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Presents

A Warhammer Fantasy Roleplay Scenario

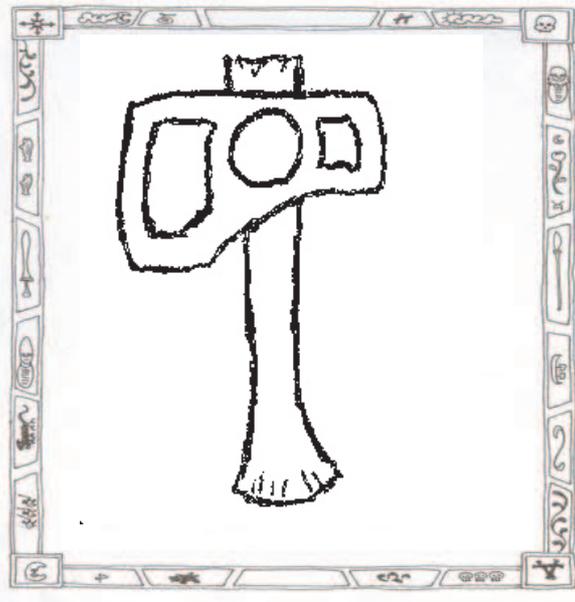


The Empire at War

A New Finale to the Enemy Within Campaign

By

Alfred Nuñez Jr., Paul Adler,
Timothy Eccles, and John Foody



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Introduction

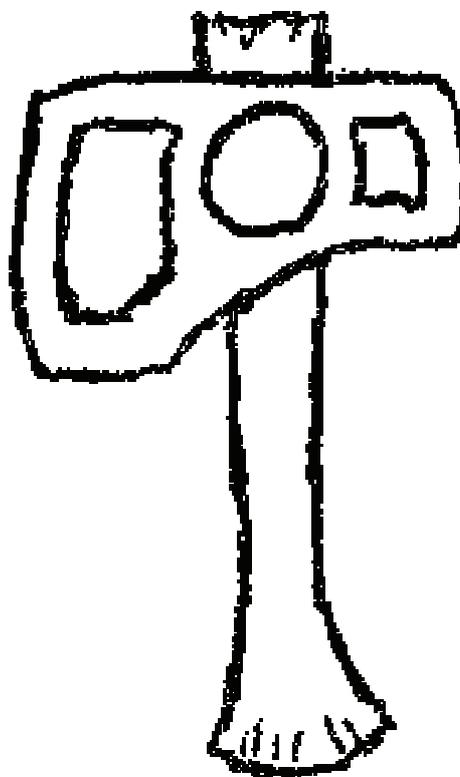
The Beginning of the End

“**The Empire at War**” is designed to replace the old GW publication “The Empire in Flames” as the finale of “The Enemy Within” campaign. Why bother rewriting the finale given that second edition WFRP will be set nearly ten years after most of the events in the original WFRP campaign? The answer is two-fold. First, a significant amount of the Warhammer background has changed since the early 1990s when EiF was released, rendering much of the events in that publication obsolete. Second, there is a need among us old folk to have a more plausible transition from the “old” background to the “new.”

Some may wonder why we didn’t just take the outline of the proposed “Empire in Chaos” manuscript that James Wallis so graciously made available to many rabid fans and use it as a basis for a more finished adventure. Simply put, that outline belongs to Herr Wallis and is not ours to do what we can with it. Moreover, there are certain aspects of the plotline of that draft which we do not believe is consistent with all that has gone before. That said, it is our intent to use some of the subplots he added to “**The Power Behind the Throne**” supplement.

The “**Empire at War**” (“EaW”) adventure assumes that the players have spent most of the year (2513 I.C.) completing the task set before them in “**Something Rotten in Kislev**.” We know there are those who are not particularly keen on that series of scenarios as written (including some of the writers for this project), so it may come as a pleasant surprise that Simon Dennett is working on a piece for Warpstone which will provide some modifications to that supplement. In addition, some might want to modify Tim Eccles’ “**A Pass Too Farside**” to use in place of SRiK. In any event, the PCs need to be removed from the Empire for the year between PbtT and EaW.

Whatever adventure is used, the thing to keep in mind is that it need not be directly related to TEW campaign. There is a view that holds the whole idea behind SRiK was that powers in Middenheim needed a place to send the PCs to be rid of them. The hope was the PCs would be unlikely to survive the rigours of Kislev and, with their deaths, the secrets exposed in the PbtT would be extinguished with the newly inducted Knights Panther (incidentally, each PC should wear a medallion which identifies them as members of the Knights Panther). That the PCs (mostly) survived will impress certain influential and powerful people in Middenheim. Perhaps the PCs could be put to use to further the interests of Middenheim, if not the Empire?



GM Notes

EaW is conceived as the final part of the TEW campaign and assumes most who will play this scenario have played the earlier volumes in sequential order.

With some minor adjustments, EaW can be used with players who have either begun with PBT or had their characters from earlier editions replaced during their time in Middenheim. In this situation, the GM could assume information about the PCs has reached the Purple Hand in Altdorf from a number of ranking members who were forced to flee Middenheim in the aftermath of the Wasmeier affair.

EaW is designed to cover several different types of situations, ranging from intrigue in an urban environment to tracking down enemies of the Empire in rural situations, and all points in-between. Players will be expected to extend their characters' ability to deal with a wide range of circumstances and events if they are to successfully complete the various missions put before them.

Overview of the Scenario

The finale to TEW is broken down into the following segments:

Return of the Knights Panther

The PCs are summoned home. Various encounters along the route from Kislev to Middenland will give the PCs a taste of the state of the Empire during their yearlong absence. They will also come to realise that fame has not yet been accorded to them. Still, the PCs must be properly prepared for the tasks ahead.

Enter the Wolf's Den

The PCs find their assignment as Knights Panther changed to perform a dangerous task: eliminating the threat posed by the fanatical and deadly Sons of Ulric. The task is also

intended to provide one more test of the PCs' meddle, particularly in as much as they must find a creative way to uncover and disrupt the Sons of Ulric's deadly schemes.

Into the Maelstrom

The PCs are (unofficially) brought into Baron Heinrich Todbringer's service before being dispatched to perform the delicate task of uncovering and smashing the Purple Hand's machinations in the heart of the Empire. This mission takes the PCs into Altdorf. There they must navigate a complex situation in the Imperial capital to destroy the machinations of the Purple Hand. Missteps here could compromise their patrons and result in the PCs' arrest and execution.

War!

Wrapping up loose ends in Altdorf, the PCs are pressed into service to bring the opposing sides together before the Empire is fractured beyond repair. Opposing the PCs are the remnants of Purple Hand as well as extreme faction of the cult of Ulric. Moreover, the PCs' have their own enemy with whom they must contend. Finally, there is one last, unexpected foe that must be defeated before peace can come to the Empire.

TEW Time Line

The following timeline provides background information critical to understanding events that have occurred in the Empire before the PCs' return from Kislev. Some of these may have come to the PCs' attention in the earlier instalments of the Enemy Within campaign. Other events may reach the PCs by way of rumour. If used as a rumour, GMs should free feel to exaggerate or omit bits of information as they see fit.



TEW TIMELINE

Year	Season	Events
2512	Spring	<ul style="list-style-type: none"> • Crown Prince Hergard von Tasseninck of Ostland leaves for Altdorf. • Crown Prince Hergard von Tasseninck journeys into the Grey Mountains. • Emperor Karl-Franz issues the 'mutant edict'. • Crown Prince Hergard von Tasseninck is reported killed in the Grey Mountains. • Grand Prince Hals von Tasseninck blames the Talabecland Grand Duke for his son's death. • A Talabecland cavalry troop is ambushed on the Ostland border • Azhag leads a big horde of ores and goblins from the mountains into Ostermark, razing the town of Kohlizt. • Middenland towns suffer from riots as Sigmarites rebel against persecutions from Ulrican templars • Crown Prince Wolfgang Holswig-Abenauer - likely heir to the Imperial throne - now lives in virtual isolation at Castle Reiksguard; whether the isolation is voluntary remains unknown and much debated.
	Summer	<ul style="list-style-type: none"> • Bands of greenskins still pillage east of Bechafen. • Mysterious collapse of Castle Wittgenstein
	Fall	<ul style="list-style-type: none"> • Grand Theogonist Yorri XV goes to Middenheim and is attacked by Sons of Ulric on the way home. • The Sigmarite cult has a high level conference in Altdorf to address the growing discord with Ulricans. The conference agrees on the Eimar Concord Draft, which is to be sent to Ar-Ulric in Middenheim. • Meanwhile, the carnival in Middenheim is marred by conflict and rumours of devious schemes at the court. In the following weeks, however, Graf Boris seems to tighten his grip on the city-state. • Ulrican leaders and scholars gather at the temple in Middenheim to debate the Eimar Concord Draft. The conference drags on, as the delegates fail to agree on the theological minutiae. • Southern Middenland plagued by bands of mutant raiders flying banners with a red crown.
2513	Spring	<ul style="list-style-type: none"> • In the Middenland village of Bösel, mutants, villagers, and Imperial soldiers kill each other in turn. Stories of the Bösel massacre spread across the Empire • The Ulrican conference fails to reconvene as delegates refuse to come because of the 'Sigmarite massacre of the Ulricans of Bösel. • Bands of greenskins move from Ostermark into the east of Ostland, looting the countryside.

