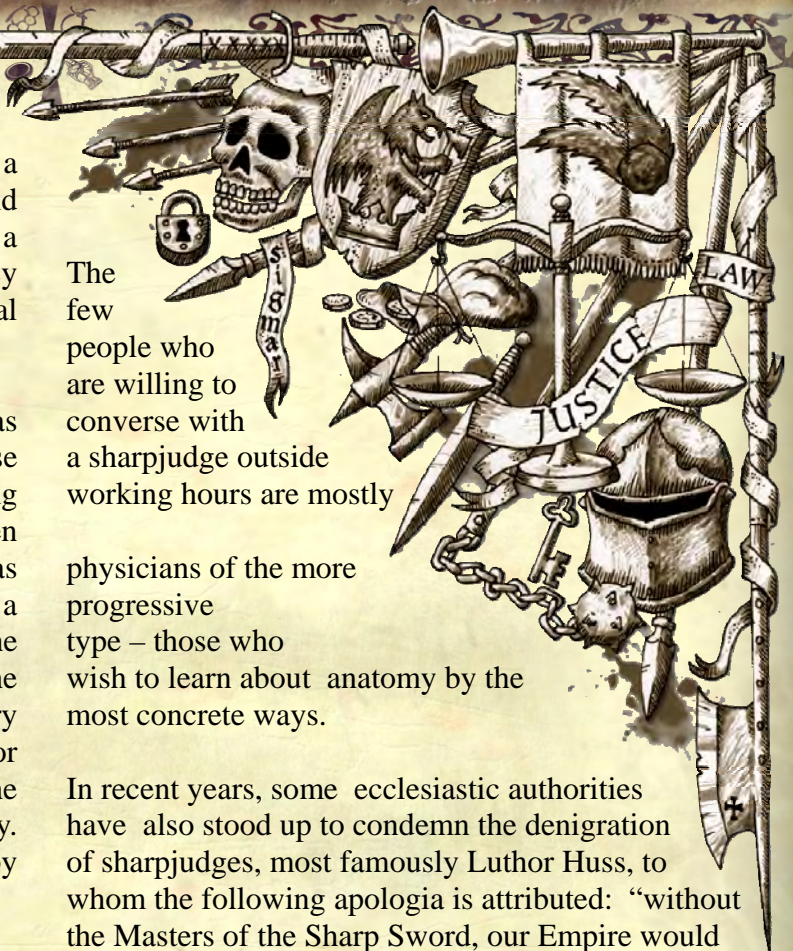
Since executioners in general are viewed as bloodthirsty and polluted, life is lonely for those embarked on careers in this field. In addition to being unwelcome in most places of social gathering, even guilds of servants of justice will not allow them as members. Sometimes, hangmen are welcomed by a community of roguish types, a circle formed by the refuse of the society, who either do not care about the his occupation or can obtain certain unsavory services from a hangman. It is also common for executioners to turn to religious zeal to escape the social isolation and to support their strained sanity. Many a flagellant has once earned his living by scourging the backs of others.

The general populace tries to avoid contact with sharpjudges, too, and they may not usually enter the winehouses in their town or city. However, they are served to the street, or in some cases, an appointed table.

The few people who are willing to converse with a sharpjudge outside working hours are mostly

physicians of the more progressive type – those who wish to learn about anatomy by the most concrete ways.

In recent years, some ecclesiastic authorities have also stood up to condemn the denigration of sharpjudges, most famously Luthor Huss, to whom the following apologia is attributed: “without the Masters of the Sharp Sword, our Empire would soon be rife with the corrupt”.





# LIBER FANATICA VIII · THE CRIMINAL EMPIRE

## THE GM'S SECTION

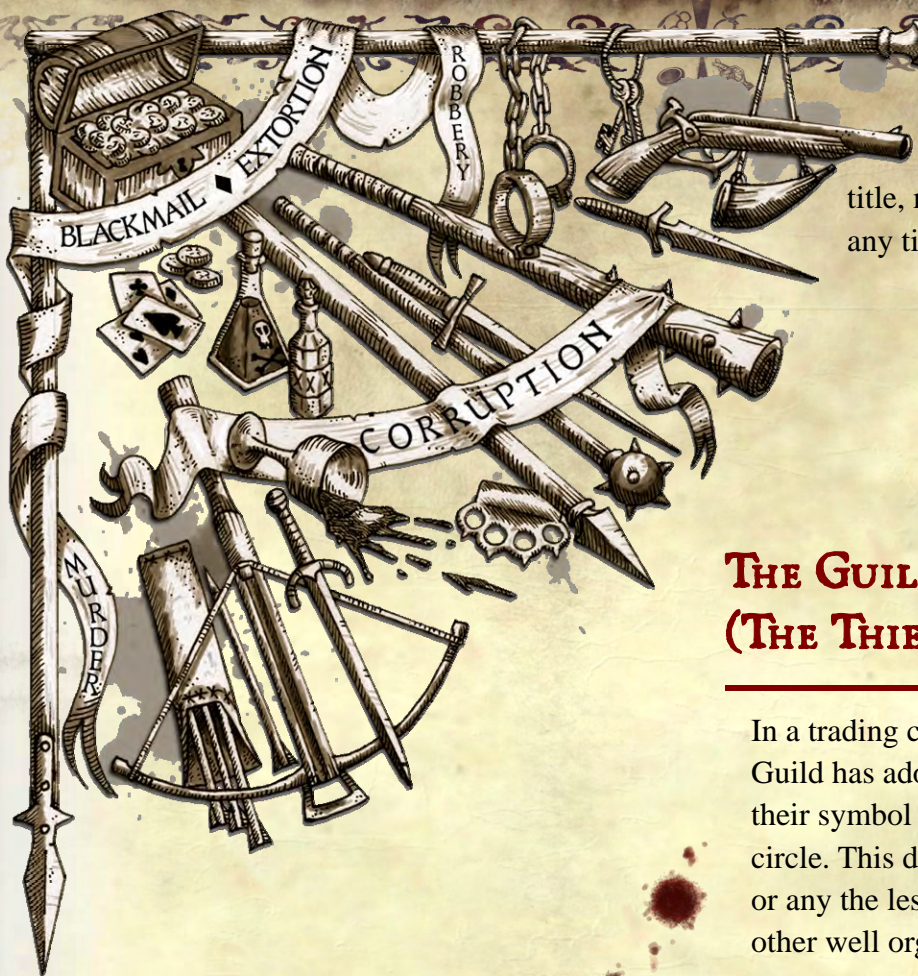


**SPOILERS**  
-A WARNING

IF YOU INTEND TO ENJOY THE  
CONTENTS OF THE FOOLLOWING  
ARTICLE  
AS A PLAYER,

**DO NOT READ ANY FURTHER.**

THE FOLLOWING INFORMATION IS  
FOR THE GAME MASTER'S  
EYES ONLY.



interesting and usable inhabitants of this criminal underworld. Despite the title, much of the criminality can happen at any time of the day or night!



## THE GUILD OF NIGHT TRADERS (THE THIEVES' GUILD)

In a trading centre like Ubersreik, even the Thieves Guild has adopted a respectable sounding name, and their symbol is an innocent-looking cross within a circle. This doesn't make it any the more respectable, or any the less controlling or potentially deadly than other well organised criminal guilds.

The Guild is not like the Guild of Gentleman Entrepreneurs in Marienburg mostly because it remains far more in the shadows than the Marienburg guild, the latter being powerful enough to be far more out in the open. It controls virtually all aspects of crime from the petty pickpockets to the whores, burglars, smugglers and drug dealers that frequent all parts of town.

The Guild takes 10% of every members income in return for 'protection' and the chance to carry out their criminal trades. Anybody pursuing criminal activities in Ubersreik without joining the Guild usually find themselves either badly beaten up by thugs or wake up in the morning with the Guild symbol pinned over their heart. As either of these warnings usually happen only a few days after a non-member criminal's presence is noticed, few care to get a far more serious second warning.

Each district or quarter in Ubersreik has its own guild steward, who collects the necessary guild dues and

## UBERSREIK BY NIGHT

By Ralph Seller

Criminality loves settlements. The bigger the settlement, the more opportunities for crime there are. Ubersreik, unfortunately, is no different to any other human settlement. It is a wealthy town and a trade hub comparable to Kemperbad. As a result, crime flourishes in Ubersreik - if you know where to look. This article gives such a glimpse of the Criminal Empire in operation in Ubersreik.

What follows is actually a series of snapshots of elements of the Criminal Empire and its rivals. GMs are at liberty to pick and choose which elements they want to use, although some are more interconnected than others.

Also included are NPC cards for some of the more

deals with any problems that do not need the Guild Masters direct intervention. These stewards are nearly the only people who know the identity of the Guild Master, and have been handpicked to look after the Guilds interests in their area.

A list of the stewards appears below:

Western Docks: **Johann Gutmann** (Priest of Ranald)

Eastern Docks: **Hendrik von Klassner** (White Hand dock gang leader)

Artisans Quarter: **Widow Hartog** (Commoner)

The Market Square: **Bernhardt Bayer** (Physician)

Merchants Quarter: **Wilhelm von Striebben** (Merchant)

The Precinct: **Franz Adler** (Garrison Quartermaster)

The Hill: **Madame Marie Blanchefleur** (Brothel / Gambling House keeper)

“Special projects”: Tavaris (see p.83)

The Dwarf Quarter doesn't have a steward as it is generally considered to be too hard an area to steal from. Also, who needs a complete quarter with a grudge against you? Operations in the Dwarf Quarter are nearly always run from the Eastern Docks or the Artisans Quarter instead. In the case of the Hill, Madame Marie's Salon provides nearly all of the Guild's revenues from that quarter.

The Stewards collect the Guild dues every week, after which they are collected from established drop off points, by persons unknown, on behalf of the Guild Master. Coded messages about problems for the Guild Masters attention are left at the drop off as well.

The Guild's main problems at the moment are two-fold. The first is the war between the Red Claw and White Hand dock gangs, in which the Guild's gang, the White Hand, has failed to see off their rivals. The loss of smuggling revenues has been serious, as well as the knowledge that some serious money is bankrolling the Red Claw. In fact, the Guild Master would pay handsomely to find out who the rival gang's backers are.

Secondly, there is the Merchant Square steward, Bernhardt Bayer; although very intelligent and totally beholden to the Guild Master, after some charges over missing bodies that went away conveniently, the young doctor may be too squeamish to make some of the more bloody decisions the Guild's steward needs to make. Therefore, a suitable accident may have to be arranged...

## GUNTHER VAN KARSTNER (GUILD MASTER OF THE NIGHT TRADERS)

ST	TO	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
3(3)	3(1)	3	5□□	4	5□	17/5	14	C4/R2



**Gunther** was an agent and then investigator for the von Jungfreud family up until a couple of years ago. He has also been the family's steward in Ubersreik. He looked after the von Jungfreud's affairs in Ubersreik, and it was during a watch operation against the **Guild of Night Traders** that he saw his opportunity; with the Guild decapitated, Gunther quietly blackmailed the rest of the Guild stewards into following his orders. Faced with almost certain

death or unpayable fines, the stewards had no choice but to acquiesce in his takeover. This, however, had its benefits since Gunther could always warn them when the watch were to have a sweep or raid.

Always a master at ferreting out useful information, Gunther quickly gained complete control over the Guild. Any of the Guild stewards who didn't measure up were quickly and permanently replaced.

He was also able to blackmail several notables including Bernhardt Bayer (the physician), and Christoph Engel (the Grey Magister) into either becoming part of the organisation in the former case or providing services to the organisation in the latter case. Bernhardt was found to be buying newly deceased bodies from grave robbers for dissection and experimentation. Gunther found out about a weakness of Christopher Engels' when he discovered Engels' use of small amounts of warpstone for the purposis of his experiments.

Since the von Jungfreuds loss of Ubersreik, van Karstner has left their service and set himself up as a merchant. This is just a front, although he does have several warehouses on the Docks and a couple of river barges plying the Teufel. He also has a nice house in the Merchant quarter, but Guild business is never conducted there.

If he has to meet with the Guild stewards, he will meet with them individually in or around one of his warehouses, while his river barges are used as part of the White Hand gang smuggling operations. A particular favourite is Black Lotus extract in barrels of tar from Grissenwald. Most of his time is spent on Guild business, particularly in collating and using the information from his network of informers.

Gunther's deputy is the Guild Assassin Arlena Hofnauer. Like everybody else in the Guild, he has enough information on her to have her executed gruesomely by the authorities if need be. Consequently, he takes her loyalty for granted. This would not be a problem if Arlena had not been a past



lover as well. Since the arrival of Madame Marie Blanchefleur, his attention has been rather centred on the Bretonnian, much to Arlenas disgust. Gunther has been trying hard to control his infatuation with the lovely Marie, but whether he can control it, and her, is a matter of concern to him.

Gunther is now in his late forties and in good condition for his age. He fits perfectly into the description of an average looking merchant of middle years. 5' 10" tall, with balding salt and pepper hair, his one affectation is a monocle. He wears expensive clothes appropriate to a successful merchant. He has quick eyes, which seem to take in everything, and a slight sneer to his mouth.

He is sometimes described as a snake about to strike. Totally predatory and without a moral in his body, his only weakness is his lust for Madame Marie. He is also careful not to partake of any of the substances that he gets others to pedal for him.

## ARLENA HOFNAUER (GUILD ASSASSIN)

ST	TO	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
3□(6)	4(2)	6□(3)	4□	4	4□	4/4/5	15	C4

**Arlena Hofnauer** was originally from a poor family in Nuln. Her natural agility and good looks rapidly gained her a place in the Thieves Guild there.

By the end of her teenage years, she had also found a talent for the creation and use of poisons, whether slipped into food or drink, or applied using the point of a dagger. She learned these from a notable Tilean assassin who was one of her lovers in Nuln. This mentor was the first target of her newfound skills. Her natural beauty was merely another tool as she became an accomplished assassin.

However, one too many high profile killings meant she had to leave Nuln and flee to Marienburg. There she came into the employ of Gunther van Karstner, who used her as a lover and as a way of removing von Jungfreud problems.

When van Karstner took over the Guild, she became his deputy and enforcer. It is Arlena who collects the Guild dues and messages from the drop offs and who leaves the warnings to non-Guild members who mess in Guild business.

At the moment, she is working as Madame Marie Blanchfleur's hostess at the Salon entertaining the guests and making sure nothing untoward happens to the girls. She could live with this if Gunther were not acting like a lovesick puppy around Marie. Arlena doesn't trust Marie one iota and thinks that Gunther could be heading for a fall that could trigger her own demise. Meanwhile, she abides her time and does their bidding, waiting for Marie to show her hand.

Arlena is now close to thirty years of age. She is an ice cool blond with an engaging smile and elegant figure with a catlike grace, her soft skin covering muscles of steel. However, more than one person has commented that her steel grey eyes never seem to smile, but to look straight through a person.