TEW TIMELINE

Year	Season	Events
2513	Spring	<ul style="list-style-type: none"> • An Ostland detachment is ambushed and severely decimated near the Talabecland border. The Ostland Grand Prince blames Talabecland for the aggression and mobilizes three companies along the border. • The Ostland Grand Prince sends envoys to Altdorf, Nuln and Stirland asking for support against the Talabecland aggression. Baron Stefan Todbringer, heir to Middenheim, dies in his sleep after a long illness.
	Summer	<ul style="list-style-type: none"> • Graf Boris refuse to reissue the Edict of Succession, thus leaving it unclear as to whom he plans to eventually name as heir. • The greenskin bands gather in eastern Ostland under Azhag's leadership and are routed by two Ostland companies under Count von Raukov's command. • Graf Haupt-Anderssen of Stirland accepts an alliance with Ostland in case of a Talabecland invasion. Altdorf and Nuln both ignore the Ostland request for assistance. • Following dissent in the Sigmarite hierarchy after the Bösel Massacre, Grand Theogonist Yorri XV calls for a new Sigmarite clergy meeting in Altdorf in order to bring the Eimar Concord back on track. After a series of mysterious misunderstandings, the meeting is postponed for the spring. • The Talabecland village Rönndorf is pillaged by Ostlanders. Grand Duke Gustav blames the Ostland Grand Prince who in turn claims it is the work of Ulrican bandits. The Talabecland Grand Duke is mobilizing additional troops along the border and sends messengers to Talabheim, Hochland, and Ostermark asking for support. • The Hochland Baroness Tussen-Hochen makes an attempt to mediate in the provincial conflict, but is undermined by her own vassal Count Ludenhof who is responding to a “request” by Grand Duke von Kreiglitz to pledge support to Talabecland and mobilizes his army near Hergig.
	Fall	<ul style="list-style-type: none"> • In Middenheim, Graf Boris tells the Ostland and Talabecland diplomats at his court that the time is not for internal bickering when a greater enemy is on the rise. His young relative, Helmut Todbringer, who claims to be the rightful heir to Boris' throne, speaks publicly in favour of supporting the Ulrican brothers of Talabecland. • After a handful of minor incidents along the border, the Ostland and Talabecland companies are disbanded for the winter. • The Nordland Baron Nikse publicly announces an alliance with Talabecland, pledging support in case of Ostland aggressions. His liege-lord Graf Boris is furious and demands the Baron's presence in Middenheim. Baron Nikse remains in the Nordland capital, claiming that travel is unsafe before spring. • The Wissenland Count Pfreifraucher pledges support to Ostland in spite of his liege-lady the Countess of Nuln's neutrality.

The Machinations of the Purple Hand

The Cult of the Purple Hand's malignant plot, called **Operation Zeal**, is coming to its conclusion. As we first learned in the **Mistaken Identity** (contained in the Hogshhead version of **Shadows over Bögenhafen**) and **Death on the Reik** adventures, the cult has spent years infiltrating upper echelons in the Cults of Sigmar and Ulric as well as other circles of power. The Purple Hand has used these positions to rekindle the ancient rivalry between the two cults by calling attention to the Sigmarian Heresy (**Shadows over Bögenhafen**, page 40), hoping for a brutal civil war that would bring the ancient empire of Sigmar to its knees. Such strife and mayhem is the ultimate goal of the cultists' master Tzeentch, Lord of Chaos and Changer of the Ways. The Purple Hand cultists are confident they shall be his chosen leaders once this new order of change and chaos has come about. And, as shall soon be revealed, a civil war is indeed now a clear and present danger to The Empire.

Getting so close to this ultimate goal, however, has been extremely difficult for the Purple Hand, since it has faced not only spies and agents of the ruling classes, but also some serious challenges of its own making. For one, the obsession with secrecy and anonymity implies that communication between the cells scattered all over The Empire and beyond is scarce and sometimes severely lacking. Furthermore, many local leaders are driven by personal agendas and ambitions as much as by the goals laid out by the leaders in Nuln. As a result, the different cells operate rather independently of one another, and have - on several occasions - ended up obstructing each other's plans.

Thus, Operation Zeal was seriously threatened two years ago when the Cult's leader in Middenheim, Law Lord Karl-Heinz Wasmeier, pursued a nefarious scheme of his own; an attempt to replace the Graf of Middenheim with a Doppelganger under Wasmeier's control (as described in **Power Behind the Throne**). Due to intervention by our resourceful PCs Wasmeier's plot failed. Many Purple Hand cultists were uncovered as Schwarzmantel agents combed

through the wreckage left behind by the battle between the PCs and Wasmeier. These subversives were taken deep into the fastness of the Fauschlag for interrogation; many were never heard from again.

In spite of setbacks such as this, a handful of key cells have successfully worked on Operation Zeal. Purple Hand members have infiltrated the Ulrican clergies of Carroburg and Talabheim as well as the Talabec court. They have used every opportunity to spread the idea of Sigmarian Heresy and any other thing that would fuel the fire of Ulrican hatred for Sigmarites. One ranking cult member, **Baron von Kutenholz**, has infiltrated the Sons of Ulric - a secret brotherhood of Ulrican radicals whose hatred of Sigmarites is matched only by their unscrupulous lust for power. As the PCs will soon learn, the effects are now clear - Western Middenland has suffered numerous violent incidents with religious overtones, while the religious turmoil has turned the old border dispute between Ostland and Talabecland from bad to worse.

Most critically, however, the cell in Altdorf has also been very active over the last couple years. Blessed with the good will of Tzeentch, the cult thrived as some of the Emperor's very closest advisers and confidants were removed in a series of scandals, leaving the Imperial court and ministries wide open for infiltration at the highest level. Thus, the Cult of Sigmar's very influential Court Lector and Imperial Confessor Hasselstein retired following some undisclosed scandal at court during the Great Fog Riots of 2510. Eager to restabilise the situation, Grand Theogonist Yorri XV promoted the elderly and reliable priest Lothar von Metternich as replacement for Hasselstein. Yet, because of Lothar's high age, the young and very promising priest **Dieter Kucinich** was appointed as his principal aide. Kucinich was not only a theological and political talent; he was also a Purple Hand cultist. With his appointment the Purple Hand cultists had come as close to the Emperor as they had ever been.

But this was not the end of the fortunes Tzeentch bestowed upon the Purple Hand. Last year, the

Imperial Chancellor Mornan Tybalt fell out of favour at the Imperial court and was replaced with his First Secretary **Johann Heinz Lieberung**. Johann is the estranged cousin of the late Kastor Lieberung and bears a strong resemblance to the former Magister Impedimentae of the Purple Hand cell in Nuln – as well as a certain Player Character (whether that character is still alive or not). Already a member of the Purple Hand, Johann Heinz dropped his last name when he entered the University of Altdorf in 2510 where he studied law. Heinz' quick mind and calm demeanour soon landed him a position in the Imperial Chancellery. As chance would have it, two of Heinz' superiors died from some mystery ailment – with differing symptoms in each case – in succession, thus elevating the young lawyer to the position of First Secretary to the Chancellor by the time the former Chancellor himself was ousted. The Time of Changes would soon be upon them all.

Unbeknownst to other Purple Hand cells of Reikland, a second, smaller cell is active in the Altdorf area. **Erwin von Mühlerberg** joined the Purple Hand after rioting prompted by the opposition to the Window Tax was violently suppressed. He was ordered to set up his own cell that should attempt to neutralise the Crown Prince Wolfgang Holswig-Abenauer. A few years later, von Mühlerberg was accepted into the unit assigned to guard the Crown Prince at Castle Reiksgard. As the years passed, von Mühlerberg was promoted several times until he became Captain of Castle Reiksgard, just one step below the Commander.

As fate would have it, von Mühlerberg gained some access to the Crown Prince himself. He took the opportunity to befriend the heir of Karl-Franz, whom von Mühlerberg found increasingly frustrated with his lot in life. Crown Prince Holswig-Abenauer was as impatient as he was arrogant and insufferable. He could not wait for his opportunity to rule over those who treated his spineless uncle as if the Emperor was less a noble than the provincial Electors. Von Mühlerberg knew he had a potential recruit on his hands; it would just take

some time and care to convert the Crown Prince to the Cause.

All three agents will have their role to play as the final phase of Operation Zeal is executed. Unless the PCs manage to thwart their plans, The Empire will be entering a world of chaos.

On the Road to War

In the year that the PCs have been in Kislev proving their worth, the situation in the Empire has gone from bad to worse. Raids across the Ostland-Talabecland border have grown into skirmishes and the occasional set battle with troops employed by the local barons. A number of individuals have come to realise that this proxy war between the two provinces could quickly deteriorate and destabilise the entire region.

The province of Hochland increased the patrols along their eastern borders in an attempt to keep the Ostland-Talabecland strife from spilling over. During the summer of 2513, Count Ludenhof pledged support for the Talabeclander cause. In addition, Ludenhof is placing increasing pressure on Baroness Tussen-Hochen to abdicate her position as the liege of Hochland, as well as give her daughter's hand in marriage to the ambitious Count. Rumours abound that Grand Duke von Krieglitz is more than ready to recognise the change in Hochland's power structure.

Nordland had also gearing up its patrols, though its border with Ostland is largely uninhabited forest. Some claim Baron Nikse is preparing to grab land that, he claims, was historically Nordlander before Ostland overran during the latter stages of the Dark Ages.

While working towards averting war, the other provinces are laying plans for mobilisation, including far-off Wissenland. Mercenaries, particularly those from foreign lands, are finding ready employment in the northern Empire. Settlements along the routes to the northern provinces suffer the depravity and violence for which mercenaries are known.

Strife between the cults of Sigmar and Ulric has poisoned relations between provinces as their confrontation has even spread into parts of the southern Empire. If forced to choose sides, followers of Taal, Rhya, and Manann lean towards those who follow Ulric whilst cults of Mórr, Verena and Shallya maintain neutrality. In contrast, the cult of Myrmidia are rumoured to be negotiating an agreement with the Sigmarites.

Tension and fear are very palatable in the Imperial capital. Many representatives from the provinces are packing their bags for flight to their homes whilst spies and gossipmongers abound. Wild rumours and conspiracy theories are en vogue during this time and the economy is becoming depressed as many families are beginning to hoard provisions against the coming hardships. Moreover, supplies of foodstuffs and other goods are becoming more scarce and expensive (GMs should double prices and lower availability for all merchandise and provisions on

the tables on pages 293-297 in the WFRP rulebook to reflect the economic conditions). Even the popular Greubentreich pale cheese is getting harder to find in Altdorf.

If something doesn't break soon, the threat of famine may become reality in the Empire.

In the midst of growing uncertainty, the Emperor's health continues to decline. A growing number of nobles believe it may be time to declare Karl-Franz invalid and elect a new Emperor before the dire situation becomes desperate. Others, like the Grand Theogonist, believe appointing a regent might be the best solution until which time a more thorough examination of the Emperor can be completed.

Amid all this confusion and foreboding, there are rumours of bold attacks by mutants and other foul beasts from the forests.

Sidebar: The Schwarzmäntel

Emperor Magnus the Pious' brother, Grand Duke Gunthar von Bildhofen of Middenland, originally founded the Middenheim-based Schwarzmäntel in 2350 I.C. Its original purpose was to ferret out and discretely dispose of hidden cultists and other enemies of the Empire. The years later, it became apparent that Gunthar von Bildhofen was positioning himself to succeed Magnus as Emperor. The Electors feared that the Schwarzmäntel would give von Bildhofen an instrument to remove them should they oppose him in any way. So, they convened a meeting where they requested Emperor Magnus' involvement to remedy this potentially explosive issue. Negotiations dragged out for months and occasionally became heated. The Imperial Edict of Sigmarzeit 2362 I.C. disbanded the Schwarzmäntel.

In 2410 I.C., Gravin Solveig Todbringer of Middenheim grew increasingly concerned that Emperor Dieter IV did not appreciate the importance Middenheim played in the security of the northern Empire. The surrounding forests providing hiding places for the fell creatures that escaped destruction a century before. There were also signs that cult activity continued beyond the reach of the City Watch. With the Emperor's attention divided between his poorly planned campaign in the Border Princes and the growing difficulties with Marienburg, Gravin Solveig created the position of Privy Councillor and secretly resurrected the Schwarzmäntel organization under that post.

The current Privy Councillor is Baron Heinrich Todbringer, illegitimate son of Graf Boris Todbringer of Middenheim. Foremost among those reporting to the Baron is the Master Interrogator, who is an expert at eliciting information from the "guests" to his workshop deep in the Fauschlag. The workshop contains every conceivable device of interrogation. "Guests" are kept in any of the thirty cells located nearby for the duration of their "visit."

Like any other covert organization, anyone employed in the Schwarzmäntel is required to maintain a code of silence on any operation and their role within the organization. Failure to observe this silence is considered a treasonable offence with death as the only acceptable punishment. Schwarzmäntel agents who go "rogue" can count on their former compatriots hunting them down like the treacherous dogs they've become.

Important Events

Though not directly involved with the actions of the PCs at the start of the scenario, the following has influenced the increasingly dangerous situation in the Empire.

The Eimar Concord

After the GT returned from his meeting with Ar-Ulric [mentioned in (Hogshead's version of **Power Behind the Throne, Carrion up the Reik** section, page X)] he presided over the Sigmarite conference in Altdorf, which resulted in the so-called Eimar Concord Draft. This is a proposal for joint Ulrican-Sigmarite statement that specifies their mutual recognition and divine status. It was subsequently sent to Ar-Ulric for revision, and the plan was that both parties were to meet in late Pflugzeit 2513 in the Verenan Eimar monastery near Kutenholz in order to sign a final version of the Concord.

Two months later Ulrican leaders and scholars gathered at the temple in Middenheim to debate the Eimar Concord Draft. As winter approached, the conference dragged on and the delegates failed to agree on theological minutiae. Furthermore, misinformation and a constant leak of confidential details poisoned the atmosphere. After two weeks, delegates in favour of the concord accused others of deliberately

obstructing an agreement, only to be accused themselves of succumbing to hegemonic Sigmarite doctrine. In the end, the conference ended without a consensus of opinion, and delegates made their way home before the winter set in. It was agreed to reconvene on the first day of Jahrdrung.

However, following the Bösel Massacre, the Ulrican leader in Talabheim Fräi-Ulric refused to send delegates, and the conference was cancelled. Anti-Sigmarite sentiments spread like a fire through Ulrican areas.

The Bösel Massacre

During 2512, raids from mutant bands flying banners with a red crown plagued the southern Middenland village of Bösel. In early 2513, under the leadership of a self-appointed Ulrican witch hunter, Karl Kuten, the villagers captured a band of mutants with the same symbols. At the ensuing trial, the Imperial Coroner refused to hear evidence against the mutants. Instead he charged Kuten with illegal use of arms and violation of an Imperial edict protecting the physically deformed. Immediately, the villagers rioted. They killed the coroner and five Imperial soldiers, then burned all the mutants, while three soldiers managed to flee. Within a week, Bösel was burned to the ground by a band of yet unidentified Sigmarite templars

Adventure

Starting the Adventure

The Starting Point

The PCs start this scenario waiting for word that will call them home. No matter the degree of success (or failure) the PCs have experienced in Kislev, they should be very eager to quit this land. The graciousness of Tsar Raddi Bokha in ordering that winter quarters be prepared for the loaned Knights Panther is countered by the squalid conditions of the accommodations. Fuel for heating was in short supply most of the winter and only now should the PCs be recovering from a myriad of illnesses that have plagued them throughout the cold months.

On a day when the sun rose and broke through persistent cloud cover for the first time in months (24 Jahrdrung 2514), the PCs are roused by a loud knock at their door. A large and stoic Kislevite Knight of the White Wolf, Alexei Starenko, stands before the PCs and notifies them "your presence is requested at the Barracks of the Order of the White Wolf. You are to come at once with all your possessions." The tone of the knight's voice should make it clear that the request is a mere formality. Alexei will wait for the PCs to gather their stuff, though he will make his displeasure known if they look like they're not hurrying.

Once the PCs are ready, Alexei leads them to the barracks of the White Wolf near the Temple of Ulric. The Kislevite salutes a guard and tells him, "The Imperials are here as required. Open the door so they can enter." Stifling a yawn, the guard does as he is told and motions the PCs to enter. Once they have done so, the guard closes the door behind them.

Typical of most Kislevite buildings, the interior of the Barracks are poorly lit and its air thick with smoke. It takes a moment for the PCs' eyes to adjust to the sudden gloom.

"I hear that your exploits this past year have brought you some measure of renown in this region," states a man with a Talabeclander accent. As the PCs take notice of the stoutly built man in the far corner, he continues, "I have been charged with the task of taking you by boat to Talagraad. The trip should take about 20 days with the spring thaw, Taal willing, and I hope you will tell me of your exploits. Allow me to introduce myself. My name is Ulf Weisschlag and I have this summons for you." Ulf then hands one of the PCs (preferably a female, if one is present. Otherwise Ulf hands it to the one who looks like the most capable warrior) a sealed letter. PCs who look for such things will notice that there is no impression of a signet ring on the wax.

Suspicious PCs may quiz Ulf to ensure that he is not leading them to a trap. Expecting such a reaction, Ulf provides few answers as he is under obligation to be discreet. The Talabeclander will not be insulted if the PCs are slow to trust him. In fact, Ulf will chide them if they do not try to learn where his loyalties lie before extending their trust.

What Ulf can provide is that he has been in the service of Middenheim for the past decade, performing simple tasks which involve low risks. An example he will provide is this job bringing the PCs to Talagraad. Ulf has to have some assurances that the PCs are not the paranoid sort, given to killing anyone for looking at them cross-eyed, if he is to fulfill his assignment. Ulf will then point out that he and his sons (both of whom also work on the boat) are outnumbered by the PCs so their risk in accompanying him on his boat is nearly non-existent.

In closing, Ulf points out the PCs trust in him is really not a factor. They are instructed to accompany him as time is wasting away while they dither over something so inconsequential. If the PCs still need time, Ulf will inform them they have only an hour before he sails down the Urskoy to the Talabec and home. He tells them his ship goes by the name of "Winter's Chill" and is moored at the eastern end of the docks.

*****Handout #1*****

Knights Panther,

Reports of your exploits in Kislev have reached our ears and we are most interested in hearing your side of the tales.

We have sent one of our most trusted servants, Ulf Weisschlag, to bring you safely to Talagraad by river. The roads have become more dangerous in your absence and we wish your journey to Middenheim to be as safe as possible.

When you arrive at Talagraad, you are to go to the Hangman's Inn to the south side of town. We have arranged for your accommodations there. In addition, another one of our servants will meet you there to inform you of recent developments. Due to the delicate nature of the information, our servant will contact you in a manner that is deemed to be appropriate.

May Ulric and Taal protect you on your journey.