When at the salon, she dresses in the finest female fashions to excite all the senses. When engaged in Guild business, she is swathed in tight supple black leather, which leaves only her grey eyes visible

behind the mask. Poison is her favourite way of assassination, whether it is ingested in food or drink, or coated on her dagger, crossbow pistol or blowpipe. She typically has at least two luxurious rings on her right hand, both of which contain poisons or rapidly acting sedatives. Arlena would like nothing more than to use one of her poisons on Marie.

## MADAME MARIE BLANCHEFLEUR



**Madame Marie Blanchfleur** is the very epitome of Bretonnian womanhood. Stunningly beautiful and with charm oozing from every pore, she exudes class and sophistication – not a modest accomplishment for a merchant's daughter from L'Anguille.

Her father, a successful merchant from that Bretonnian mercantile hub, was someone who had ideas of raising his family's status by marrying her into the nobility.



ST	TO	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
2(2)	2	4(1)	4	4	6□	0/4/4	11	C3

Accordingly, his daughter was raised to fit into that dream by being coached to be a sophisticated and noble wife and courtesan. By the age of 16, Marie had been promptly married off to a middle aged noble, her young body supplied with her father's gold to the impoverished noble.

Unfortunately, the union was not to end happily. Despite much effort, Marie did not become pregnant with an heir, and when one of her husband's mistresses did become pregnant, she was cast aside in favour of the mistress. Because of the rigidity of Bretonnian society, Marie left for the Empire. She

realised that, with her experience from her marriage of being a whore in the bedroom and a lady out of it, she could cultivate a nice life in the empire. Her experience of being sold for influence by her father and being used by her husband as just a broodmare meant that Marie has a profound contempt for men and no compunction about using their basest desires against them. Marie, on leaving Bretonnia, decided to adopt a new name and a new life.

With money carefully put aside from her allowances from her husband, Marie had enough money to buy a large three storey house behind the Holzenauer mansion on the Hill in Ubersreik. That was a year ago, and since then, she has extensively refurbished the property to make it as luxurious and tasteful as possible.

Experienced from her husband's love of opulence, gambling, and women, Marie has set up the best 'club' in Ubersreik. The top two floors have luxuriously appointed bedrooms, including her own, where her 'courtesans' entertain their clients. The ground floor is where guests can dine on sumptuous foods and gamble to their hearts content. The games are not even that loaded, they do not need to be since Marie has come by other, more efficient ways of making a profit.

The basement is where her clients may experiment with Black Lotus or whatever drugs they may desire. Since it opened six months ago, Madame Marie's has become a well-known and

*Marie gazed down at the street below. Those damn 'Reikland Housewives' were protesting outside again. Looking at them, she could understand why their husbands might want to frequent her establishment, though she doubted they could afford it. Hopefully the Watch would move them on before they disturbed her girls. The Guildmaster was coming tonight. Hopefully he could do something about it, if she could only keep his wandering hands still for a moment*

*for him to listen. Maybe she would try and seduce that local Bright Wizard Alex Schmidt away from his new wife. That would serve his meddling superannuated old cow – of-a mother right for leading the protests, the. No! She would play the long game. A few more years and she would have enough information on the notables of Ubersreik, and their foibles, that she would be able to demand anything. Now if she could only tempt the Graf into her 'little' establishment.*

welcome secret, particularly to the moneyed classes who comprise her customers.

What they don't know is that Marie makes almost as much money out of the information that her girls elicit from their clients as she does from their normal activities. From her experiences at the Bretonnian court, Marie has taught her girls how to get useful information from their bed partners.

Early on in her project, Marie drew the attention of the Guild Master of the Guild of Night Traders. Van Karstner was dazzled by her presence, and quickly agreed to supply the less legal aspects of her business. He also pays well for the information that Marie supplies. Protection is also supplied for the usual cut of Marie's profits.

What Marie does not know is that her Hostess, Arlena Hofnauer, who was supplied by the Guild Master, is also van Karstner's chief assassin. It is difficult to say whether this is because he distrusts Marie or because he is so obsessed by her that he distrusts others around Marie. Even Arlena doesn't know, and she wouldn't say anyway.



The only blots on the horizon so far are the lack of the Graf's presence at her establishment, and the frequent presence outside of the **Reikland Housewives for the Increased Punishment of Unruly Youths** (See *Liber Fanatica VII, Reikland Revolutionaries*). Luckily, the latter are only active during the day, but the high pitched noise they create can still disturb the sleep of her girls. Marie has not yet figured out why this group targets her establishment, since the kind of youths the housewives are after can hardly afford her prices.

If Arlena is beautiful, Marie is beauty itself. 5' 6" tall, she has a figure that has curves in all the right places. Long, brunette hair and bright blue eyes, she is the most seductive woman the men of Ubersreik can imagine. With full lips and a seductive smile, she could flirt a Dwarf Hold out of his gold. She is always impeccably dressed and perfumed to excite all the senses, whether in polite society or the bedroom. She exudes the class of high nobility with the knowledge of the price of everything. Her age is difficult to determine, possibly late 20's, early 30's.

## HERTIE MERCHANT FAMILY (MERCHANTS/SMUGGLERS)

The Herties are one of the four great merchant houses in Ubersreik, amongst whom the leadership of the Merchants Guild is contested every year. Led by Gustav Hertie, the family traded extensively with Altdorf, Marienburg, and Bretonnia via the Grey Lady Pass.

Problems emerged when the von Jungfreuds started their dispute with Auerswald.

The blocking of the Teufel and the extra tariffs caused immense damage to the family fortunes. Even though the dispute was swiftly ended with the removal of the von Jungfreuds from Ubersreik, the lost revenues caused a

cash flow problem at precisely the wrong moment. Gustav was faced with having to sell most of the families assets to stay in business, causing a loss of their powerbase in Ubersreik.

Handrich or Ranald answered Gustav's prayers. When he was in Marienburg trying to raise some loans, a chance encounter with an old acquaintance Leo van Haagen, saved Gustav's bacon. One of the Ten in Marienburg, the van Haagens are one of the biggest merchant houses. A sizeable proportion of the house revenue comes from smuggling, particularly of goods that the Ten have raised taxes on.

The following month Gustav set up the Red Claw dock gang to handle the smuggling from the Ubersreik end. Nearly every Hertie convoy from Bretonnia, and most Hertie barges to or from Marienburg and Altdorf, now carry smuggled goods. Even now that the fortunes of the Merchant House are back on an even keel, Gustav shows no sign of giving up the smuggling - it is just too profitable. To keep the chances of being found out even lower, Gustav bought up the debts of a local watch sergeant, Reiner Wilmeier, about eighteen months ago.

Maybe that manoeuvre has made Gustav complacent, but he is now thinking about using the extra funds to edge out his competition, legally or illegally. One idea given to him by the greenskin problem around the Grey Lady Pass, and the success of the Red Claw gang, is to set up a bandit gang to prey on the wagons of the other major merchant houses on the Bogenhafen and Dunkelberg roads. Leave some

greenskin or beastman corpses around the wrecked wagons and who is going to know of his family's involvement? Gustav's personal agent is already looking into the possibilities, although he is having to stay well away from Ubersreik in case the Guild of



Night Traders get wind of it. To Gustav, Klaus von Rothstein's wagons from Bogenhafen seem like a good place to start before moving on to the real competition. Becoming the permanent Guild Master of the Merchant Guild is the least of Gustav's ambitions now.

Well into middle age, Gustav has already well trained his son Heinrich in all aspects of the business, both illegal and legal. Highly efficient at both, Heinrich has taken to the illegal side of the business like a duck to water. Gustav's only worry is that, because of the better profits, Heinrich may concentrate too much on the smuggling and not enough on the legitimate business.

## WIDOW HARTOG (GANG MOTHER/FENCE)

ST	TO	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
2(2)	3(1)	4□(2)	4□	4	4□	0/6/3	13	C2/R2

**Wilhelmina Hartog** is the widow of Klaus Hartog – a river barge captain and small time merchant. Wilhelmina grew up in the Winkelmarkt district of Maerienburg as an orphan. Not happy with an orphan's lot, she hauled herself out of the scum by being a good whore and an excellent pickpocket.

While working as a prostitute, she met and quickly captivated Klaus Hartog, a river barge owner and captain from Ubersreik. Unable to live without his 'Mina', Klaus married the girl and took her back to Ubersreik, where she quickly started afresh, known only as Klaus' wife. Unable to have children, they adopted a number of orphaned children from the Temple of Shallya. 'Mina' also encouraged her husband to become a merchant as well, so that she could live a life of relative ease and luxury.

Unfortunately, the whole house of cards came crashing down eleven years ago with Klaus's death in a beastman attack on his barge. The widow quickly

found that Klaus may have been a good barge captain, but he hadn't been anywhere near as successful as a merchant. By the time she had sold the warehouse and the barge, there was very little money left to live on. So Widow Hartog, as she was now known, went back to picking pockets. Only this time, the pockets were of her dead husband's fellow merchants. She also found willing recruits for her clandestine activities from the children she had adopted.

So successful was she at teaching her children her 'little games,' that she proceeded to adopt some more from the Shallyans. The very prettiest of the older girls were taught the



ways of pleasing men, and one of her protégés now works at **Madame Maries Salon**. The others she taught to pickpocket, making sure they were far too good to be caught, before letting them out in the richer quarters of town. After all, she has a reputation to maintain.

With the large house she inherited from her husband in the Artisans quarter near the docks, the Widow has room for over a dozen orphans at any one time. To help look after the children, she took on Birgit Schulz, an embittered ex housekeeper of one of large merchant families. With Birgit's help, any of the children unsuited for picking pockets are trained to be servants in the houses of noble or merchant alike. However, these 'servants' have been trained to tell their 'mothers', about anything interesting they may overhear, or anything valuable they may see. Some of the choicer information has proven very useful to the Guild Master.

Widow Hartog has also kept in touch with her

husband's old crew and confederates. Because of the large amounts of goods stolen by her 'children,' she now exports most of it to Altdorf. The goods are carried by her contacts amongst the boatmen. She also deals in sizable quantities of the better goods stolen by thieves and burglars in Ubersreik east of the river Teufel.

In her early 40's, she is still relatively good looking, if in a homely way. 5' 3" tall, wide hipped and full breasted. She has brown hair, starting to go grey, and brown eyes. She dresses well but plainly.

She has very fine, dextrous hands - all the better for relieving merchants from their purses. She is never out without one or two children, dressed slightly better than the street. The Widow is courted by numerous admirers, but despite this, she cannot forget her 'Klaus', the one high point in a hard life.

## SNORRI & GODRIN ROGINSSON (BLACKSMITHS/FORGERS)

The dwarfen community of Ubersreik considers the *Dawi*, **Snorri and Godrin**, 'Gone manling' 'Their father, old Rogin, would be dying his hair orange and taking the slayer oath if he could see them now.

It is Godrin, however, that the Guild has most use for. He fronts as a jeweller, which allows him to carry out

ST	TO	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
4□(5)	4(2)	3	3	2	3	1-4/2/2	15	R2

his real 'jobs'. In reality, he has become a master forger, melting down coinage, adding base metal, and then recasting them. The resultant coinage is almost as good as the original, and the increase in quantity considerably



swells Guild coffers.

Godrin also produces base metal and glass copies of jewellery. For this he works with the master burglar Leo 'the Black Cat' Koenig, who likes to replace the jewellery of rich merchants and nobles with base metal and glass copies.

Leo hates merchants and nobles so much that he takes an almost perverted pleasure in knowing the horror and embarrassment his substitutions will cause in those social circles. The substitution also allows Leo more time to fence the original without trouble from the Watch.



ST	TO	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
3(3)	3(0)	4□(1)	4	2	3	1/3/3	13	C2/R2

Both brothers operate out of the same shop and smithy, which is part of their house in the Artisans quarter. Godrin's forging apparatus is hidden in a secret room off the cellar.

With their beards barely reaching their chests, both are notably unkempt to a dwarf's gaze. Snorri is 4' 8" tall, while Godrin is 4' 5" tall. Snorri has got red hair, while Godrin's is brown. Both have brown eyes. Both dress more like humans than dwarfs, with a notable lack of leather, and flashy, if cheap, clothes.

Snorri is the smith and would be reasonably well built if he were a manling, but Godrin is notably more puny and weak. Both like nothing more than having a full tankard in one hand, and a manling whore in the other. Godrin even prefers wine to ale. Neither carries more than a dagger, though Snorri has his smith's hammer when he is at work.

## HERTIE MERCHANT FAMILY (MERCHANTS/SMUGGLERS)

Much as the Dockworkers Guild master, Big Willi Docker, would hate to admit it, his control of the docks is under serious threat. Factions have appeared in the Dockworkers Guild in the form of two dock gangs, the **Red Claw** and the **White Hand**.

The Red Claw gang operates north of the River Bridge, while the White Hand gang is active south of it. As yet, neither gang has attempted to control the dockworkers in their area. Both seem to concentrate on the smuggling of goods into and out of Ubersreik, yet they have tried recruiting new members in their opponents patch and, thus, to take over part of their opponent's operation. This has resulted in one or two vicious fights on the docks at night, though so far, the Watch has as yet found no bodies.

The White Hand gang is the bigger of the two, and the one backed by the Guild of Night Traders. At the moment, they are losing out in the battle to expand territory north of the river bridge. The gang specialises in smuggling untaxed and illegal goods for the Guild of Night Traders, whether Bretonnian brandy or Black Lotus drugs. They have access to the warehouses and barges of both the Guild Master and the merchant Wilhelm von Striebben.

The gang is led by **Hendrik von Klassner**, a rather small man for a dockworker, but whose organisational skills make up for his lack of stature. Hendrik is no use in a fight, and his lack of leadership in combat has been a problem in dealing with the Red Claw. Somehow Hendrik has also raised the suspicions of Big Willi Docker that he might be part of the gang problem on the docks.

The Guild Master is watching closely to see how Hendrik deals with Big Willi and the Red Claw, and Hendrik is getting a little nervous. 5' 8" tall and of slight build, he is in his mid-thirties, with spectacles,



ST	TO	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
3(3)	3(1)	4(1)	4	3	4	1/6/2	13	C3

The Red Claw gang has the advantage of being backed by the Hertie merchant family, and of having the local Watch Sergeant, Reiner Wilmeier, in their back pocket. The Watch sergeant makes sure that the Watch are not around when smuggled goods are being unloaded, and cracks down hard on the White Hand gang and the Dockworkers Guild if they interfere in Red Claw business.

The Red Claws deal only in untaxed goods that are largely smuggled for the Hertie family. The gang is well supplied and well led by **Rolf Manzstein**.