His Grace the Graf and Elector of Middenheim,

Boris Todbringer

If the PCs accompany Ulf, then they will depart from Kislev immediately. Ulf's twin sons, Oskar and Olaf, are 17 years old and quite able to help his father with his boat. Winter's Chill is a medium size river barge and the hold is full of barrels of vodka and bundles of fur destined for trade in Talagraad and Talabheim. Ulf makes his living moving goods along the Rivers Talabec and Urskoy.

There is room in the hold for the PCs to bunk and store their gear. Ulf does not expect the PCs to help taking the boat downriver, but will accept any help freely given. The boatman certainly expects the PCs help to defend the boat from river pirates, bandits, or any other threats. If need be, Ulf will lay out these details for the PCs.

Should the PCs take too long to accept Ulf's offer or decide to go on their own, Ulf leaves after the hour expires. The PCs are now stuck travelling by road, which will be longer, slower, and much more dangerous.

The PCs may believe they could make better time on their horses. The problem here is the PCs no longer have them. While they were wintering in Kislev, the Tsar's advisors decided it would be proper for the state to take possession of the horses so as to somewhat offset the expense of housing the PCs. Of course, there was no reason to concern the PCs with this little detail at the time.

The road west from Kislev starts out on the north bank of the River Urskoy, but crosses to the southern bank at Opolensk where it remains until it returns to the north bank at Zwolen. From there, the road follows the north bank of the River Talabec through the southern reaches of Ostland to Wurzen. From this point westward, there are no formal roads, just trails on either side of the river that are used by locals and bandits to get from one place to another. From Küsel the Talabec Road runs between the north rim of the Eye of the Forest and the river until it ends at Talagraad. GMs will have to modify the following section as it assumes that the PCs are smart enough to take up Ulf's offer.

PCs travelling with Ulf are likely to ask him about the state of affairs in the Empire. The first time such a question is asked, a sad expression momentarily crosses the Talabeclander's face. As he plies his trade from Kislev to Vorgen, Ulf knows the following:

- *Tensions have increased along the Talabecland/Ostland border regions. What were once raids by bandits across the borders have now grown to include men-at-arms and the militia of the local barons.*
- *Heated words and accusations have been exchanged between the Grand Prince of Ostland and the Grand Duke of Talabecland.*
- *Raids across the Stirland/Talabecland borders have been said to be on the increase.*
- *Some of the raids are apparently fuelled by a poor calving season and low yield of winter crops.*
- *Last fall, Talabecland and Nordland have reached a pact of mutual aid in the event of an attack by Ostland on either party.*
- *Rumours are circulating that the Grand Count of Stirland might enter into a similar pact with Ostland.*
- *There are also rumours of an incident in Middenland in the fall, which caused a further breakdown between the cults of Sigmar and Ulric. Ulf doesn't know any more information about the incident in question.*
- *Pressure is building for Hochland and Ostermark to muster troops in the case war breaks out in the east, even though Talabheim has not committed itself to any camp. Ulf expects this to change in the near future.*
- *Gossip has it that Ostermark is likely to ignore calls from Talabecland for aid on the pretence of increased Orc raids in the eastern marches.*
- *An Ulrican group called the Cult of the Howling One has been operating in the southern portions of Ostland causing further problems in the region.*

- *There are additional rumours of other Ulrican groups operating in Middenland in defiance of the Emperor's ill-conceived edict protecting dangerous mutants.*
- *There is no word that either the Graf of Middenheim or the Ar-Ulric supports these extremist Ulrican groups.*
- *There are reports of mutants raiding villages and farmsteads in the Howling Hills and the Drak Wald Forest. One such group was killed with a force of the Sons of Ulric tracked them down in their base camp.*
- *Other mutants have been seen in the western portions of the Great Forest between Volgen and Altdorf.*

Return of the Knights Panther

In this section, the PCs return to Middenheim consists of four stages and is detailed. The first covers the PCs' sailing down (or walking along) the Rivers Urskoy and Talabec and a couple encounters which should provide an insight into the deteriorating situation in the eastern Empire. The second involves an important meeting in Talagraad with Natassia Hess, one of Heinrich's most trusted operatives. The third part will cover the journey from Talabheim to Bergsburg with its inherent dangers. The fourth and final part places the PCs face to face with one of the Sons of Ulric.

Travelling

Just as with any period of travelling within an adventure, attention needs to be paid to balancing the mundane nature of travel with keeping the players interested. Within and without a potential civil war, the ordinary nature of the world will continue. PCs will meet a host of different characters upon the road, including merchants, pilgrims, labourers, craftsmen, peddlers, robbers, beggars and all manner of itinerants. Refugees might also become a feature as civil war becomes ever more likely, whether economic migrants, fleeing religious persecution, having lost home and living to raiders (legitimate soldiery or otherwise) or simply sensibly removing themselves to safer pastures.

The effects of a civil war will be felt amongst these travellers since security will become a bigger issue. Civil wars always lead to a breakdown in law and order as those who should be upholding justice are otherwise engaged. This means those who can, will purchase more

security in some form. Most simply, this means travelling together in larger groups. Merchants might be able to afford to hire guards. Travelling PCs can join a group, hire guards or be hired themselves – although they are probably passing in the direction opposite many of those on the road, who will be fleeing the troubles. Whilst the civil war has not formally begun during this particular part of the journey, GMs need to focus on this aspect of the war already. The fact is that even before hostilities actually start more and more private wars will begin to escalate as the general political background becomes ever more thunderous. As we know, the civil war is propelled by a single act of murder, but the ill will and self-interest that will feed this war is already present and taking place to the extent that various parties believe that they can "get away with it".

Attitudes towards the PCs will vary. They are well-armed and unknown outsiders. This will make them very suspicious and likely to be avoided. After all, many undesirables will take advantage of the collapse in law and order to rob, rape and pillage. Few can look less trustworthy than an adventurer! At the same time, small groups of travellers might take anyone on trust when they are stuck in the middle of nowhere around their fire at night in the middle of a forest. Whatever the realities of the human race (and others), most people would welcome friends, as they are less dangerous than the dark and whatever hideous monsters are surely lurking just beyond the light of the fire. Equally, where PCs include non-humans a GM might run a campaign where dwarfs or halflings in particular are regarded as trustworthy, and should reflect this in the attitudes of these people.

In practical terms, these travellers are of little use to the PCs. True, they can become the source for prospective adventures – but the key here is that they are simply ordinary people dealing with an abnormal situation as best they can. These assorted travellers are part of the background colour; not everyone is the source of an adventure. Where they will prove particularly useful is with information from the south. GMs need to prepare a store of rumours and stories to keep the players informed of what these people know. Of course, what they know might be utter rubbish or only part of the picture, but over the weeks a reasonably full picture of what has been and is happening should develop.

These ordinary people should be played carefully. They will be a constant event on the roads, tracks and crossings and might be found anywhere. Sometimes they will be lost and seek help. More usually, they will be suspicious and defensive. Still, a code of goodwill always exists between travellers and those thrown into difficult and unwarranted situations. The majority can be prevailed upon to recognise this.

Smoke on the Water

The journey downriver will take two and a half weeks. The following table will detail the stops at the end of a days travel and should help the GM plan for additional nasty surprises. In addition, important events happening throughout the Empire will also appear in the various timeline tables (italicised) used in this scenario. GMs should note that news of some of these events might not reach the PCs' ears until some time after the event takes place, while other events are not intended to be widely known. The lapse of time is highly variable depending upon where the news originates from and the PCs particular circumstances (e.g., at a tavern in a large town or crawling through the wilderness). The inclusion of such information is to provide a sense that events are happening in the larger world.

GM Note: The dates in the following table, and the others that follow, are meant to be a guideline for GMs as well as an aid in running this scenario. GMs should feel free to adjust the

dates as in accordance to the needs of their campaign and the players.

Day	Events/Stopping Point
24 Jahrdrung	Arrival at small town of Nidzica
25 Jahrdrung	Arrival at village of Piast
26 Jahrdrung	Arrival at the riverside Inn of Playful Boyar
27 Jahrdrung	Arrival at small town of Opolensk
28 Jahrdrung	Arrival at the riverside Vodyanoy's Pool Inn
29 Jahrdrung	Anchorage in a cove on the south bank of the Urskoy.
30 Jahrdrung	Anchorage in a cove east of the Torszchan Hills
31 Jahrdrung	Arrival at small town of Zwolen on the Kislev/Empire border
32 Jahrdrung	Arrival at village of Bratian
33 Jahrdrung	Arrival at small town of Wurzen
Mittelfruhl	Arrival at small town of Vienau
1 Pflugzeit	Arrival at the riverside Inn of Karog's Daughter
2 Pflugzeit	Anchorage in a cove
3 Pflugzeit	Arrival at riverside Inn of the Swimming Dog, south of the small town of Trillheim. <i>Scattered gangs of greenskins emerged again to loot the Ostlander countryside as the snows melted two weeks ago.</i>
4 Pflugzeit	Arrival at the riverside Inn of the Wyvern
5 Pflugzeit	Arrival at the riverside Inn of the Black Swan.
6 Pflugzeit	Arrival at village of Küsel. <i>Raiding across parts of the Ostland/Talabecland border are steadily increasing.</i>
7 Pflugzeit	Arrival at the riverside Inn of the Eagle and the Serpent
8 Pflugzeit	Arrival at the riverside Inn of the River Nymph
9 Pflugzeit	Arrival at Talagraad, the port town of Talabheim

The small towns that Ulf moors his ship for the night are market towns. Upon arrival, he stores his goods in a nearby warehouse for the night. Ulf wakes up early in the morning to arrange for the selling, trading, and buying goods before he's ready to depart for the next market town. Unless the PCs have volunteered to help, they can spend the evening and night as they please. Ulf will allow the PCs to bunk in the hold on the "Winter's Chill," if they wish.