ST	TO	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
5	5	3	3	3	3	6/2/2	19	C2/R2

Manzstein is actually one of Big Willi Dockers friends, and a Dockworker Guild official, but the money earned from smuggling overrides any of his

other loyalties.



uncompromising.

Unlike Hendrik von Klassner, Rolf is 6' 2" tall, with muscles on muscles. Completely bald, he has a red headed beard that a Dwarf would be proud of and hazel eyes with an almost innocent look. His arms and back have numerous dockworkers tattoos, as well as enough scars to suggest a previous military career. He habitually wears a sleeveless leather jerkin, and loose trousers tucked into boots with a blade (cross between a machete and a falchion) strapped to his waste. He likes to play the innocent lummox, but is anything but. His early career as a mercenary means that he knows how to deal with any White Hand infiltration of his territory, if the Watch don't deal with it for him.



Gang symbols: The White Hand symbol is a palm print in white wash, on whatever is to be marked. The Red Claw symbol is three C's joined at the top, in red paint, to look like a bloody claw. Neither gang is very big, the White Hand numbering eighteen men in total, the Red Claw only thirteen.

### SERGEANT FRANZ ADLER (CORRUPT GARRISON QUARTERMASTER)

ST	TO	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
5□(5)	4□(4)	4(2)	3	4	3	6/2/3	18	C3/R3

**Franz Adler** is the younger brother of Philip Adler, the Burgomeister of Stromdorf. Unlike Philip, Franz was not cut out for a career as a merchant. Big, fast and strong, Franz joined the army, to get away from his successful older brother, who was also the apple of their parent's eye. However Franz could never leave his brothers shadow, even the honour of being a Greatsword, was overshadowed by his brothers success as a merchant. This only made his already limited social skills even more blunt and

Prone to taking risks to get noticed, Franz's luck finally ran out when he lost his left hand fighting Black Orcs in the Grey Lady Pass. Loath to lose a good man, the Army turned Franz, on his recovery, into an instructor for the Ubersreik garrison. With a shield strapped to his left arm and a sword in his good right hand, he could still best most of his old colleagues, and certainly all new recruits. Captain Erwin Blucher also found that Franz had some of his brother's abilities, and also promoted him to Quartermaster, in charge of the garrison's armoury and stores.



Still intensely jealous of his brother's wealth and success, it was Franz who approached the Guild of Night Traders, with a proposition. Loot from the garrison's shadier practices needed fencing, and there was always equipment and black powder that could go amiss, with the right paperwork. Likewise Franz could keep the Guild informed of any garrison sweeps through the area, looking for bandits etc. He has even been known to act as one of the Guilds enforcers on his nights off, when well-trained muscle is needed, and has also trained some of the Guilds thugs in basic weapon skills.

Needless to say, Philip Adler's marriage to a von Jungfreud, and his elevation to Burgomeister of Stromdorf did not go down well with Franz. Still he put on a supportive front and looked pleased for his brother. Funnily enough his brother's difficulties and seclusion in the last year have capped off a very satisfying year for Franz. Not liking Philips neglect, and positively hating sodden Stromdorf, his wife has

been spending much of her time in Ubersreik. There she has taken the strong, rough hued Franz as her lover, delighting in the total difference in the two brothers. Franz is positively revelling in his revenge on his older brother.

In his late 30's, 6' tall, Franz has no spare flesh at all. He is muscled without being muscle bound, but has lost his left hand at the wrist. Typical veteran soldier, of reasonably good breeding, that has seen it all, and become suitably cynical. With blond hair and blue eyes, he would be considered very handsome if it were not for the scars of his many campaigns.

He has a cynical turn to the mouth and hard eyes, and a line in caustic language that would strip the flesh off the backs of young recruits who get things wrong. Habitually wears full mail when on duty, as well as a sword, and a shield strapped to his left arm. When working for the guild, he wears a padded mail shirt, and uses a short sword.

### SERGEANT REINER WILMEIER (CORRUPT WATCH SERGEANT)

ST	TO	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
4(4)	5□(4)	2□(1)	3	2	4	3/3/2	18	C2

**Reiner Wilmeier** is an Ubersreiker born and bred. In fact the only time he has spent outside the Reikland, was the two years he spent in the army. He left the army a hero, but the truth was very different. Never blessed with an abundance of willpower, Reiner froze in his first and last battle. His garrison unit had been sent out from their cushy posting, to deal with a minor beastman problem.

That minor problem turned out to be a major raid. When faced with a charging wargor and its bodyguards, Reiner froze, but his colleagues fled. Although he was smashed to the ground, his defence no match for the wargor, Reiner was saved by

charging Reiksguard Knights, who had arrived in the nick of time. Declared a hero for standing, when his unit fled, Reiner quickly left the army before his real nature could be exposed.

Trading on his reputation as a hero, Reiner wangled a place in Ubersreiks Watch, as a Sergeant. He figured that the Watch wouldn't be sent out against frightening monsters. He could deal with drunks and irate dockers, but orcs and wargors he didn't want to face ever again.

Reiner now commands the Watch station on the west bank of the Teufel, near the northern river gate. In the eight years he has been running the station, Reiner has run a tight ship, keeping his section of the docks relatively free from trouble.



However, much like his army career, all is not as it seems. His lack of willpower has meant that Reiner has gotten badly into debt to the wrong kind of people. His love of loose women, and gambling soon accumulated considerable debts. He is in the pocket of both the **Red Claw** dock gang and also the **Hertie merchant family**.

Whenever either has smuggled cargoes coming in, Reiner makes sure that the Watch are elsewhere. Lately he has gone so far as to intervene, so that the Dockers guild cannot interfere in the **Red Claw** operations. Big Willi Docker, the head of the Dockworkers Guild, has complained recently to Captain Andrea Pfeffer, the head of the Watch, about Reiner's watch station. However the Captain is as yet

Whenever either has smuggled cargoes coming in, Reiner makes sure that the Watch are elsewhere. Lately he has gone so far as to intervene, so that the Dockers guild cannot interfere in the **Red Claw** operations. Big Willi Docker, the head of the Dockworkers Guild, has complained recently to Captain Andrea Pfeffer, the head of the Watch, about Reiner's watch station.

However, the Captain is as yet unconcerned. Until Big Willi can come up with some concrete evidence, or bodies start to pollute the Teufel, she will give Reiner, and his station, the benefit of the doubt.

Reiner is a big ungainly man, 6'5" tall, more ox than whippet. Particularly handsome, he tries to keep himself neat and tidy and takes pride in his uniform. His build, blond hair and big brown eyes, have been known to turn a ladies gaze. Unfortunately his social skills are more Docks than Hill. Reiner has no willpower, particularly with women and gambling.

His hero status has proven useful, but somehow it still troubles his conscience. However, his conscience has more to worry about, with the hold the smugglers have over him. He wants to keep the Watch Captains gaze away from him, and the gangs off his back as much as possible, so he is always watching his back. Reiner is all front. It is surprising that so few people have penetrated that front. Faced with a really terrible monster, Reiner would be running faster than his men. Never out of his watch uniform, he wears a breastplate, and carries a longsword, and wheel lock Pistol



## PLOT HOOKS

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### I TURF WARS

An interesting introduction to Ubersreik for a party would be to arrive by river boat or barge at the docks on a foul night, to witness an altercation between the White Hand and Red Claw dock gangs, over a smuggled cargo one gang is unloading.

The White Hands are the larger gang, but they tend to go for guile and subtlety, so would tend to attack from the shadows and use ambushes. However, von Klassner, observing from the back, may be looking for more than guile and subtlety and perhaps might want some brute force to supplement his gang to change his failing tactics.

The Red Claws are all about brute strength and intimidation to make up for their lack of numbers. Manzstein fights in the front rank and is always looking for new muscle to supplement the gang. However, even he realises that brute strength and intimidation only go so far and may be looking for more subtle types to give him an edge.

In case the party wish to get involved in criminal activities from the start, the relative differences between the gangs and their leaders may make one gang more appealing to a party than the other. Depending on which gang they support they may get an entry into either the Guild of Night Traders or the Hertie merchant family.

Alternatively, they could use their knowledge of both gangs to gain favours from the Watch for their information, or from Big Willi Docker at the Dockworkers Guild, for the same reason. However, for obvious reasons, they will have to watch out for Reiner Wilmeier at the watch house on the Docks, and Big Willi will want **proof** that Manzstein is part of the troubles on the docks, as he is a friend.





## 2 THE EDGE OF THE CRIMINAL EMPIRE

This plot makes a radical change to 'Edge of Night'. In this version, the Guild of Night Traders has decided that having a Graf at all would be bad for business and so are going to sabotage all three noble's chances at the ball. This also allows a GM to get rid of the Skaven and replace them with Guild members.

Both Christoph Engel and Florian Pfeifraucher are working for the Guild in their mischief making, even though the latter is part of the Saponatheim party.

Madame Marie Blancheffleur should also be substituted for Lorith Silverleaf, as both women have a similar effect. In fact, Madame Marie can be used by GMs to occupy the attention of PCs who have been too effective in thwarting the guilds plans, during the evening.

Likewise, the attempts to 'poison' various parts of the Ball (always with emetics, not warpstone) are always done by servants coerced by the Guild, except for the skaven plot 3 & 4 incidents which are done by Leo Koenig. Leo Koenig is also behind skaven plot 5, where he throws a particularly vicious smoke grenade, through the window of the ballroom. This has the same effect as the Skaven warpstone mortar, but without the warpstone poisoning.

The murdered noble found at a quarter to eleven is Wolfgang von Falkenhayn, who was poisoned by Arlena Hofnauer, after he witnesses her passing the emetics to Koenig outside in the garden earlier in the evening.

The event at eleven o'clock will have Arlena Hofnauer using the Twisting Words action against Lord Aschaffenberg.

The event at a quarter to midnight will have, instead of Saponatheim, a coerced servant with the same

abilities as in the original version trying to plant the chaos card.

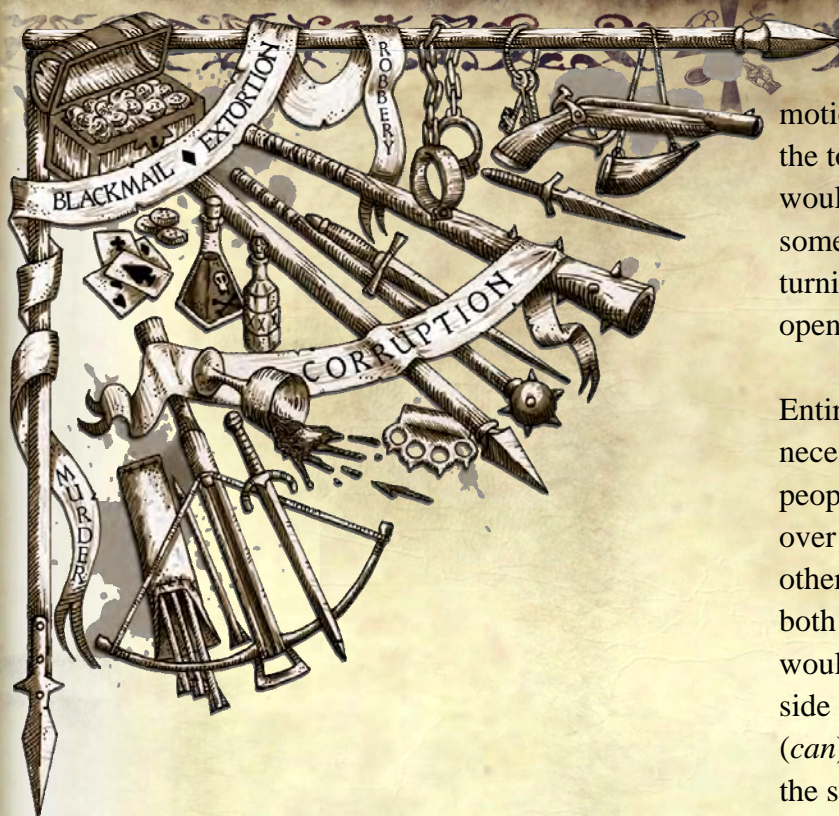
The party may only suspect Gunther van Karstein's involvement if they witness him tipping the wink to a coerced servant, Madame Marie or Arlena Hofnauer, twice during the evening. However, these are daunting observation checks. They can happen at the GM's discretion.

If Koenig is followed back to the lair through the sewers, they will find Koenig, an apprentice grey wizard (associate of Christoph Engel) and gang members, equivalent to 6 ruffians and two soldiers, suitably equipped. Hofnauer will have changed into her assassin gear and will follow the party and cause suitable amounts of damage to the party after they enter the lair, attacking from the shadows. Koenig can escape if you want to use him again, and Hofnauer will definitely retreat if the fight goes against her confederates. Instead of the warpstone laboratory, there should be a large amount of smuggled goods which can act as great cover for Koenig. The players can either hand over the goods to the authorities, or try and sell them with the Guild out for their blood.

If the party thwart the Guild plot and advance their noble to the position of Graf, then they will have made a serious enemy of the Guild.







## SECRET SIGNS

by Sean Connors

This article is meant to cover secret signs that can be woven easily into a campaign. Major criminal organizations have networks of spies, information gatherers and agents, who communicate both overtly and covertly. This article presents three covert ways by which organizations this: hand signs, ciphers, and marks.

### HAND SIGNS

Hand signs are primarily a visual sign code which can be done both secretly and openly, but usually without arousing suspicion. The key principles to the code are sign language, as it can be fairly easily taught to all in the Empire and grows as the person gets deeper into an organization.

Hand signs can be simple or complicated and are accomplished by using combinations of hand

motions. For example: if you point to an eye, then the top of your head, and then at someone that would mean eye (I) top of head (know) pointing at someone (you). Another example: Fist clenched turning whole hand left then right quickly (means opening a lock).

Entire sentences of code can be created as necessary. For example, the GM may describe two people who appear to be communicating secretly over distance in a crowded bar: One is seated the other standing. The first, who is seated, points to both his knee's (*need help*) if had been one knee it would mean something else. The other tap's the side of his temple (*what*) with one finger twice (*can*) and then rub's his eye with it (*do*). Replying the seated man strokes with two fingers his chin (*meaning two men*) and then thumps the table meaning (*fighters*) and shouts *drink barkeep* which has no actual other meaning except to keep one from getting thirty. See the following page for another, illustrated example.

The benefit of hand signs is that a person does not require the use of the Education skill. In game play, the GM can develop as simple or in-depth process as he wants. Learning Hand Signs requires a character be trained in the **Guile skill**. Members of an organization can interpret their group's hand signs with a **simple Guile check**. Interpreting a sign for an organization you do not belong to is a **hard or daunting Guile check**.

### THE CIPHER

The cipher is a simple to use, but sophisticated cryptographic method to hide a message. Reading and writing Ciphers require that the character have the **Education** skill acquired, as creation and deciphering of a cipher commonly involves a guidebook or a print wheel. Criminal organizations typically employ scribes to create and interpret ciphers.