The villages at which Ulf stops at offer little. Generally, he stops at those with an inn (a number of smaller ones on the route do not have such luxuries), but stays on his boat as much as possible. One can never be sure of some villagers. As a matter of course, Ulf will make an offering for good fortune and good weather to whatever shrines of the gods (generally, Taal, Rhya, or Karog) he finds in the village. Some ships prefer to anchor in one of the many coves in the river, but Ulf likes to mix with people as much as he can.

The riverside inns where Ulf stops for the evenings also double as toll houses for the nearby road. Those establishments along the road from Zwolen to Hergig also double as coaching inns for the infrequent Bullshead coaching line. The riverside inns tend to have a mixed clientele of those travelling along the river (and road) and locals who come in for drinks, news, and gossip (among the few other enjoyments that may be offered).

These stops are a good way for the PCs to learn about what has happened whilst they were away in Kislev. For the ease of use by the GMs, the following rumours (some of which confirms what Ulf may have said) are arranged according to the area that the PCs are passing through:

Kislev:

- *Word has it that the eastern Imperial provinces have had a bad winter. Mark my words there will be shortages by low summer.*
- *I hear that King Zoltan of Praag is hiring bands of mercenaries for an expedition to clear the Trans-Lynsk region of bandits and vile creatures.*
- *The spring thaw this year means that there will be eels a plenty in the next two months.*
- *There's rumour that the Tsar has caught a chill during the winter.*
- *The Duchess Katarin is said to be arriving in Kislev within the week, something must be up with the Tsar.*
- *I've heard that the Tsarevich has met with an unfortunate accident while visiting his wife, the Princess of Erengard.*
- *Word is that the Gryphon Legion has been recalled to deal with goblin raids in the southern forests.*
- *Beware the border region. There's trouble afoot with some Imperial noble with designs on the area near Ostland.*

Ostermark:

- *Talabecland is mustering their forces on the pretence of defending the province against Ostlanders and Stirlanders. If you ask me, the Chancellor should do the same to protect us against Talabeclanders.*
- *I have heard that Count von Pirkheimer plans to take the Garderike province from Kislev. Could be trouble.*
- *Some seer in Bechafen claims to have had a vision where of the Empire in flames. Most likely drank too much Ostlander ale, if you ask me.*
- *I hear folk in the southern hills are burning huge bonfires in honour of Biersal.*
- *The Marcher barons seem more concerned with the Grand Duke of Talabecland's schemes than with goblins coming from the mountains.*
- *Baron von Bratian is said to be looking for a husband for his spinster daughter.*
- *Rumour has it that bandit activity is on the increase along the river from the Kislevite border to Talabheim.*
- *I hear that the raids across the River Talabec have become more vicious than last year's.*

Ostland:

- *I've heard that raiders burnt the village of Eisenbrücknear near the Korver Hills to the ground.*
- *There are strange folk about.*
- *Von Tasseninck should make peace with von Raukov so the Marshal can defeat the Talabeclanders.*
- *Rumour has it that the Grand Theogonist is raising an army to stop von Krieglitz from raiding Ostlander villages and homesteads.*
- *I understand that some homesteaders have heard howling before their homes have been attacked.*
- *The winter has been unkind this year. Too much chill and not enough snow. There's no rain on the horizon and none this past fall. The winter crop will fall short this year.*
- *A number of charcoalers have gone missing in the southern forests. Some say that it's the work of bandits or goblins, but I smell Talabeclanders.*
- *The Grand Prince has been talking all year about stopping the raiding across the River Talabec. He should stop talking and do something.*

Talabecland:

- *Von Krieglitz needs to stop those raids from Ostland. An assault on Wolfenburg would do the trick.*
- *The Grand Duke is trying to get Hochland to send him troops as he hears that Reikland will come to Ostland's aid in much the same way as Stirland did.*
- *Last year's drought has continued into this year. If not for the melting snows from Kislev, I'm sure the river would have run dry by now.*
- *There is talk that Talabheim will rejoin Talabecland as in the days before Emperor Dieter was illegal dethroned.*
- *Sigmarite enemies surround Talabecland. I would not be surprised if von Krieglitz tries to form an alliance with Middenland.*

- *Livestock is not doing well, particularly in the hills. This year's calving season has few healthy heads. There's even rumour of some nasty illness deforming some of those that survived.*
- *Goblin raids are increasing in the border regions with Ostermark. I wonder if they are allied with the treacherous Ostlanders?*
- *I've heard that the villagers of Isenhof disappeared without a trace a fortnight ago. No one knows what happened.*

There is a chance that the PCs might opt to stay in the boat and hope that the times until they reach their destination passes quickly. GMs should decide how much of game time they and their players want to spend on these types of journeys.

In addition to the mundane activities above, the following situations can be used to spice up the travel along the river:

It Takes a Thief

Slavyanaskaya is a small outpost located on the River Urskoy, opposite to Tsaritsyn and close to Ösel. Its purpose is to act as an Imperial Kislevite watch post and tollbooth. Given the relative prosperity of Tsaritsyn, it has little other purpose and is a desolate and rundown place. The local detachment of knyazates, or Imperial Kislevite river wardens, operates from here. Traders do not stop, and over the decades the local boyar has made it quite clear to the local bureaucrat he will militarily force the issue if the post attempts to interfere with his trade and own collection of tolls. The local soldiery has degenerated into little more than bandits and is held in very low esteem. The only apparent source of income for the small village that ekes out a living is some slavery, minor piracy and a lucrative trade in flora. To the east of the village are located some quite rare herbs and similar plants for magic and alchemical ingredients, which are jealously guarded. In addition, the post has been taken over by agents for the Black Scratch, a local skaven nest.

A small wooden tower is located on the bank, next to a dilapidated jetty. The post flies a very tattered flag of a rampant bear wearing a crown (one insignia used by the authorities of Imperial Kislev). A chaika boat is pulled up upon the shore, though it is barely seaworthy due to lack of use or maintenance. Chaika boats are Imperial Kislevite river patrol boats. The knyazates, under the command of Uruk Széckler, are also (knowingly or otherwise) under the command of the skaven. So too is a local hedge wizard, Sven Sokolova, who is under the tutelage of the local skaven seer. The background and nature of the Black Scratch are not relevant here; hopefully the PCs will pass through and bluff or pay their way past this minor irritation.

Indeed, none of this would be of any interest to our heroes, except for the fact that the river wardens eke out their living by a mixture of duty and piracy, and it is in this vein they will accost the PCs. In theory, the post has a boom that can be tied across the river, but this is unlikely to be serviceable. Instead, the knyazates can use their boat, and rely on two or three small fishing boats with which to intercept any lone vessel. How any encounter develops is up to the PCs. The Kislevites are pirates, true. They are, however, also the official law. If the PCs can put on a good show, it should be quite easy to scare off the wardens more nefarious aims, and barter for passage via a small bribe. Should the PCs show any signs of being worried or outclassed, the knyazates pounce.

The PCs will first become aware of when an official boat puts out to intercept them, accompanied by a number of fishing boats that will attempt to surround them. Should the PCs attempt to flee immediately, they will be able to out-distance the chaika quite easily. Ulf might need some convincing though; remember he makes his living by sailing the rivers and needs to keep officials happy. If this costs his passengers a few GCs, that is not Ulf's concern. In addition, the chaika has two small cannons in its bow. These are almost certainly rusted, but the PCs will not know this (though one with the *Engineer* skill will realize

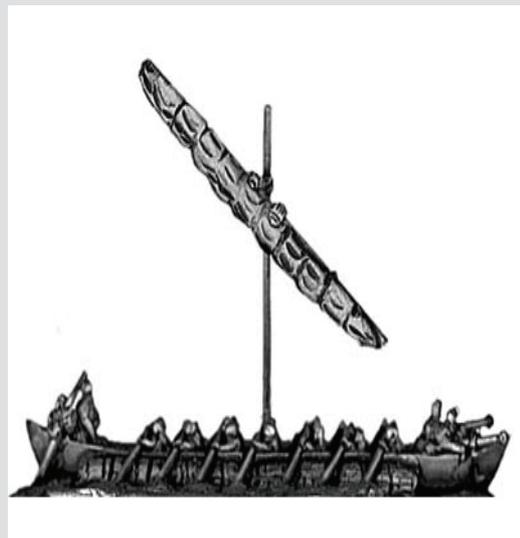
on close inspection that the cannon are past serviceable).

Ulf knows the way that things work on the river, as do the river wardens. Both will effectively expect the PCs to pay the latter off. Neither the Ulf nor his sons will help should a fight develop, and they will expect a hefty bribe not to turf the PCs off their boat if they are so crass as to do so. The knyazates will bluff and bluster, push around PCs and generally pick on any one different - elves, dwarfs and attractive human females might all receive some 'treatment'. A mixture of intimidation and/or a small payment will pay off these very petty criminals.

Sidebar: Chaika Boat

The boat has a central mast, but relies usually on oars. Cannons are located in the front, and sometimes elsewhere. Its crew will row as necessary, but these knyazates are usually too hung over or useless to indulge in much physical activity.

The following picture is of the excellent Eureka Miniatures model of a Cossack chaika boat, and serves to illustrate what our river wardens are using.