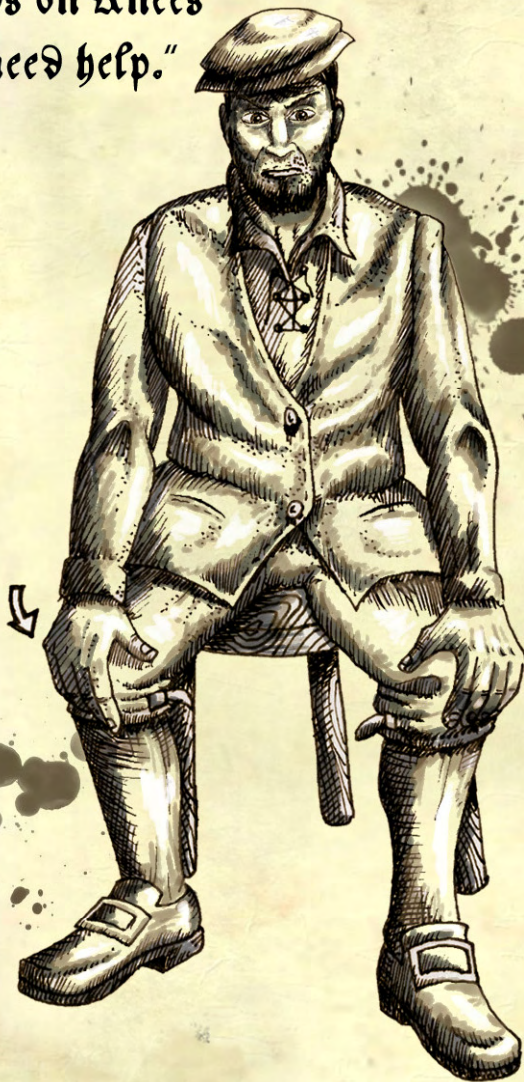
"Key turn" greeting



Tap side of head twice for "Two"



Hands on Knees  
"I need help."



Circular motion at palm meaning  
"Watch" or city guards.




Thump fist on table for "fighters"



Rubbing chin to disguise gesture of  
hand across throat meaning: "Kill".



The full Secret Sign message can be interpreted roughly as:  
"I need help with Killing two city watch, they are dangerous fighters."



A simple cipher is simply a code where a symbol or letter is substituted with another letter. A simple guide is all that is required in this case. For example, if the guide is that letters are shifted two-forwards, A=c, B=d, C=e, etc. Altdorf would be listed as: Cnvmfqt.

More complicated ciphers may reference books or encode messages into a sentence. When a code is given using references to words in a printed book, references may be made to word and page numbers. For example, if the first number is 2 and the second number 30, what could mean, effectively, is *page 2, word 30 in The Life of Sigmar*. When using a cipher system like this in a campaign, it might be a fantastic idea to have a roleplay book to be used use as a prop for such a purpose.

However, there is another unique way to use this for the criminal empire. First, take a sentence that you want to use, and then write a letter with those words in it. As long as the letter makes sense, no matter how odd or weird it might read, it is a fantastic way to hide a cipher.

The benefits of the cipher to a large organization are massive because, even in a mass produced proclamation, a hidden message can be given. As you ponder this, consider the following: what if this proclamation contained more than one cipher, one for the criminal empire members and one for its own hierarchy...

Here is a longer example cypher:

*Sir,  
its time to (remove) those old garments and  
change (them) one and (all).I have included  
with this letter a sum of money to buy new  
ones.I hope this letter finds you (and) your  
family well.I would like you to (return) with all*

*haste (to) the town of (ubersreik) and you will  
be my guest at my plush town house once you  
arrive.Once you are there i will (tell) you some  
exciting news about (dieter) my older brother  
you remember the one who married that (smith)  
girl. Anyway i know the time we will have will  
be limited but i need a small (service) from you,  
but i will keep that as a surprise for now. Well  
my friend this is all i have time for but soon  
when everything is in place and (done) i will  
have more time to write.*

*Your benefactor,*

When you put the number cypher in 5 11 14 35 44  
48 53 74 80 91,109,140

Deciphered, the message reads: *remove them all  
and return to ubersreik tell dieter smith job done.*

In game play, the GM can create complicated ciphers to hand to players or just play it out in-game. The utilization of ciphers requires the ability to read and write, which means that a character doing so must have at least acquired the **Education** advanced skill. **Specialization in Logic** will grant additional bonus dice.

Members of an organization with a guidebook can create or interpret their group's ciphers with a **simple Education check** as long as they have the correct guidebook or key. Interpreting a cipher for an organization you do not belong to or without a guidebook is a **daunting Education check** and may be re-tried once per Act.



## MARKS

A major communication resource of the criminal empire is the use of *marks*. It is important for an organization to be able to identify what is theirs and what is someone else's, so marks are commonly used (usually covertly).

The tattoos of a dockers' gang, coin altering by forgers, and tick-marks on smugglers' barrels of goods are the most common types of marks.

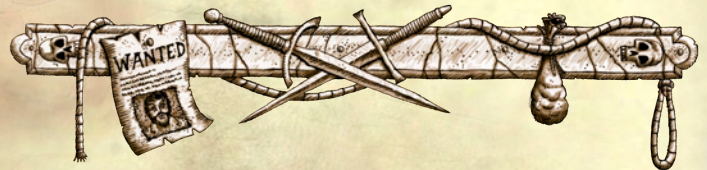
There are also more complicated types of marks that can be used to tell where an item came from and where it is going. For example, an organization may employ a forger-smith to mark a cart wheel or change its design. The smith may slightly alter a maker's-mark on a tool, wheel or horse shoe. This type of information can be used to tell others various bits of information.

Let's look at the use of complicated marks in more detail. Imagine that a large merchant house was having some of its carts repaired. The smith could easily mark or change the wheel's using a simple symbol, let's say a star in this case. The criminal empire now knows that, if that particular cart leaves town, what direction they went in. Also, by knowing what towns lie in that direction, this gives fantastic intelligence of what might be on board. Now it is a much easier job to keep tabs on that group. It is not without its issues; we all know how bad the weather can be throughout the empire; however, it is still very good. Setting up ambushes or smuggling becomes that little bit easier simply because you know direction, distance and the best points to launch an attack, or an ambush. Even the wonderful art of subterfuge can be used to guide those soldiers away from the real job and buy your men more time. If you also consider how a smith could make adaptations to equipment – things like hidden compartments or even the fact the equipment is well made – their value to a criminal empire is massive.

In gameplay, members of an organization can recognize their own marks with a **simple Guile check**. Identifying the mark of an organization you are not a member of requires a **hard Observation check** to find and a **hard or even daunting Guile check** to identify or read, depending on the circumstances.

## USE OF HAND SIGNALS, CIPHERS, AND MARKS BY NON-CRIMINAL ORGANIZATIONS.

The GM should be reminded that secret signs are not employed by criminal organizations alone, but they are widely used by legitimate organizations and creatures as well. The Witch Hunters have marks for towns that they advise others to keep an eye on for Chaos. Scribes and agitators sometimes make secret (and oftentimes humorous comments) in the documents they peddle, just like some playwrights and poets who use allegory to mask their true message. The Skaven, of course, are notorious for their use of marks on subterranean walls. Soldiers mark their property and hunters use silent hand signals while hunting game. The GM should modify the check to read and interpret non-criminal signs according to what seems logical.





# WANTED

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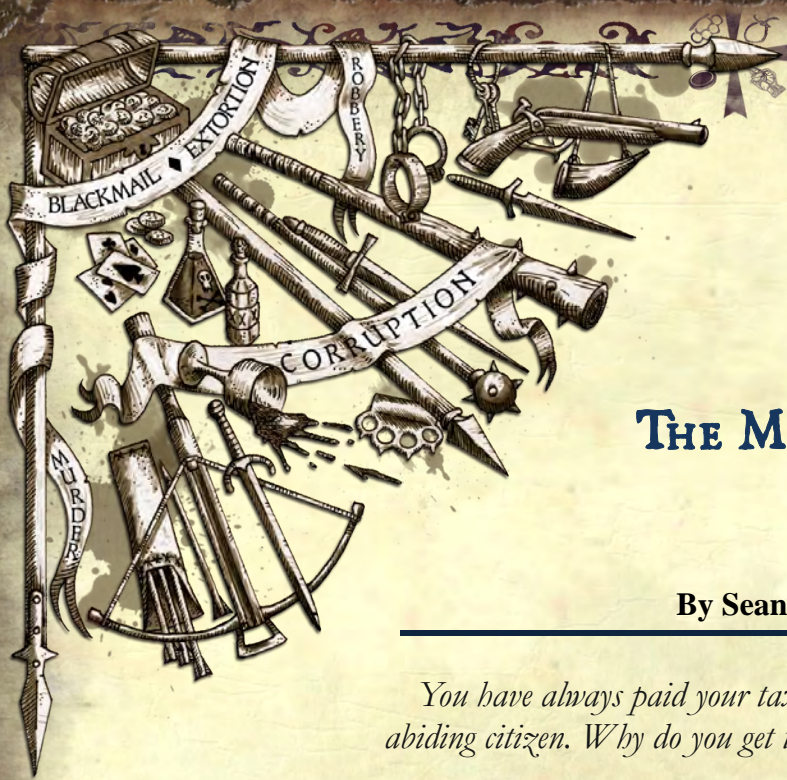
## A WFRP<sub>3</sub> SCENARIO

IF YOU INTEND TO PARTICIPATE IN THE  
ADVENTURE AS A PLAYER,

**DO NOT READ ANY FURTHER.**

THE FOLLOWING INFORMATION IS FOR THE  
GAME MASTER'S EYES ONLY.





# WANTED

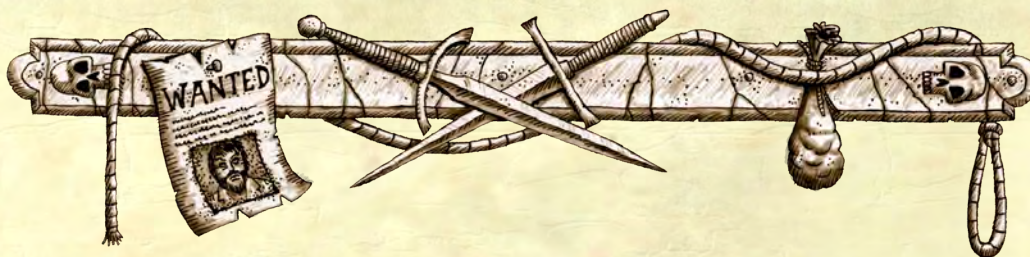
## PART I OF

### THE MASTER OF SHADOWS

#### CAMPAIGN

By Sean Connors and Lauri Maijala

*You have always paid your taxes, worked hard, and above all been a law abiding citizen. Why do you get the feeling that today is going to be a bad day?*



## CHAPTER I:

### INTRODUCTION

#### USING THIS SCENARIO

Wanted is the first part of **The Master of Shadows**-campaign. It is intended to be run as the first scenario of the PCs, but with some work, it can work as an independent adventure.

It is possible to run this scenario with only the *WFRP3 Core Box* (or *Player's Guide*), but it is recommended that the GM has access at least to *Liber Infectus* and the *Revenant*-scenario in *Liber Fanatica VII* (available at the *Liber Fanatica* website). GMs

desiring more information or maps on Ubersreik can find these in the *Edge of Night* -adventure supplement and the article *Ubersreik by Night* in the present volume.

In addition, the *Night's Dark Masters – a Guide to Vampires*, a *WFRP 2nd edition* supplement, and the *Vampire Counts* (2008, 7th ed.) armybook for *Warhammer Fantasy Battle* could also prove useful.

A range of necessary cards, maps and handouts are provided in the separate *Pullout Section* of this volume, but it is expected that GMs come up with descriptions for many of the locations and NPCs.

*Wanted* is deliberately a very difficult and open scenario and, as such, it is recommended for groups with experience in roleplaying games. Some things are left open for the GM's interpretation, and it is

advised that the GM changes things as seen fit to better suit group's needs and playing style. The story arc starts quite constrained but quickly opens up to allow a broad range of options considering the paths the players might take.

## ADVENTURE BACKGROUND

### ONE NIGHT IN A TAVERN BY THE RIVERSIDE

A little over ten years ago, a former river pirate made a drunken boast in a shady tavern in Suiddock, Marienburg. He declared that his former captain was know running a successful slave mine under the city of Ubersreik and that they had actually found not only ore but also some stranger substance – a small vein of black rock that had an eerie greenish shimmer.

Next morning, that same pirate was found floating bloodless in a canal; the news of a warpstone find had reached the ears of the Master of Shadows.

### FACILIUS THE ASSASSIN

**Facilius** is one step away from achieving a life's ambition - becoming part of the Shadow's Hand.

It all started on the mean streets of Marienburg at the turn of the 26<sup>th</sup> century. A small boy then, Facilius made a name for himself as being able to gather large amounts of information quickly. From these humble beginnings he soon caught the eye of the Shadow's Hand, rising in its ranks as a trusted lurker for the Master of Shadows.

A little over ten years ago Facilius was sent to **Ubersreik** to infiltrate a considerable criminal operation, called the Family which run most of the criminal activity on that area. Even though this was not his true calling, Facilius was eager to please his unseen master and departed from Marienburg to Reikland.

Infiltrating the Family was not an easy task to do but Facilius was not one to give up. A few years was nothing compared to the prize that would await him in Marienburg. However those years were hard on him and he amassed a huge personal debt to certain dwarven money-lender and his associates, namely the Family.



After ten years of very successful work for the local Crime Lord, Facilius finally received a word from the Wasteland. A message from the Shadow's Hand reached him telling him that after fulfilling a short list of names he would be allowed to return to Marienburg as a member of the Shadow's Hand.

Facilius is now only a few easy marks away from fulfilling his goal. Unlucky for him the last names on his list include the player characters...

### THE MASTER OF SHADOWS AND THE SHADOW'S HAND

The **Master of Shadows**, or the Shadow Lord, is an ancient vampire who runs a massive criminal empire from the very heart of Marienburg. Over the centuries of unnatural existence, he has grown so strong that he now threatens the very fabric that hold the Old World together.

**Shadow's Hand** is the inner circle of assassins, crime lords and spies in the service of the Shadow Lord, and they count amongst his most trusted lieutenants. Most of them have no idea about the true identity of their master nor the fact that he is actually a vampire. Some of them have made educated inquiries and disappeared.

During this first episode of this campaign, the Master of Shadows or the Shadows Hand are not encountered directly; he and his servants will be explored in more detail over the full course of the campaign. For more information about the Master of Shadows, consult the Vampire Counts armybook for Warhammer Fantasy Battle (2008: p. 24)

## THE FAMILY

The Criminal Empire of Ubersreik is called The Guild of the Night Traders (see **Ubersreik by Night** at p. 49). Within this organization, there is a sinister clique that is simply called “The Family”. Some say this is because of a Tilean heritage but most people – mainly those who wish to stay alive – keep their mouths shut about the whole thing and pretend it does not exist. See more on the The Family and its cruel leader, Tavaris, on page 83.

The Family is a fervently secretive organization wrapped in shadows, lies and deception; every burglar, thief and thug knows it is only the matter of sizable enough bounty that turns a known friend into a known snitch.

The ways of Ranald are not the ways of the Family, although they are not so foolish as to openly defy the cult. It is not just that giving a coin to a god is a coin away from the thief's purse, but that following the ways of Ranald sometimes seems too limiting for an organization that is lays claim to its territory, to a great degree, by the threat of brutal violence. Furthermore, since there are quite many dwarfs working for the Family, it is also considered more expedient not to mix religion and business.

## THE SYNOPSIS

Current Crime Lord of the family is known simply as Tavaris. He is an obese man who does not like to be

seen. He runs a tight back of criminals and expects everybody to do their bit and follow the orders.

The premise to **Wanted** is a simple one. The characters are on an assassin's death list. The reasons for this are not important considering this scenario, so

the details are left up to the GM. It might not actually be the characters' fault but whatever the reasons - they are on it.

**Facilius** has been tracking his list down for some time and is on the verge of fulfilling his life's ambition – becoming a fully fledged assassin and a member of the Shadow's Hand inner circle.

With only a handful of names left what could go wrong?

### The Vampire Prophecy

Those GMs familiar with *The Thousand Thrones*, a Black Industries campaign for WFRP2, may also be familiar with the Vampire Prophecies. As the current assumption about WFRP3's place on the Old World timeline is situated pre-WFRP2, it could be that the Master of Shadows has studied the prophecies and interpret them so that he has gained knowledge about the characters.

## EXPECTED ADVENTURE COURSE OF PLAY

- The characters start in a staggered way, split into two groups.
- After an unsuccessful assassination attempt, the surviving characters find information about a death list they are on.
- Following the last names on the list leads the group to the remaining characters.
- After the second assassination attempt, the characters have a chance to confront their Nemesis only to find out that he was merely a hired sword.
- Following the leads the characters journey to Ubersreik, where they will have the chance of investigating the bounty on their head.
- The characters will be forced to act on behalf of *the Family*.
- Eventually, the players are confronted by several difficult moral choices in their attempt to strike against the criminal empire.



## TOOLS & RESOURCES

*Rogue*. If not, the combat difficulty could prove to be quite low.

The campaign uses a special **Investigation Sheet** provided with this scenario. It is similar to the **Liber Mutatis** and **Nemesis**-sheets provided with **GM's Toolkit** (either of which is not required). The Investigation Sheet is referred to throughout the campaign, but it is left to the GM to decide whether the sheet is visible to the players or not.



### TWO GROUPS

The characters start in two different groups; ideally, the second group will not be present at during the first encounter, but this is not mandatory. The groups should be of similar size and both should include at least one experienced roleplayer.

From both groups, a character should be chosen to work as a link between the groups.

**The Wanted**-party sheet is for the characters to take when instructed in the text. It is not required for them to take it though – it only presents an option.



In addition, GMs are encouraged to use any suitable Location Cards they have at hand from the supplements like *The Edge of Night*. Some locations, items and NPCs, however, are covered with additional cards provided in the *Pullout Section* for this scenario, which also includes a number of maps and building layouts.

### CONNECTION CHARACTERS

These two characters will be connected either through their job, the fact that they are related, or whatever fact the players come up with. The map provided shows the areas around **Ubersreik**, and the players of the first group should choose a home town to start from.

### PARTY IDENTITY

As the group is not fully formed yet, no *Party Sheet* can be chosen at this time.

### REPLACEMENT CHARACTERS

As this scenario presents a story highly involved with the starting characters, it is recommended that the GM introduces possible replacement characters early one so that they can be taken into use should a character die.

The replacement characters could have a personal hook into the story (maybe they also were on the list), they could have a personal vendetta for the Family or maybe they would just like to experience the thrill of high adventures. The details are left to GM as long as it is considered that the time frame of the scenario is limited.

## STARTING THE CAMPAIGN

### THE CHARACTERS

This campaign is designed for 4+ characters. It can be run with fewer characters, but some adjustments are needed towards the beginning of the scenario .

The campaign assumes that all PCs are human and come from Bronze Tier citizens of Reikland. It is also recommended that all characters have at least two of the following Career Traits: *Menial*, *Rural*,

## CHAPTER II: THE LIST

When the campaign begins the characters are going on about their usual day-to-day lives. They have been traveling from their home town for half a day using a horse and cart and are fast approaching the delivery point. The back of the cart is laden with bushels of rye.

The characters are performing a service for a patron that could be one of their fathers, a burgomeister or bailiff of their home village or someone else that works with their (social) background.

### EPISODE I – BACKSTABBING IN BUCHENDORF

In the small town of **Buchendorf** the characters of the First Group have just begun unloading the rye. They were told that **Sven Tragarin's** (local merchant) barn (**B1** on the map below) would be left open and as they arrive they do indeed find the barn open.



### ACT I: A THANKLESS JOB

The barn is a solid building and obviously quite old. The double wooden doors to it are very small. The cart is too big to fit through the doors. So, the bushels must be unloaded by hand.

While the characters are taking the rye to the barn, **Facilius** sneak from behind a hill with three of his mercenaries. They wait for all of the characters to enter the barn before attacking. When all of the characters are inside the building, move to **Act 2: A Seemingly Random Encounter**.

### ACT 2: A SEEMINGLY RANDOM ENCOUNTER

Suddenly, three masked men enter the barn. The characters have one chance of succeeding in **Average (2d) Observation (Int)** check – failing gives the attackers **1** to Initiative Roll and the characters are caught without their weapons

**Facilius** has hired these men loyal to the Family to do his bidding. The attackers are hardly expecting any resistance and will use crossbows during the first round of combat and exchange to their swords when confronted in close combat. The attackers use the **Soldiers** profile from *Tome of Adventures*. Each of them is armed with a superior quality hand weapon (that give them **1** to Weapon Skill checks) and crossbow and has Weapon Skill trained.

While fighting, the characters spot a shadowy figure watching the fight from a safe distance. Confident in the strength and experience of his hirelings, **Facilius** will leave almost as soon as the fight begins. It is critical he is seen and heard by the players, but he must escape.

As the fight continues he shouts to his men: “Remember! No loose ends. See you at the farmstead!” After this he will calmly leave on foot. While leaving, he accidentally drops a letter that at least one of the PCs will see. He will head to the nearby woods on route to this next job without noticing that the letter is missing.

### FIGHTING AT THE BARN

The fight at the barn starts the whole campaign so it should be memorable. The dices should support the story and add various hazards and fortunate events to it. Possible examples include:

- ☞ — A passing character hears the noise and investigates, coming to help the characters.
- ☼ — The players weapon breaks or is damaged.

When characters have overcome the attackers move to **Act 3: Wanted!**



### ACT 3: WANTED!

All of the attackers carry a small amount of coins each (5s each in various different coins) and are armed with swords of superior quality. These swords bear their maker’s mark – an insignia that looks like a waxing crescent moon under a clenched fist.

The letter that was dropped contains information about the player characters in the form of drawings and very detailed information about their whereabouts over the last few months. It is clear from these sketches that the characters are wanted dead. No reward amount is mentioned. There is also information about other people who are wanted dead. Most of them seem to be eliminated as they are already crossed out but there are still a few names left.

Going after the masked stranger bears little fruit. Facilius has a horse hidden in a small cluster of trees nearby, and after reaching it, he heads out to the farmstead where he was supposed to meet with his gang after they had finished the characters.

Facilius realizes that something has gone wrong when some (or all) of his gang do not make it to the farmstead. If the characters track the horse, they will most likely reach the farm. They are, however, too late as Facilius is already rising from the ground with his huge hot-air balloon. Any character with a knowledge of the local surroundings can estimate that he is heading towards **Halheim**. If the characters do not follow the horse-prints, they will notice the balloon rising from the woods and guess where he is going.

### THEY'LL KNOW WE ARE COMING

After the fight, some of the characters could be injured or worse – dead. They certainly don’t have the time to rest but if they still will advance the **Alertness Tracker** forward one step for every two days. Also, if any of the attackers got away, advance the **Alertness Track** one step.

For finding the letter and noticing the distinctive mark on the blades, advance the **Investigation Tracker** one step for both.

## EPISODE 2 – BURNING HOUSE

The characters of the second group have been going about their business as this part of the story unfolds. They have gathered to a farmstead a couple of miles outside the small town of **Halheim**, most likely for different reasons: perhaps it's their family home, perhaps they work for the family or are neighbours, who have come to help in the fields.

This time, Facilius has tricked the local town militia into believing that he is a witch hunter and that the whole farmstead must be burnt down. He has explained that the warlock sleeping there has corrupted the whole family and that they have to be burned along with the warlock to contain and purge the corruption.

### ACT 1: THE ROOF IS ON FIRE

As the encounter begins, place “*The Burning House*”-location card on the table. Several hours after the PCs have gone to sleep, they are suddenly awoken by smoke. It is clear that their house is on fire. As they try to escape they realize they are also under attack from a group of men outside. When this happens move to **Act 2: Shoot Them!**



### ALTERNATIVE BEGINNING OF EPISODE 2

Spending some time before the events of the night unfold allows the players to familiarize themselves with their characters. This could lead into interesting options during the second ambush.

Who else is in the house? Are they related to the characters? Are they inside the house when it is torched? If there are children present do they stay put and start crying or are they trying to escape by themselves as smoke fill the house? Should the characters rescue their equipment rather than their family?

### ACT 2: SHOOT THEM!

While trying to escape from the burning farmstead, the characters are bound to encounter the local militia stationed around the house. Should this be through a window or when running to safety, Facilius will see them and react. He will exhort the militia to use violence:

*“Shoot them! They are the minions of the warlock! Shoot them before they work their evil spells upon you!”*

The first character spotted will be shot with two

crossbows. Use the *Soldier* profile from ToA p. 67 but add ■ ■ for smoke and the hesitation of the militia.

### THE BURNING FARMSTEAD

If the players aren't too keen on counting the family inside the farmstead, a simple way to handle this would be:

- ♣♣ – A family member gets away and flees the scene.
- ☠☠ – A family member catches fire but can still be rescued (for example with a successful use of *Perform a Stun*-action).
- ☆ – A family member perishes under a burning log.

As long as the characters are inside the house, they will be mostly safe from the town militia but not from the house itself. Facilius has lead five men armed with crossbows and halberds to execute the “warlock” and they are in no hurry to get inside a burning house.

Characters inside the house have a chance to notice who the attackers are. This should be an **Easy (1d) Observation (Int) check** with ■ due the smoke. Noticing Facilius commanding them adds another ■ as he is trying to go unseen.

## ACT 3: CONFRONTING THE MILITIA

When characters decide to confront the militia (either by talking or attacking), build of progress tracker with eight spaces with encounter space in the fourth and eight spaces. Use one tracking counter that starts from the first space and advances one step each round. On first encounter space, the characters of the First Group will get to the scene. Facilius sees them and makes a run for it.

If the characters follow him, continue to **Episode 3a - Up, up and away!** He can be tracked and followed as long as the tracker reaches the second encounter phase. If there is nobody following him, he will disappear for a moment. In this case move to **Episode 3b: Is It a Plane?**

Convincing the militia that they should let the people inside the farm go requires a **Hard (3) Charm (Fel) check** with ■ from Facilius, who is still trying to get the job done. After he leaves, the penalty is removed.

Fighting the five soldiers is also an option, but this will lead into a investigation by the bailiff of Halheim and a warrant for the characters for killing men of the crown. If convicted for this, the punishment can only be of the most severe kind.

## EPISODE 3A — UP, UP AND AWAY!

### ACT I: NOT A WEATHER BALLOON

Following **Facilius** through Reikwald is quite easy and should require no skill checks. In the woods, a few hundred feet from the house is a clearing (use appropriate card if necessary).

A large balloon with a massive basket attached is waiting for him. On board are the remainder of his mercenaries.

## CLIMBING THE ROPES

While the characters try to reach the balloon the ruffians on board are trying to cut down ropes.

☠☠ — one the passengers hits the character with a crossbow bolt that deals 7 damage.

☠ — the character falls either due his own fault or by trying to climb a rope that is cut.

## Act 2: A Fight in the Clouds

Once the characters reach the basket, **Facilius** and his two mercenaries can try to attack them and stop them from gaining entrance.

After all the characters are climbing up ropes as the balloon gains height and are being shot at by **Facilius** and his men. Climbing into the basket requires a **Hard**

(3d) Athletics (Str) check.



A fall from the height of the balloon at that point will almost certainly cause instant death. Those who make the climb will now face **Facilius** and his men directly. As there is no place to flee **Facilius** and both of his men will fight to death.

Use the *Ruffian* (or *Soldier*) information for Facilius' gang. They both have similar superior hand weapons as the leading ruffian in Episode 1 (page ##).

For Facilius himself, use either the template for an agent from *Liber Fanatica VII* (pg74) and adapt it as you see fit or *Cult Leader* from *ToA* (page 55) adding Weapon Skill as trained.



### THE BASKET

The basket is big enough for six characters to be engaged (including Facilius and his men). Other characters must hang on the ropes which requires an **Easy (1d) Athletics (Str)** check during each round. While fighting in the basket if a character is knocked unconscious, he will fall to the ground. Rolling a ✨ means the character either falls off or breaks the balloon.

Should a character fall off the basket he can try to grasp on one of the ropes with an Average (2d) Coordination (Ag) check with ■■■■.

### ACT 3: OPERATING THE BALLOON

Should the characters win they are on a moving air balloon which they cannot control. With a successful **Hard (3d) Intuition (Int)** check (with bonus ■ if character has some appropriate background), the character realizes that controlling the device involves dropping weights or releasing air from the balloon. Once air is released, the balloon will begin to lose height, eventually coming down somewhere deep in the woods around Ubersreik.

### EPISODE 3B – IS IT A BIRD?

After resolving the situation at the Halheim farmstead the characters have a moment to catch their breath

before they see something rising over the tree tops. A huge air balloon is coming into sight and it should be obvious that **Facilius** is on board.

The characters have five rounds to bring the balloon down by any means they can think of before it is too far away (build a Progress Tracker if necessary). Each turn adds a cumulative ■ to all rolls targeting the balloon. A successful Critical Hit (for example) will break the balloon and bring it crashing down the fall killing all aboard instantly.