Uruk Széckler

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	45	4	4	9	42	3	45	59	43	33	47	44

Skills: Boat Building, Consume Alcohol, Disarm, Dodge Blow, Row, Sailing, Secret Language - Battle Tongue, Strike Mighty Blow, Strike to Stun, Swim

Equipment: Sword, Helmet (1 AP head), Sleeved Mail Shirt (1 AP body), Shield (1 AP all over), Crossbow with ammunition, D20 GCs, D20 shillings, D20 pennies

Typical Knyazate (Imperial Kislevite river warden)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	45	4	3	7	33	2	32	32	30	35	28	31

Skills: Consume Alcohol, Disarm, Dodge Blow, Row, Sailing, Secret Language - Battle Tongue, Strike Mighty Blow, Strike to Stun, Swim

Equipment: Sword, Helmet (1 AP head), Leather Jerkin (0/1 AP body), Shield (1 AP all over), Crossbow with ammunition, D20 shillings, D20 pennies, D100 copeck, D100 grivna

Hang ‘em High

Around one of the river bends where the Talabec forms a boundary between Ostland and Talabecland, the PCs hear the sounds of horses galloping away from the river as well as the squeaky wheels of a wagon. Once the “Winter’s Chill” rounds the bend, the PCs see a man hanging from an oak tree (it doesn’t really matter which side of the riverbank this occurs). A placard hangs down from his neck with the words “Spy” and “Murderer” written with red paint on it. Should the PCs disembark at this point, they will clearly hear the man choking to death. Unfortunately, he will expire before the PCs can cut him down.

If the PCs inspect the body, they will see a patch on his right sleeve. Any PC with experience as a peddler, trader, or merchant will recognize the patch design as representing the Peddlers’ Guild. PCs without this background can also determine what the patch represents so long as they have the *Heraldry* skill and can successfully pass an **Int** test.

The dead man has no possessions other than the clothes he is wearing.

Those who killed him have even taken the man’s boots.

Should the PCs wish to extract vengeance for the man they don’t even know, Ulf reminds them he is responsible for delivering them to Talagraad. In addition, the PCs have no idea as to whether the man was justly killed or not.

On the Waterfront

This event should take place in one of the Talabecland villages where the “Winter’s Chill” has moored for the night and across from Ostland.

As the PCs are about to disembark, a contingent of armed men approach them. The only thing that distinguishes the menacing men from some other dangerous rabble is the red and yellow armband each wears on his sword arm. Some wear mail shirts while others leather jerkins.

A shout of “stay where you are” should keep the PCs from commencing an attack or retreating. Coming up from behind the armed gang is a man wearing a red and yellow tunic over his mail shirt. Any PC with the *Heraldry* skill will

recognize the symbol of the black eagle on the man's tunic as belonging to the Grand Duchy of Talabecland. The sergeant of the company, Wilhelm Grudenburg, orders the PCs to state their name and business. Wilhelm and his company are on the lookout for Ostland raiders.

The PCs can quickly establish their credentials by displaying their Knights Panther medallions. Of course, Wilhelm may suspect them of obtaining such through illicit means, though this would still mean the PCs may have abilities beyond the Sergeant's company.

If the PCs manage to win over Wilhelm – by displaying their medallions without the condescension normally associated with members of such a company – then the Sergeant will invite them for a drink at the local inn. Wilhelm is a good source of news and gossip with respect to happenings along the Ostland border. Wilhelm also knows the Grand Duke is moving more troops into the area in order to stop the Ostland predations.

Should the PCs manage to alienate Wilhelm by acting in some arrogant manner, the Sergeant will back off the confrontation. He then orders several of his men to keep an eye on the PCs while they remain in the village. In addition, Wilhelm will not respond to any of the PCs' inquiries with anything other than vague answers.

Howls in the Distance

Between the Inn of Karog's Daughter and the village of Trillheim, the "Winter's Chill" will be moored in a cove for the night. There are no villages nearby, but there are a few fortified homesteads where Ostlanders stubbornly eke out a livelihood amid the Forest of Shadows.

An hour or two before midnight, PCs on watch hear howling nearby (a few hundred yards) to the north. Any PC with experience in the forested wilds of the Empire – such as hunters, scouts, trappers, woodsmen – know the howling does not come from wolves, but from men imitating the predator. If awake, Ulf will comment on the strangeness of the

situation. He doesn't know of any local custom that would have men howling at beasts in the night. Ulf has, however, heard rumour of werewolves roaming in those parts of Ostland closest to the Middle Mountains. Still, stories of such fell beasts tell of them being mistaken for wolves until it's too late.

Sounds of battle soon erupt and the light of a fire can be seen in the night sky above the trees. The PCs may decide the skirmish is someone else's problem, but the sounds of howling among the shouting of humans in panic should be enough to compel investigation. If not, the sounds of battle die down after half an hour, though the light of the fire continues for some time. The fate of those engaged in combat remains unknown.

The fortified homestead of the Schäffer family is under attack and set aflame. A number of men wearing wolf skin surround the palisade shooting their bows, some with flaming arrows, at the defenders who are returning fire. Two pairs of attackers, each armed with swords and wearing leather jacks under their fur, wait in the forest's shadow with scaling ladders at hand for the opportunity to scale the walls and kill those within. The attackers belong to the Cult of the Howling One. Chedwic Wanner, a renegade priest of Ulric and leader of this sect, directs the attack.

Chedwic's goal is to terrorise Sigmarite followers in the surrounding countryside with his predations on carefully chosen – and somewhat isolated – homesteads. This particular settlement is the fourth Chedwic has attacked in the last two months. He intends to burn it to the ground whilst its inhabitants and their livestock are slaughtered. Chedwic then cuts the symbol of the cult (stylised wolf howling) into some bodies of the slain, both human and animal, as a warning to others. Unless the PCs intervene, Chedwic will succeed in claiming this next set of victims.

Should the PCs decide to investigate, the journey to the battle should take ten to fifteen minutes. Unless utterly careless, the PCs arrive unseen by the attackers. The GM decides at

which point in the attack the PCs will arrive. It is recommended the PCs do so just as the attackers emerge from the woods with their ladders, unseen by the defenders. Chedwic should be in the PCs' line of sight, but his own movements in and out of the forest should minimize their chances of shooting him. The key is that, no matter what happens, Chedwic should escape the PCs at this stage: they will have an opportunity to deal with the renegade Ulrican priest at a later time.

Should the PCs manage to help drive off or kill the attacking cultists, Herr Gunther Schäffer

would be grateful. He will ask the PCs to stay for the night as he fears the attackers will return otherwise and a few of his hands are seriously injured. Sadly, Herr Schäffer can only repay them with a warm meal and bed for their troubles.

Whether or not the PCs take him up on the offer, the homestead will not be attacked again. By the time he arrives at his base camp, Chedwic Wanner receives word that the leader of the Sons of Ulric requests his company at a hunting lodge in Middenland to discuss a possible alliance.

Typical Cultist of the Howling One (Mercenaries)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	39	4	3	8	41	2	30	38	29	42	33	31

Skills: Disarm, Dodge Blow, Secret Language-Battle, Strike Mighty Blow, Strike to Stun

Equipment: Sword, Leather Jack (0/1 AP body) under wolf fur, Bow (R 24/48/250, ES 3), Waterskin, and Purse (2D6 shillings and 3D6 pennies)

Another Brick in the Wall

It's mid-afternoon when Ulf ties "Winter's Chill" to the wharf at Talagraad. Should the PCs have been a pain to Ulf throughout the journey, the boatman will utter a loud sigh of relief at having this journey end. If the PCs have been of help, Ulf will be momentarily sadden by their departure, wishing them gods' speed as they disembark. Ulf will accept any offer of a drink with the PCs in the event the PCs were to graciously offer such as an expression of their gratitude.

Talagraad

Talagraad is a small town and port for the city of Talabheim. The town is situated where the western terminus of the Talabec Road to Lothrafurt ends on the Old Forest Road. Münster's Ferry provides transport across the River Talabec for those wishing to continue on to Bergsburg and Middenheim. The town is not terribly large with a population of roughly 450, but it bustles with activity. Coaches from the Tunnelway Coaches run frequently between the

port and Talabheim as do wagons with goods from Kislev to Altdorf.

Most of the inhabitants make their living from the river or prey upon those who do. Talagraad is also among the ports of call for the luxury ships of Altdorf's Hindelin Lines. The ships provide expensive and (relatively) luxurious transportation between the Imperial capital and Bechafen. There are many taverns and shops along the waterfront where travellers can spend their time and money while waiting for the ships to depart.

The streets of Talagraad are busier than normal. Talk is only of war and a sense of panic is barely suppressed. The strongest rumours, actually false, are that a large enemy force is only three days away. Marshall Granheim von Karthleiz of Talabheim and his small force is also a number of days overdue.

Traffic in the streets has two destinations. Most are heading to nearby Talabheim. Families are being sent into the crater, away from the

notoriously indefensible town. In the other direction travel carriages of the rich and powerful. Although publicly insistent that they are not afraid, they are travelling west to safer climes.

The flight of the privileged reached its peak the day the PCs arrive. Today, the Emperor Luitpold is heading to Altdorf. Hundreds cram the docks: merchants and nobles surrounded by guards. So bad is the situation that the company is cancelling servants' tickets and selling them at first class value. Troops from Fort Lackey are everywhere but this hasn't stopped the pickpockets from swarming.

Should the PCs hang around, a woman in simple black dress and coat will approach them. She is in tears and asking everyone for help. She says a thief has stolen her mistress' tickets. He was a handsome man in red and blue livery that said he was collecting tickets. As soon as he had hers he ran. Luckily her mistress did not see and she has a chance to save her job. Sobbing she begs the PCs for help. She is, as they may guess, a conwoman.