### INTERLUDE: WHAT'S GOING ON?

#### DEATH OF FACILIUS

On board the balloon are several clues that will help your group in Episode 3. If the characters can search Facilius' remains (if he did not fall off into the woods, for example) they will find a gold Signet Ring containing a red onyx stone with numbers (11 14 35 44 48 53 74 80 91 109 140) written around its edge, a unique key bearing the crest of Ubersreik (refer to *Skeleton Key*-item card) and a letter (Handout 1). As mentioned before, the two ruffians have superior quality swords.

Finding the *Skeleton Key*, the *Code* and the *Letter* advances the **Investigation Tracker** by one step for each. Episode 2 & 3 do not advance the **Alertness Tracker** unless GM considers this to be logical.

#### FORMING THE PARTY

After surviving an assassination attempt and possibly consorting Facilius himself, the characters can properly talk among themselves for the first time, getting to know each other and taking stock of their

#### IF THE EVIL GOT AWAY?

If Facilius got away with his air balloon he will turn up in the second part of this campaign. This will also mean that the characters might lack a clue when they arrive to Ubersreik, which could mean that some rethinking will be necessary.

situation. This should be run as social roleplaying as characters are now forming their party (and the players get to choose their Party Sheet). A special *Wanted Party Sheet* is introduced with this scenario for possible use.

### WHAT NEXT?

The clues all point to Ubersreik. How difficult the journey to the city will be is left to GM. Given what the characters have been through, describing the weather conditions might be enough. But if the

characters have managed to get this far without a scratch there are always some goblins and beastmen in Reikwald...

### INTRODUCING THE EDGE OF NIGHT

If you have access to FFG's adventure *Edge of Night*, the journey to Ubersreik could follow the guide lines given in it possibly even introducing the whole scenario as a possible side track.



## CHAPTER III: INVESTIGATING IN UBERSREIK

As with most official city-based adventures, this episode is quite open and might be challenging to run, even for an experienced GM.

### OF UBERSREIK

GM should be familiar with Ubersreik and even though *Edge of Night* or *Liber Fanatica VII* are not required, these resources are certainly useful; it's better to have too much information than too little. *Liber Fanatica VIII*, too, provides a wealth of relevant material for running this scenario.

### OF WOUNDED CHARACTERS

It is possible that the characters have a host of injuries from the initial challenges that they have faced. They might seek out someone who could help them. Two most likely NPCs with required skills are the apothecary **Isolade Maurer** (p. 75 in LfVII) and the priestess of Shallya - **Marianne Attenblum** (p. 19 EoN, use the Specialist profile from ToA p. 69).

### OF ALERTNESS

The Alertness Tracker on the Investigation Sheet indicates the awareness of the Family and the slavers of Underbelly about the fact that someone is coming for them. It should not have reached event spaces yet



but, when it does, it affects all NPCs with connections either to the Family, to the slavers or to both. This effect is explained on the card itself but more detailed info follows inside the frames below:

## ACT I: THE INVESTIGATIONS

This act consists of several possible things for the characters to perform and, as such, it is more open than other parts of this adventure. GMs are encouraged to use their own judgment when it comes to outcomes of the search but this act can be run just as well with the Investigation Sheet included.

The Investigation Sheet has a tracker indicating the PCs progress. During the previous chapters, the tracker has most likely been moved to Space 4, which sent the characters to Ubersreik. If not, the tracker should be advanced to this step so that the flow of the investigations is fully served.

The several things PCs can investigate are dealt with below.

### THE STRANGE BALLOON

The hot-air balloon is such a strange device that it seems likely someone would have spotted it.

### ASKING RANDOM PEOPLE

Gossiping with the town folk could very well produce some facts but recognizing them from rumors and tall-tales is not so easy. A successful Daunting (4d) Charm check is required to produce the single fact that the balloon

#### SPACE 5 – SOMEONE IS COMING

The Slavers are now sure that there is an outside force trying to take them down. They will be more alert and harder to take by surprise. When the Alertness Tracker reaches Space 5, all slavers gain 1 die to their Expertise budget.

#### SPACE 8 – TAKING PRISONERS

When investigating in Ubersreik, characters will be most likely be noticed. This does not automatically mean that anything particular happens, but should the Alertness Tracker reach Space 8, the slavers are no more under illusions about the characters intentions.

Using the secret way out from Underbelly via Morr's Field, the slavers send a capturing party after the characters.

Wherever the characters are holed up during the night after the Space 8, a group (double the size of the characters) will let themselves into whatever inn, tavern or home the party uses (they have a Skeleton Key like Facilius).

Their plan is simple: to storm the characters' location and to capture them if possible. Captured the characters will be taken to the Underbelly to work as slaves.

Slavers of the *Soldier* profile from ToA p. 67 and will use the *Subdue*-action. All damage dealt with this action counts as non-lethal and will heal with a good night's rest.

### OF INVESTIGATIONS

The Investigation track represent a visual clue about the flow of the adventure. It should not restrict or brake it but only work as an tool for the GM (and PCs alike). The events during the advancement of the Investigation tracker is given in the note on the right.

#### SPACE 4 – TO UBERSREIK

Having gathered the clues from Facilius, the characters can easily conclude that the assassins base of operations is most likely in Ubersreik

#### SPACE 7 – DIETER SMITH

It seems that most of the clues point to a simple smith working at Merchant Plaza.

#### SPACE 9 – THE HOUSE OF THE ASSASSIN

The PCs have finally uncovered the location of their nemesis' lair!

has been seen many times, but as it seems to be difficult to control (as the characters might very well know) it usually lands outside the city in a random location.

*This kind of investigation is easily heard by the spies of the Family and the slavers. Should a ☼ be rolled advance **Alertness Tracker** by one step. One time only.*

### ASKING THE GUARDS

The guards have seen the balloon often. They suspect that it is used by some engineer or possibly a wizard. They too know that it lands outside the city and have noticed that a rider always goes to the same landing site. When the horse returns the rider is different. Usually looking like a Tilean gentleman (Tavaris in one of his disguises).

The guards can point the Merchant Plaza where this man usually rides to. This info does not come cheap and some bribery or masterful use of words is required to get it. However, learning these fact advances the **Investigation Tracker** by one step.

### THE MERCENARIES

The mercenaries that attacked the characters are not very distinguishable. Their kind are common all around the Empire. Describing them to someone still could turn up something.

### ASKING RANDOM PEOPLE

Even though the mercenaries were mostly local nobody actually knows anything about their recent dealings. These kinds of men are mostly avoided by respectable people if not also by the less respectable.



### ASKING SOLDIERS

Most soldiers of Ubersreik have very little to say about the mercenaries. They usually know quite much about their kind, but the person the characters are describing does not grant any additional information.

### ASKING FROM THE INNS

Most mercenaries are regular patrons in inns, and Facilius' men are no different. Trying to track them from inns could very well be dangerous if not done carefully. Succeeding in a **Hard (3d) Guile** check and consort below:

### RESULTS:

♣ Someone is tricked or foolish enough to mention the Family. He is quickly silenced and no-one cares to continue.

↪ Someone mentions that those men once belonged to army but were deemed deserters and thieves as they ran away with some of the army's equipment – *Advance the Investigation token one step.*

☠☠ Someone loyal to the Family hears about this – *advance the Alertness token by one step.*

☼ A thug hears the inquiries and decides to make a little extra money and attack the characters by trapping them in a closed alley with a few friends. Use *Townfolk* profile from ToA p. 67 with *Weapon Skill* trained.



### WELL MADE EQUIPMENT

Facilius' mercenaries are clearly well equipped. These weapons bear their makers mark and there are a lot of people who might know it.

## Asking Random People

The people of Ubersreik are protective about themselves against outsiders and unlikely to share their secrets. A successful **Hard (3d) Charm (Fel) check** will point the characters to Merchant Plaza, but a ✨ result will more likely lead them into an ambush of robbers or street children and a ☠ ☠ result will carry the word of the Investigations to the Family – advance the **Alertness** token by one step.

## ASKING SOLDIERS

Soldiers can be found everywhere in Ubersreik, but going to Magnus' Tower would most likely be the best bet. Any character trying to ask around about the mark that passes an **Average (2d) Charm (Fel) check** gains an answer: “Well, yes. That’s Dieter’s work. He can be found in the Merchant Plaza.”

If a ✨ comes up, the character gets half the truth (“Yes, that’s Gorri’s work. From Merchant Plaza”), or worse if the roll is a total fail. If the check is successful, advance the **Investigation** token one step.

## ASKING FROM ANOTHER SMITH

Considering how the characters present themselves, a different smith will either point them to Dieter Schmitt or say that he has never seen the mark before. The characters might notice he is lying (as this kind of information would be hard to miss from an artisan).

If watched afterwards, the smith leaves after a while – or when he thinks that the characters have left – to warn Dieter. If the check is successful, advance the **Investigation** token one step.

## DIETER SCHMITT

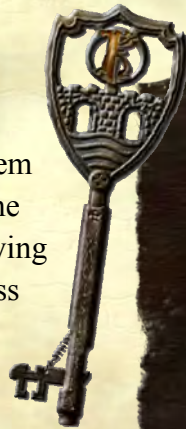
When the **Investigation** tracker reaches **Space 7**, the PCs will learn about Dieter Smith. *How* and *when* is up to GM, but most likely connections would be

Facilius' visits to him or his mark on the mercenaries' blades.

Should the characters ask from Dieter directly, he will admit that the weapons are his handiwork. “I use that mark on all army equipment”, he says, “it must've been stolen from a caravan or from the army.”

If the characters have decoded the letter Facilius had with him (**Handout 1**) and tell about this to Dieter, he will fall for almost any act as he has not actually seen Facilius. For example, if the characters return to Dieter after having spoken to him about the equipment with the cipher message decoded, he will assume the characters were testing him. *Advance the Investigation tracker by one step.*

Dieter is not concerned about which one of the PCs actually is Facilius. He will only nod in response and advises the characters: “you should go to your house to wait for a new letter.”



## THE SKELETON KEY

The key is unique to Ubersreik as it is the Skeleton Key to all locks produced over the last decade. Ten years ago **the Family** took over the last remaining locksmith in Ubersreik in order to control the city and and its citizens. All of the newer buildings in Ubersreik (and in some cases the minor villages around it) have a lock that the Skeleton Key can open. As such it is illegal to possess the Key without a direct authorization from the City Council who are most likely the only official people to know the Key's true use.

A Skeleton Key-item card can be found in the *Pullout Section* of this volume.

After this, if quizzed about repairing any equipment, he will do so free of charge. When the characters leave, he will send a homing pigeon with a message of Facilius' success to Marienburg.

## THE UBERSREIK KEY

Initially, the only clue about Facilius's key is that it has the crest of Ubersreik on it. However, more can be learned about it by various means.

### Asking Guilds

Approaching some of the guilds might yield the needed information. This depends on in which guild house the questions are asked and how the characters conduct themselves (Metalworkers's Guild is their best bet). This is very much the GM's call, but it should require a successful **Charm (Fel) check**. The social status should affect the roll as should the character's background.

If a ✨ is generated, the NPC will most likely tell the PCs nothing and will just as likely report the incident to his superiors or to local authorities. With a success, the characters are pointed to the **Town Hall** and with a ➡ someone remembers that the locksmith that made the key died in plague during the previous winter.

### Town Hall (p. 18 EoN)

Greasing the right palms without being noticed at the Town Hall (a detailed map in the pullout section) turns up several people with sufficient knowledge about the key. They can say it belongs to an Estalian merchant by the name of **Luigi Beldonarnis** (one of many alias's that **Facilius** has used). Advance the Investigations token by one step.

This information can also be learned at records room in the town hall. It is not common to get a permission to search the archives but it is known to happen.

### The Archives

The Archives of the Town Hall are a good source of information, and the members of Ubersreik's various guilds as well as the workers at the Town Hall know

this. Should the characters gain access to them, a throughout search will expose several facts.

The characters could learn that the key was made by a locksmith from ten years ago. It was a commissioned piece of work that was paid for in cash. The gentleman that bought it had been a very good benefactor of Academics Guild over the years and it was the only thing he had ever asked for.

The gentleman was called **Luigi Beldonarnis** and his address is given in the books. No official reason for the making of the Key is given but the name of Ubersreik's former rulers, von Jungfreud's, is mentioned. If searched for, the fact about the key-makers death during last winter can also be found in the records.



When the characters have received the information about Facilius's town house, advance the Investigations token by one step or to Step 9 if there would be more steps to cover and move to **Act 2: The House of the Assassin**.

## ACT 2: THE LEGACY OF AN ASSASSIN

When the Investigation token reaches Space 9 PCs learn about Facilius's town house and can find their way there.

### THE HOUSE OF FACILIUS

#### A History of Secrecy

Secrecy is the greatest strength and weakness of any criminal empire. The Family lead by **Tavaris** is a good example of this secrecy as most of the men who contact it do it via intermediates. They might have heard of a particular person but most likely they have not met them. Facilius's key-contact to Tavaris was a woman named Katrina (commonly only known as "Katze").

When Facilius arrived to Ubersreik, he contacted the Family via Katze and loaned a huge amount of money from Tavaris (the exact amount is left up to GM. However, it should be so large that the characters cannot pay it back).

Some time ago when Facilius left Ubersreik to assassinate the people on his list, Katze was killed, and Tavaris was left only with a clue about Facilius's identity – at this point, a house in Ubersreik identified by Katze as Facilius's safe house.

Quite recently, Tavaris has also learned about Facilius's involvement with The Shadow's Hand and why Facilius shipped all warpstone found from the Underbelly's mines to Marienburg. Tavaris plans to use this information to his full advantage and has made the simple decision to have the house watched and wait for Facilius to show himself.

Obviously, when the players show up and use this key they are identified as being Facilius with a group of henchmen as the Family has no idea about Facilius's appearance.

### SELLING THE HOUSE

The characters may well harbor an idea about selling the house as they have the key – most likely after talking to Tavaris. But if they do not own the deeds to this piece of property, they cannot sell it. Breaking in to the Town Hall and stealing them or forging them are possible means of acquiring the deeds.

### SEARCHING FACILIUS' TOWNHOUSE

The house appears to be an empty shell – there is only little furniture and most signs of someone actually living there are missing. However, there are two very interesting things that could be found here.

On the back of the master bedroom door, there is a brass plate. On it are the words “*Honor thy Family above all others*” this is not a reference to one's

actual family but to the criminal Family. A PC who examines the plate and succeeds in an Average (2d) Observation (Int) check notices the nails holding the plate in place have been pulled out and nailed back lately. If the plate is detached from the door, the following words can be read on the reverse side “*Weissbruck box 32*”. This information is not needed during this adventure but might come relevant in later parts of the campaign.