The man she describes is a servant of Helmut Sternwald, a merchant who has yet to arrive. The man is spotted easily, and looks a little nervous (this is due to the crowds). An accomplice of the conwoman, her brother, starts talking to the man as soon as the PCs are in sight, given the nod by his sister. The servant nods at the questions and then the brother shouts loudly at the confused man before storming off, "Be gone, I am not interested!" If the PCs force the tickets out of the servant he will run to soldiers, who ignore him until his master arrives. If the conwoman gets hold of the tickets she passes them on to be sold, then disappears.

Elsewhere in the centre of Talagraad, a crowd has gathered around a man in tattered robes. He is shouting down the occasional heckler but his voice is captivating many. "Why are we fighting? Man against man. Brother against brother. Have we not learnt the lessons of the past? Soon a storm of Chaos will be upon us, a tide from the North, hordes from the East. Our leaders fight for their own power and glory, but

we can tell which of them have fallen under the spell of the false gods, this enemy within whose black industry will bring ruin to us all." He carries on like this until night falls and then is back the following day.

Prices are three times standard as the shops empty through a general lack of goods and hoarding. Only lodging remains cheap.

Later, while walking the streets, they come across a group of armed men carrying standards and banging drums. They are members of the East Marches Company of Swordsmen, more simply known as the Marches. These mercenaries are recruiting members for the forthcoming conflict.

The Captain

At some stage the PCs are approached by Captain Heins of the *Swan*. He is tired and fresh off the boat. "I am not looking to waste your time and hope you won't waste mine. I have suddenly found myself with a passenger and need guards for the journey west to Altdorf. Are you interested? I will be leaving tomorrow."

The passenger is Count Orlov von Zorlov. He is leaving Talagraad as he is unpopular in the court. He suggested a diplomatic delegation should be sent to try and resolve the crisis but his enemies in the court have made him a scapegoat with claims that he is being disloyal.

Whether the PCs refuse or not, an unassuming middle-aged man then approaches them. Unbeknownst to the PCs, he is an agent of von Zorlov's enemies and saw them talking to the Captain. The man, if asked, will identify himself as Herr Bruno Zuber. He asks about their conversation with the Captain, a known contact of the Count. If they mention the passenger to him he thanks them and leaves. Should they avoid mention of the passenger, Zuber will ultimately obtain this information through other means.

The Count arrives in a black carriage at midnight escorted by two bodyguards. He is greeted by Captain Heins who shakes his hand before they all head below deck. Two hours

later two dozen armed men approach the boat. They then throw Molotov cocktails on the deck setting it alight. As the Captain and his passengers escape the burning vessel they are slaughtered.

If the PCs warn the Captain of the conversation with the agent then he warns the Count, who changes his plans. If the PCs do take the job, then they may be able to see the men watching the boat or the beginnings of the attack. If they save the Count while he is on boat, they will have gained a powerful ally. Not one that can help then any time soon however.

Whatever happens, the news is across town by morning. If von Zorlov is dead most people will mourn him a little.

The Missing Heir

This cameo can be used if you wish to extend the PCs stay in Talagraad. Otherwise, it can be located anywhere else.

Hugo von Talbanstock is a young member of one of the Prime families. His father died many years ago and various members of his extended family raised him. His best friend is the fourteen year-old servant Alexis Imanoff.

The young pair wanted to join the army to fight for Talabheim. However, Hugo knew that if he joined the standing Talabheim army he would be recognised. He would, therefore, never be allowed to fight. The pair has run off to join the East Marches Company of Swordsmen and fight in the war.

A ragged couple approaches the PCs looking upset. They ask the PCs for help to find their missing grandson Alexis as he is danger of being arrested or killed. Assuming the PCs listen further, the Imanoffs say that Alexis is a stable boy in the household of Baron von Talbanstock. In recent years Hugo Von Talbanstock befriended him and the pair spent much time together. This seemed to be tolerated by Hugo's Uncle Boris von Talbanstock. The first time the Imanoffs realised something was wrong was when a group of men banged on their door. They demanded to know where Hugo and Alexis

were. They said Alexis had kidnapped Hugo and would be killed if found. They searched the house and then left.

Alexis' grandfather went searching for him, talking with those who knew his grandson. Bounty hunters had also visited some of these contacts. A price (30gc to bring the Hugo back alive, 20gc to bring Alexis back – dead or alive) has been placed on both the boys' heads. He was told the pair had gone to Talagraad, as had boy's uncle.

Alexis parents can only offer 3gc as payment or else they will work for the PCs for a year. They are desperate and scared. The only reason they can think the boys may have visited Talagraad was to see Alexis' uncle Silas. He is a street trader who works around the docks.

Silas Imanoff is well known among the lower end of Talagraad's population. He sells lucky charms and is a terrible drunk, often to be found in jail or in the gutter. If they ask around, they can find him asleep in his small bedroom in a doss house or at the Eastward Traveller inn. Either way, he will be worse for wear. He says he saw the boys two nights ago at *The Bottom of the Well* tavern. Alexis wanted to find a Mercenary band to join. The other youth said nothing, "but I could tell he was a right snob, looking down his nose at me." Silas sent them to his friend Sven Svensson.

At this stage the PCs will start being followed by Max Kohl Kalhof, a Bounty Hunter from The Talabheim Warrant Execution Company. He is on Hugo's trail and thinks the PCs will know where to find Alexis. He is adept at keeping his distance but is a little over-confident so can be tricked into making a mistake.

Svensson is a weaponsmith, currently working hard to fill increased orders. He is not happy being disturbed, even more unhappy when Silas's name is mentioned. "That drunk is no friend of mine let me tell you. I wouldn't believe a word he says. I certainly never saw two boys and if I did I would have sent them home." He knows there are two mercenary companies are in town at moment, the East

Marches Company of Swordsmen and The Muldhaven Death Watch.

The Muldhaven Death Watch is making ready to move out by the time the PCs get there. They are a small band and claim to not have seen the duo. They are all experienced and older men. The Marches have set up at The Bald Bear & Shears and recruiting there, their banner across the door. Any questions are directed towards Sergeant Ox, who says he has never seen them. He may or may not be lying depending on when they ask.

If they return to Silas, he will be a bit more drunk and a bit more fearful now he has been found out. He says that he did see the boys at The Bottom of the Well but doesn't remember what happened to them. Luckily, the Landlord has a pretty good idea. Silas was dead drunk, as usual, and the pair and another young lad (small, blond-hair, dressed like a peasant) from out of town left with Two Left-Hands Ivan, a local wheeler-dealer, "Not to be trusted".

If the PCs visit Hugo's family, they will not be able to gain access until they mention Hugo's name. Then they will be taken to see his uncle Boris. Bellowing all the time, he will demand and threaten them for what they know. He says that Alexis "and his people" (that is, poor people) have kidnapped Hugo for ransom to steal money from him. As yet, no ransom has been demanded.

Two Left-Hands Ivan is to be found at the dockside selling "advance tickets" for the Wizard's Way toll. The occasional traveller is fooled. Ivan will run if he sees the PCs coming as he generally has a guilty complex. He first says he took the boys to the edge of town and sent them home. Then he says he took them to The Bald Bear & Scissors and they signed up there. He is very cool under pressure and doesn't appear to be lying. Faced with anything physical, however, he will try to bargain. If the PCs let him go he will then tell them what he knows. He says he took them to Osterald stables as the owner was looking for stablehands. He knows that this is, in fact, the base for a slavery operation. If they don't get

an answer out of him, he heads to the stables to warn them.

A wooden fence surrounds the stables and all the workers here are armed. The owner is Igor Rabinkov, a one-legged veteran. He is also a slave trader, selling young men and boys into servitude to work and fight in the North. His regular transport east is two days late and he is nervous. At the moment he is even more nervous as two of his captives escaped a few hours ago. One of his men is dead and he is sporting a vicious cut across his face. If asked he denies knowing where the two boys are and says they were ungrateful thugs. "I pay well and hardly ever beat 'em." If asked about the third boy, he looks unsure and then says he ran away too. In fact the third boy, Heinrich, is still being held captive in the cellar with two others. They all know that Hugo and Alexis intended to escape and find the Mercenary group to join.

Sergeant Ox certainly knows about the pair now if he didn't before. Hugo and Alexis have signed up to join the group and are now resting in the inn. However, Ox and the Mercenary Captain, Aldous Ribbelheim, will deny any knowledge of the pair. Thirty armed men back them up.

There are a number of possible ways for the scenario to finish. The PCs could do nothing. Hugo and Alexis are young but where they want to be. Alexis' grandparents would be happy to know he is safe (for the moment). If the PCs tell the authorities, after some checking they will move with force on the inn. Hugo will be rescued and Alexis carted off to jail. He is executed a few days later. They can also convince Ribbelheim to release the boys if they tell him the truth. He doesn't want any of the problems that Hugo could bring. If PCs take the pair home, then both are forgiven (although Alexis is subsequently sacked).

If the PCs do take Hugo and Alexis back to Talabheim, they will be ambushed on the way unless they have dealt with Max Kohl earlier. The Bounty Hunter and a group of thugs ambush the PCs and attempt to grab Hugo. If the thugs succeed the PCs will be fugitives by the next day, charged with the kidnapping. If Kohl's

thugs fail, the PCs will be rewarded (a sum of your choosing, but it should be something miserly and, considering the von Talbanstock's wealth, rather insulting).