In the main entrance room there is a very large fireplace that has not been cleaned out for some time. If someone goes through the trouble of cleaning it out he will notice a broken flagstone that, if lifted, reveals a small box containing several scrolls. In essence these contain information about the Family's secret signs and codes that Facilius collected for later use.

### ENCOUNTER 1 - A STRANGER APPEARS

Shortly after the characters show up at the house there is a polite knock at the door. Scruffy, pock-marked middle-aged man, clearly out of breath, asks to speak with Facilius. **Odo**, as he introduces himself, will not at any point enter the house willingly as he is aware of Facilius' occupation and fears for his life.

The man delivers a simple message for **Facilius**: “*Follow me – the Boss wants to see you.*” He will not take “no” for an answer and makes it very clear the character must come alone. If refused for whatever reason he makes it clear the Boss will not be happy. “*Is that really what you want?*” the man says with a wry smile.

At this point he will also try to use a code, a sign language with “Facilius”. He points at Facilius (“*you*”) then pointing at both of Facilius's pockets (“*owe*”) then crossing his hands (“*Family*”) then pointing at his own head (“*Boss*”) then gesturing by rubbing fingers together (“*money*”).

Following this odd little man starts

## Encounter 2 – Following the Pockmarked Man

### ENCOUNTER 2 – FOLLOWING THE POCKMARKED MAN

Odo will lead the character blind-folded a roundabout way to the **Broken Drum Inn** (it's considered one of the best in town - "you simply can't beat it") to make sure that they are not being followed.

While "Facilius" is taken to "see" Tavaris, the other characters can try to follow him. This will be difficult and most likely end into an ambush by Tavaris's men following Odo during which Odo will lead "Facilius" away anyway.

Once at the Broken Drum, "Facilius" is taken behind the bar into a small room and then down into the cellar. Before entering the cellar, the "Facilius" will be removed from all of his weapons. Eventually, he will be lead below to the cellar where it will be pitch black. Then, a lone voice will speak from the darkness.

*"Finally we meet, I trust all is well and you have achieved what you set out to do."*

### ENCOUNTER 3 – MEETING IN THE DARK

The voice will wait for the character's reply and then continues to confront "Facilius" about the money owned. As it is apparent that "Facilius" does not have the money (or any clue about what is going on), the voice continues: *"You own me money! Given what I have heard, I*

## TAVARIS

Boss Savanovic, the previous Crime Lord of Ubersreik, had two lieutenants. Both knew of the other but had never actually met. One of those men was Tavaris, who strongly believed that the other lieutenant was favored by the Savanovic. His suspicions were confirmed true when Savanovic passed away, leaving the reins of the Family to the other lieutenant. This "usurper" – as Tavaris viewed him – reinvented the Family as the Guild of Night Traders, and made Tavaris merely one of its eight stewards.



Tavaris decided not to suffer such an insult and created for himself a small but effective and independent cell, a family within the Family. Then, he tipped a von Jungfreud agent, Gunther van Karstner (see p.51), about the activities of the Guild of Night Traders, intending to take over the Guild once its leadership had been destroyed. van Karstner, however, hijacked (albeit without knowing it) Tavaris' plan, and, to make matters worse for him, left the stewards in their places, making it very difficult for Tavaris to challenge him.

Tavaris is consumed by two personal goals: becoming a boss in his own right and removing the current head of the Night Traders, Gunther van Karstner. Over time he has used his vast wealth to increase his power in Ubersreik and to expand his own special project, the Slavepits of the Underbelly (see: Chapter IV) into something that might enable him to wrest Guild from van Karstner.

Very little is known of Tavaris's past though he appears to be in his late forties. He has a fiery short temper but is clearly an astute, devious crime lord who has made many friends over the years but equally many enemies.

Tavaris is a massive man and very obese in every sense. As his power has grown, he himself has grown less and less mobile, and his size has literally doubled. He now relies heavily on his network of associates and serfs to fulfill his commands.

could take a service to wipe the debt. So, Facilius, what is it to be?"

As this will be most likely the first time the character hears the name "Facilius", an **Easy (1d) Intuition (Int)** check tells the character that Luigi Beldonarnis and Facilius are most likely the same person and the one that tried to assassinate the player characters.

If the character tries to con his way out in any way, the voice will tell him to bring the money to the docks within two days.

Should the character agree to assassination the voice says: *"We've had a certain... problem... with our... workers here at Ubersreik. It seems that their... encourager... has started to rebel. Getting rid of him and putting the... worker... back in line would most likely also mean that your debt would be gone. Should you accept the mark we give you two nights to fulfill it."*

If the PC refuses to do any favors for the Boss and insists on paying him, Tavaris could offer him money to kill the slavers which he could use to pay to Tavaris. The next chapter assumes that "Facilius" will accept the job – if not the end of the scenario might take a very different turn. The letter from Marienburg (check **Chapter 5 – Wrapping Up**) will still be delivered to Facilius's house later.

The meeting will end and the character is taken back to Facilius's house. Only there his weapons will be returned and the blind-fold lifted.

## CHAPTER IV: THE SLAVE PITS OF THE UNDERBELLY

### What is the Underbelly?

Leaning against the south-west city wall lies a ruined building from which a hidden set of stone

### THE REBEL WITHOUT A CAUSE

There has been a trouble in the mines of the Family below Ubersreik. The slavers of Underbelly (see Chapter 4) have closed the whole mine. Being a paranoid crime lord, Tavaris naturally assumes that the slavers want the whole thing to themselves as there has not been any news from opening the mine again for the Family. Tavaris plans to use Facilius to infiltrate the mine and to assassinate the leader of the "rebellion". And if the news about the plague in the Underbelly are true – who cares? It would also solve the whole problem called Facilius.

steps descend into something called simply as the Underbelly. This ruined building was originally the meeting place for a group of cultists who followed a minor god of the Border Lands called Gunnedred but it was abandoned ages ago.

The Underbelly is a strange location below Ubersreik. It descends far under the ground, below the sewer system of the city, and essentially, it has been used to prison people by the Family for years now. The imprisoned people are made up of all sorts, most of them innocent, whose families assume they have simply disappeared or most likely died. From this prison they are taken in shifts below the Underbelly into the Guts. The Guts are a series of

### GUNNEDRED AND HIS WORSHIPPERS

Gunnedred is a minor deity in Empire whose extreme practices marginalized it to the point of extinction. He is an extreme deity of cut-throats and kidnappers. As such he was followed by those who feared the wrath of Ranald but could not turn away from most heinous crimes.

For more information about Gunnedred, see *Tome of Salvation* (for WFRP2) p. 117-119.



Even though the Underbelly is certainly a place of murderers and lowlives, it actually works also as a protection against an unknown threat. Throughout the Old World, larger cities have strange man-like rats lurking in their sewers and burrowing in endless tunnels, planning the fall of the mankind. But in Ubersreik, the presence of Underbelly and the work done in its tunnels has kept the Skaven mostly out of the city.

Recently, there have been a number a small skirmishes between the Family and Skaven in the tunnels bellow Ubersreik. But after the Family struck to a minor warpstone vein, they have been able to buy off the Skaven.

tunnels that can yield mineral ore and, in some rare cases, warpstone.

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A certain member of the Family, **Vunter Morsheiver**, does not shy a way from even shadier businesses than slave trafficking. As a member of almost forgotten Cult of Gunnred he has no morale whatsoever when it comes to crime.

After the slaves broke to the Morr's Field, Vunter knew right away that he had struck gold and went to see a certain "physician". **Klex Narnscabber** was glad to hear that Vunter had "found a way under the wall of Morr's Field" and hired the rogue to produce him some corpses to study.

*For more info about Vunter and Klex check scenario **Revenant** from Liber Fanatica 7.*

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### **Orders from the Shadow**

After the first warpstone find a few years ago, Tavaris manipulated by Facilius to "recruit" more slaves and slavers to work in the mines.

This new idea both excite and worry him as on the other hand the deal frees up a good size of force for Tavaris to redeploy in his network.

Due to the difficult conditions and harshness of the regime in the Underbelly, most of the Family's men hated working there anyway, as most of slaves did not last more than a couple of months. Natural causes of death were hazardous tunnels (as no-one was actually that good at planning the mining process), gas-pockets and random encounters with rat-like beastmen.

### **Under the Morr's Field**

About a month ago the slaves had extended the tunnels so much that they accidentally broke into a crypt under the Morr's Field (p. 22 EoN). Fearing for bad luck and other, darker things, Tavaris's has been asked to give the slavers one month to work a way around the Field with no interference before using its services again. That time is almost up as the characters arrive in Ubersreik.

### **THE KEY**

Should the characters try the Skeleton Key in the Underbelly, it will buy pass any lock found in this location as all locks were changed within the last ten years, ironically for security reasons.

## A Plague Upon you!

Fearing the curse was actually a quite rational thing as the crypt was not the only thing the slaves accidentally stumbled upon. The recent plague in Ubersreik (LF7 p.62) forced **Father Schadrach Burke** (priest of Morr) to condone the mass burials of those less fortunate. The slaves broke into a such grave and, as the plague-ridden corpses fell upon them, they caught the disease themselves.

The slavers have had a lucky break resisting the disease (and keeping other people out from the Pits) but, about a week ago, they too were infected and now the whole population of the Pits suffers from the Plague (for rules on this consult the Liber Infectus p.14 -18).

## The Underbelly

Even though the Underbelly is a former hideout of the Cult of Gunnred, the structure itself outdates even them. It mostly hewn from the bedrock of Ubersreik by extending a natural cave system. The craftsmanship is clearly human.

**The Stairs:** the stairs that lead into the Underbelly are mostly solid. In some places the stone is slightly weaker and has fallen away but it is in no real danger to collapse – even though the characters might not realize that. At the bottom of the stairs, a strange s-shaped passageway leads into darkness.

**Slave Food Storage:** Food piled here has gone bad. Many of the crates used to store it have been broken. Small rats and mice happily scurry amongst what is left of the rooms contents. This food is for the slaves to eat when the slavers bother to feed them. The slavers sometimes gather here to gamble by using the various mice and rats. Their job is to act as guard

around the Underbelly, but the “lock down” has made them lazy and they are most likely just playing dice.


**Slavers' Main Room** – Four slavers will be here at any given time. The room is relatively well kept as this is where the slavers spent most of their time. Cooking facilities, slavers' food and some wine barrels are stored here.

**Slavers' Sleeping Quarters:** This area always houses a few slavers (a couple more than the number of characters) sleeping on simple pallets of fairly fresh straw. The only clue left to its original use as the prison of the Cult of Gunnred are the indentations on the floor. Some odd hooks and some

## SLAYING THE DREAMER

Killing sleeping slavers is relatively easy. By passing a **Simple (1d) Stealth Check** with  for sleeping target kills the slaver immediately. If a ✨ is rolled, the attack does not kill the target – it only deals a random critical injury and wakes the slaver.





chain remain imbedded in the walls that are all but rusted at this point.

**Slave Pits:** The floor is made up of cells holes about 5 foot wide and 10 foot deep. Guarding them are always three slavers who can scurry around the narrow ledges quite easily due to their background as boatmen. There are about 30 prisoners in the Guts at any given time. About as many slaves are working in the mines at the same time.

**Store Room:** General mining equipment is stored here. The Room is very well made and looked after.

**Warpstone Storage:** A lead lined box is kept in this locked room as Lector brings all warpstone findings from the Pits here. Most of the previous findings have already been sent to Marienburg to Shadow Lord by Facilius but the last little nugget is still in the box. The room also contains hundreds of strange marks, glyphs and scratches that fill the entire room. It seems as if every inch is covered by something. If someone with understanding of the religion of Gunnred were to study this room for hours he would discover many interesting facts about this particular Deity. Lector chose this room for warpstone for the simple reason that it would turn his superstitious men from it.

**Lector's Room:** Though Hans Lector is an old grey haired man, he still is highly respected amongst his men and a feared leader. This is mostly because, before coming a full-time slaver, he and most of his men used to terrorize the shores of Reik as river pirates. His room is always kept locked at all times even when he occupies it. It is literally full of rubbish which he has made quite a cozy nest out of.

**The Privy:** What used to serve as a privy for the inhabitants of Underbelly now serves as the entry-point to the Guts. There is one set of stairs that lead down into the darkness where the slaves work to extend the mines of the Family. From one corner a freshly broken tunnel leads into the Old Crypt under the Morr's Field. There are two guards on the whole if an alarm is not raised. At the edge of the whole to the Guts is large bell that is used to call out a shift change to the mines.

**Old Crypt** – This is where the slaver stumbled into Morr's Field. After it was found that the crypt had long ago been forgotten by everybody the slavers dug another tunnel to connect it to Underbelly. It was used for a small time to snuck out from Underbelly to Ubersreik, but now the slavers are convinced that it is cursed by the spirit of its owner.

### A DARKER PATH


This scenario is fairly low on magical setting and supernatural threats.

Should the GM choose so Hans Lector could have a sinister past as a necromancer. He was stripped of his magical powers some time ago but he is close to regaining them due to his recent efforts to work with warpstone found from the Pit and the bodies “provided” by Morr's Field.

However, adding this kind of power to him makes him even more evil and might decrease the value of players moral problems about assassinating a person.

### Episode 1 – Silent in the Dark

The key to the success of any plan would be surprise and control. The characters will need to take down the defenders before the alarm is raised.



All of the slavers in Underbelly suffer from the Plague and Intoxicated condition. Use Soldier profile from ToA for all of them.

The character may sneak past or ambush the guards who are gambling in the Slave Food Storage by passing **Stealth (Ag) check** opposed by the slavers' Int of 3. Should the characters be noticed, the slavers try to raise an alarm by shouting.

If the alarm is not raised, the characters can try to sneak past the sleeping slavers (too worn of by low quality wine) in the Slaver's Main Room and reach the inner parts of the Underbelly.

Eventually, one of the slavers will wake up and raise an alarm which starts the **Episode 2 – The Sleepers Awakened**.

### **Episode 2 – The Sleepers Awakened**

When the alarm is raised the slavers that are still alive try to gather into groups and surround the characters. Some of them move to protect Hans Lector.

#### **Act 1: Get them!**

All remaining slavers try to overwhelm the characters using the **Subdue**-action. If that does not seem to work they are not above killing all of the characters. They also know that having been exposed as slavers they have little to gain from running and will fight to death as it seems better option than being killed by the Plague.

When there are only a couple of slavers left defending Hans the reinforcements from the Guts will arrive.

#### **Act 2: The Gut-lords**

The sound of the fight have alerted the slavers who were whipping the slaves in the mines. All three of them will arrive in a hast (each having suffered two

wounds from Fatigue). They are slightly more dangerous than the common slavers and each have **Weapon Skill** trained.

### **Act 3: An Old and Feeble Man**

As the characters have killed his protectors Hans Lector will stand proudly. He will not beg for mercy but if questioned will explain that all he did was follow orders. He closed the Underbelly to prevent the Plague from spreading and has never even thought of betraying the Family. If he is attacked he will fight to an honorable death. Use Specialist profile with Weapon Skill trained (ToA p. 69).

### **Episode 3 – The Beast of the Belly**

After killing the slavers the characters are left with an empty dungeon. There are as much as sixty slaves here. Some of them are in the Guts and will not come out without the bell being rang as they do not want to be punished. Helping the slaves escape is quite easy as most of them are kept in the pits that are not even locked.

### **Chapter 5 – Wrapping Up**

#### **Returning to Facilius's House**

When the characters return from the Underbelly they should visit the Facilius's house once more as Dieter Smith told them to wait for another letter there. The letter has actually arrived and is waiting for the characters having been pushed under the door. The contents of the letter and its meaning are revealed in the second part of the **Master of Shadows**-campaign.

#### **Adventure Rewards**

At the end of each play session, remember to give each player one experience point. If the players and their characters distinguished themselves with exceptional play you may wish to grant them an extra experience point. Freeing the slaves however



is not worth of extra experience as they will spread the Plague upon Ubersreik.

### Consequences

Imagine some sixty people arriving in Ubersreik who were presumed dead or missing. The outcry from their relatives and friends for an investigation would surely mean the end for the Family.

Possibly unbeknown to the characters, many of the slaves are infected by the plague. The town of

Ubersreik will quickly be on its knees by this disease as its sources simply cannot contained. A mass epidemic will follow within a few days of the slaves' release. Most noble families will pack up and flee and all common people who have any choice will leave.

Naturally, the Shadow Lord's Criminal Empire is perfectly poised to capitalize on cheap property prices and desperate sells. The Shadow's grip grows ever tighter.

*Chess is a wonderful game; a grandmaster is always plotting several moves ahead, but with the next boss night must Follow day*

*Final designers note - If you need any further assistance, advice or simply want to give me your direct response then you can in two ways. My email address is [sean.connors68@hotmail.com](mailto:sean.connors68@hotmail.com) or you can contact my youtube channel, which has many video's to help fellow gm 's. <http://www.youtube.com/user/TheOutsiders68?feature=mhee>*



# EXPANDED EQUIPMENT LIST

By Jay Hafner

This equipment list has been derived from the core products and expanded somewhat. The average price is listed, rarity, and example skill checks for which they might be used. A bonus white die is given for a superior item (10x normal cost) and Table E-1 expands suggested prices for advanced superior items. The GM is advised to have stacking limits to bonuses for duplicate items or redundant use.

**Table E-2: Suggested Price of Superior items**

Quality	Single Use	Luck 1x/ses	Tool 1x/enc.	Weapon Constant
White	10s	1g	5g	10x) (or 7.5g)
2 White	20s	2g	10g	15g
Blue	15s	1.5g	7.5g	12g
Yellow	25s	2.5g	12.5g	18g
Red	25s	2.5g	12.5g	18g
Green	30s	3g	14g	20g

Item	Price	Rarity	Example Skill Check Use
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## Academic

Scales & weights	5g	Rare	Haggle/estimate, Intuition
Abacus	1g	Common	Tradecraft, Intellect
Book (subject)	1g	Rare	Any single subject
Engraving kit	1g	Rare	Forgery, haggling
Ink / paint	10s	Common	Forgery/ scribe/ art
Magnifying Glass	1.5g	Rare	Observation
Map (province)	1g	Rare	Geography
Papers/parchment	5s	Plentiful	see book
Print tools, press	2g	Rare	Tradecraft, forgery
Quills / Brush	5s	Plentiful	Scribe, Forger, etc.
Sextant/compass	20g	Exotic	Direction, travel
Telescope, etc.	20g	Exotic	Observation, Nature Lore

## Bindings

Binding rope	5b	Abund.	Binding
Manacles	10s	Common	Restraint
Climbing Rope	5s	Plentiful	Climbing

Glue	1s	Rare	Securing
Grappling Hook	15s	Rare	Climbing

## Camping/Survival Gear

Backpack	2s	Common	Avoid dropping gear
Bag, large	1s	Abund.	Carry gear
Wool blanket kit	1s	Abund.	Resilience
Tent, single	10s	Common	Resilience
Tent, double	50s	Common	Resilience
Cold weather gear	3g	Rare	Resilience
Tent, pavilion	10g	Exotic	Resilience, Social

## Clothing

Clothes, Social	1s	Abund	Social
Clothes, Traveling	2s	Abund	Resilience
Clothes, Profession	2s	Rare	Relevant Skill check
Jewelry	20s	Rare	Social
Perfume	10s	Exotic	Social, Charm

## Food & Alcohol

Food, meal	5b	Abund.	Resilience
Food, preserved	10b	Plentiful	Resilience
Horse feed	5b	Abund.	Combat mounts
Ale/beer in mug	5b	Plentiful	Fit in
Wine, in goblet	10b	Common	Look snooty
Bottle of Wine	5s	Common	Intoxication
Flask of spirits	3s	Common	Intoxication
Keg of Beer, small	3s	Common	Intoxication
Wine of Dreams	10g	Illegal	Clairvoyance, Youth

## Hand Tool (rake, saw, shovel, chisel, hammer, etc.)

Tool, wooden	10b	Plentiful	Tradecraft
Tool, metal	5s	Common	Tradecraft
Repair tools	10s	Common	Tradecraft – specific

## Illumination

Candles (5)	1s	Plentiful	Observation; Spellcraft
Torches (5)	1s	Abund	Observation
Flint & steel	10b	Plentiful	Observation
Lamp	1s	Plentiful	Observation
Oil, lamp/lantern	10b	Plentiful	Observation
Lantern, average	10s	Plentiful	Observation
Lantern, storm	30s	Common	Observation

## Medical Supplies

Apothecary kit	1g	Rare	Tradecraft, First Aid
Barber-surgeon kit	1g	Rare	First Aid
First-Aid Kit, Basic	2s	Common	First Aid
Physician Kit	2g	Exotic	First Aid, Medicine
Healing draught	20s (4w)	Exotic	Healing on successes
Restore draught	10s (4w)	Exotic	-Fatigue/stress per success

## Services/Servants (see Core for descriptions)

Unskilled	4b/d	Abund.	Laborer
Skilled	10b/d	Plentiful	Craftsman
Specialist	2s/d	Common	Blacksmith, etc.
Specialist	15s/d	Rare	Engineer
Specialist	2g+/d	Exotic	Wizard, Alchemist, etc.



### Trade Tools

Bailiff's Coffers	1g	Rare	Locks, secure to surface
Animal trap	5s	Plentiful	Nature Lore
Badge/Writ/Insignia	50s	Rare	By profession
Blessed Water	50s	Rare	Piety
Contract, Agency	50s	Exotic	By profession
Bounty, purchased	10s-1g	Rare	By profession
Burgher's Tools	1g	Common	Tradecraft (e.g smith)
Flag/Banner	1g-2g	Rare	Leadership
Games/cards	5s	Common	Gambling, Guile
Homing Pigeon	5s	Rare	Send reports, trained
Lockpicks	2g	Illegal	Skulduggery
Messenger Pouch	50s	Rare	Secret pouches
Mystic Ball/bones	1g	Exotic	Intuition, etc.
Lute or Recorder	1g	Rare	Tradecraft (performance)
Jugglers Kit	5s	Rare	Tradecraft (performance)
Silvered item	+75s	Exotic	Ammo group or item
Smugglers Box	1g	Rare	Secret bottom
Torture Device	20s	Rare	Interrogation

### Arcane Item (Winds of Magic p.34+)

Luckstone	2.5g	Exotic	Reroll 1 die/session
Scroll, Bonus, 5r.	10s	Rare	Fortune for skill;5 rounds
Scroll, Spell, Petty	25s	Rare	Petty spell
Scroll, Spell, Rk 1	50s	Exotic	Rank 1 spell
Scroll, Spell, Rk 2	1g	Exotic	Rank 2 spell
Scroll, Spell, Rk 3	3g	Exotic	Rank 2 spell
Staff, Attuned	7.5g	Exotic	Fortune to Channeling
Wand, Spell	15g	Exotic	Holds 1 spell/career

### Divine Items (Signs of Faith p.36+) – Use requires maneuver

Artifact, minor	1g	Rare	White - Piety
Holy Symbol	18g	Plentiful	Yellow - Discipline
Prayerbook	1g	Rare	White - Piety/Invocation
Sacrifice at shrine	10s	Common	White - Piety/invocation
Standard, Religious	5g	Rare	White-Willpower(pious)

### Herbs, Medicines, Other (Liber Infectus p.20)

Cococo Tonic	5s	Common	Ignore symptom
Earth Root	10s	Common	vs. black plague
Faxtoryll, 2 white	20s	Rare	vs. disease- wound trait
Gesundheit, 2 w.	2s	Common	First Aid or Medicine
Graveroot, 2 Y.	20s	Rare	Tomb Rot
Onions	1b	Plentiful	Colds, Asthma, bronchitis
Speckled Rustwort	20s	Rare	2 White vs fever
Spiderleaf	20s	Rare	White+Healing Draught
Valerian	1s	Common	Heal1, white resilience
Garlic	1b	Plentiful	vs. vampires, antibiotic

### Land-based Transport

#### Chartered Ride (per day)

Haycart	10b	Plentiful
Coach route	10s	Common
Riverboat	30s	Rare
Sea vessel	60s	Rare

#### Mounts (with gear)

Horse, draught	75s	Plentiful
Riding horse/pony	2g	Common
Warhorse	10g	Rare
Mule/Donkey/Ox	1g	Plentiful
Demigryph	200g	Exotic

Elephant, Arabyan 200g Exotic

### Wheels (purchase beasts separately)

Cart, Hand	1g	Plentiful
Cart, Drawn	3g	Plentiful
Wagon	6g	Common
Coach (6-8)	30g	Common
Elven Chariot	100g	Exotic
Dwarf Steam Cart	150g	Exotic
Marienburg Landship	500g	Exotic

### Water-based Transport

Boat, Row (holds 5)	4g	Plentiful
Boat, River	60g	Common
Boat, River, Steam	150g	Common
Ship	1k	Common
Dwarf Nautilus	1k	Exotic

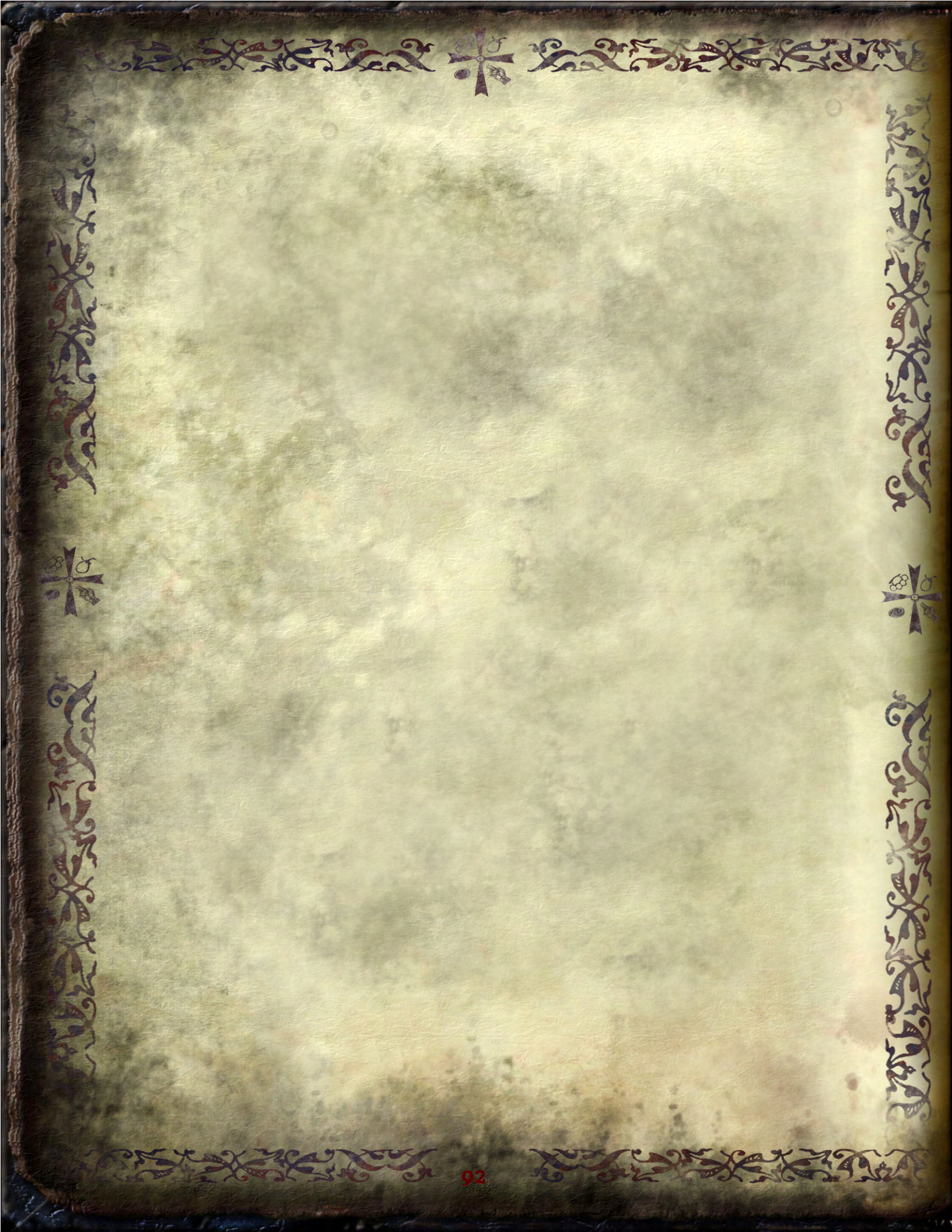
### Flight-based Transport

Griffon/hippogriff	200g	Exotic
Pegasus	200g	Exotic
Dwarf Gyrocopter	300g	Exotic
Balloon, hot air	100g	Exotic
Airship	200g	Exotic

### Lodging (includes meal)

	Price	Suggested Effect
Encampment, urban, poor	5b+	3 black to healing check
Encampment, rural, poor	5b	2 black to healing check
Encampment, rural, avg	10b	2 black to healing check
Straw pile in stables	10b	2 black to healing check
Common Rm, Fleabag	1s	1 black to healing check
Common Rm, Straw Tick	2s	Normal healing check
Private Room, Poor	10s	Normal Healing check
Private Room, Avg	20s	1 white to healing check
Private Room, Superior	1g	2 white to healing check
Stabling, Horse (poor-supr)	20b	Recovery bonus
Bath/wash, soap	10b	White to scent track
Asylum, average	10s/mo	May recover insanity







The Criminal Empire