The Hangman's Inn

The Hangman's Inn is located on the south end of town on the Old Forest Road. It's easy to find, as it is the last place a person can get a drink before heading off to Wurtbad.

The innkeeper is Hermann Krauthammer, a middle-aged man who runs a (fairly) clean establishment. A couple of large bouncers, Josef and Otto Grosz, seek to it that anyone causing trouble is quickly and



roughly removed from the premises. The food at the Hangman's is not especially good, although a reddish-brown bitter brewed here known as Deep Red is considered a local favourite and priced accordingly (1s/8d a pint). Hermann also brews a pilsner he calls "Forest Amber."

The Hangman's Inn is also the northern terminus for the Black Fire coaching line, which runs a service between Talabheim and Averheim. Run by Anton Schneider, who spends a great deal of time in the inn when not at his nearby offices, the Black Fire has begun to receive some competition from the ubiquitous Four Seasons coaching lines.

When the PCs arrive, the inn is bustling with the late afternoon crowd. A Black Fire coach has just arrived and its passengers are disembarking for the friendly comforts of the inn. Farmers from nearby have also arrived for a couple of drinks before turning in, as have a few townfolk. Entering the common room, the PCs find there is standing room only near the bar. All tables have been taken, except for an odd seat here and there. There is no place for the PCs to sit as a group to avoid mingling. Several barmaids are scrambling to keep the ale

flowing as well as serve platters of food for those able to pay.

At some point, the PCs should approach the innkeeper to ask about their pre-arranged accommodations. Hermann looks at them quizzically and asks for their names and proof as to who they are. Hermann is expecting the PCs to state their names and discreetly show him the medallion indicating their status as Knights Panther. If the PCs attempt to loudly proclaim their names and/or status, the innkeeper will quickly try to quiet them and insist that prudence is in order. In the event that the PCs try to produce the letter from the Graf, Hermann will stop them by placing a hand on the person retrieving the letter. "You'll need more than Ranald's luck if you continue to be this careless," Hermann will warn.

Once he is satisfied with the PCs' identity, Hermann produces a key. "Take the stairs on the other side of the door to the right of the bar, your right. Go up to the top and make a left down the hall. Your accommodations are behind the door at the end and are large enough for all of you. I hope will find it satisfactory, especially since I have no other room available. Since your lodging overlooks the local gallows, you'll have a great view of tomorrow's hanging. The highwayman who styles himself as the Wyrms will meet with Mór shortly after noon." With that Hermann, turns towards other customers.

If the PCs manage to ask if others have inquired as to their arrival, Hermann replies, "No one has approached me at all. Are you expecting someone?" The last question should be a hint that the innkeeper does not know of anything more than the PCs' need for lodging. Still, Hermann will graciously accept any coin the PCs may offer to keep them "informed."

The PCs may decide to carefully check around to satisfy themselves that they are not in immediate danger. Their activities may take a number of forms. They could act drunk and knock on neighbouring doors to see who answers while claiming to be looking for their own room or some fabricated person. Another

course of action could be to look from the grounds outside and try to identify their likely accommodations based on Hermann's description. They would try to see if they can see anyone in their room. The latter might involve finding a tree that could provide a level view of the room, but climbing a tree in daylight might arouse suspicions. There are any number of other things the PCs might do, but in the end, they just aren't going to find anything odd.

The Set-up

The room is fairly spacious with two beds, large enough for two to sleep on each. The floor has enough room for three or four people to sleep. There are two chamber pots for needed relief and a water basin for washing. There are also two large chests for guests to keep their belongings. The lock on the door looks fairly straight forward, though an experienced picklock will see that it's a bit more complicated (**CR 10%**). A fireplace is situated on the wall adjacent to the door with firewood to keep the night's chill at bay. There are windows on two walls, one facing towards the front of the inn, the other at the nearby gallows. Both can be closed and shuttered from the inside.

The PCs may take the precaution to set watches for the night with such vigilance likely to focus on the windows or door. Sometime around 2 in the morning, a figure will slip into the room through a secret door near the fireplace. Due to the skill of the woman who entered, any PC on watch must successfully pass a **Listen-20** test for soft sounds (+10 for *Acute Hearing*) to hear the intruder. Natassia Hess is armed and capable of using it to silence any who would call out an alarm.

[**GM Note:** It might be wise here to allow Natassia a successful **Strike to Stun** attempt to ensure any PC on watch does not set off an alarm in the entire establishment.]

In a quiet voice, so as not to upset the unaware person(s) on watch, the Natassia says, "Please don't be alarmed nor utter a sound lest this meeting be compromised. Those in Middenheim who trust in your discretion have sent me to discuss delicate matters with you.

My name is Kirsten Lübeck." Kirsten (Natassia) pauses in order to read the PCs' reaction. PCs may note that the black-haired (Natassia's hair is normally auburn, but she's wearing a wig), grey-eyed Kirsten is roughly 5ft. 6 in. in height and of medium build. She looks to be in her early 30s.

If the other PCs are still asleep, Kirsten waits for the PC on watch to wake them. She wants each to hear what she has to say to ensure they receive the information unfiltered by faulty memory.

Kirsten continues, "Serious things have happened while you were away. Serious efforts have been made to prepare a reconciliation with the Sigmarites, and we were making good progress. In fact, the Sigmarite leaders in Altdorf had agreed on a document that would go a long way in making peace, all we needed was the Ulricans to accept it. The cult leaders came to Middenheim, but we kept running into problems with some of our more, ehm, zealous priests. Too many problems, if you catch my drift. As if that was not enough, news of the Bösel massacre reached Middenheim before the meeting was to reconvene last spring – of course that was just the excuse the hardliners needed to stay away and thus derail the reconciliation."

"We have reasons to believe the Ulrican priests who prevented an approval of the document from Altdorf are associated with an extremist group calling themselves the Sons of Ulric. If I am not mistaken you have already met these bandits at least once. We need to identify these criminals and expose any links they may have to Ulrican leaders, before they succeed in bringing war on all of us. This, gentles, is where you enter the picture."

"We have a lead on an agent of theirs in Bergsburg. I am not familiar with the details, but a courier from Middenheim will arrive late tomorrow, sometime after the hanging, bearing a sealed message for you. It will tell you how to contact one of your fellow Knights Panther in Bergsburg. He will recognise and approach you, so try not to be conspicuous. In fact, anonymity and discretion will be the order of the day for you. Any questions?"

If asked about the Bösel massacre, Kirsten will pass on the following information:

- *Mutant bands identifying themselves with a red crown raided a Middenland village called Bösel*
- *These mutants were captured by an Ulrican witch hunter named Karl Kuten who dragged them to the village for trial*
- *The Imperial magistrate who presided over the trial, however, ruled that the witch-hunter's treatment of the mutants placed him in violation of the Emperor's edict protecting such abominations from maltreatment. (Kirsten will not try to hide her complete disregard for the Emperor's edict)*
- *The villagers rioted and killed the magistrate, most of his escort, and the mutants, but within the week, the villagers themselves were slaughtered and their settlement burnt to the ground. A couple small children escaped the carnage by hiding in the offal pit beneath the outhouse, and according to what could be gleaned from them, the perpetrators were an unidentified band of Sigmarites.*

If asked for further details on the conflict and suggested reconciliation between Sigmarites and Ulricans, Kirsten can inform them that:

- *The document is known as the Eimar Concord, as the plan was for the two cults' leading representatives to meet at a Verenan monastery called Eimar, near Kutenholz, where they were to sign a final version of the Concord.*
- *The following Ulrican debate in Middenheim was marred by numerous incidents wherein delicate information was leaked to demagogues who pestered the atmosphere in the town. The source of these leaks has not been identified yet.*
- *In the end, the recalcitrance of the Fræi-Ulric from Talabheim, as well as other leading priests, scuttled the effort to reach consensus on the suggested concord. Some of these opponents are believed to be influenced by the Sons of Ulric.*

In the event the PCs should ask why they have been chosen for the mission, Kirsten tells them their experiences in Kislev and the talents displayed in rather delicate situations have proven them suitable for the challenging task at hand. If pressed further on this issue, she will admit her leaders fear that rouge agents familiar with the regular network of spies have joined the Sons of Ulric, and thus they need new blood for this particular assignment.

Should the PCs inquire as to what they would get out of carrying on this assignment, Kirsten replies that she's not certain. It's possible that the PCs will be allowed to do as they please, but if she were a betting person, Kirsten doubts that is a likely outcome. She would expect that her employer would see to some reward for their efforts, but any specifics are beyond her knowledge. If the PCs refuse, Kirsten wagers the PCs would be ousted from the Knights Panther – as they are still bound by oath to serve the Graf – and either declared outlaws or assassinated. With that, Kirsten excuses herself and departs through the secret door.

Kirsten has no intention of letting on that she knows more than what has been stated above. Responses to questions going beyond the topics above should be vague and – if need be – Kirsten simply says she really knows nothing more than that which has already been imparted. Once the PCs have no further questions, Kirsten will tell them that when they have obtained the relevant information (to be specified by the Knights Panther agent in Bergsburg) they should extricate themselves from whatever situation they are in and return to Middenheim with what they have gathered. Shortly after they arrive in the city, the PCs are to leave word where they are lodging with the barkeep at the Red Moon Cabaret in the Freiburg district. Arrangements for a rendezvous will be made at that time.

With that, Kirsten (Natassia) excuses herself and departs through the secret door. Once closed, she bars the door so that the PCs cannot easily follow. Kirsten then takes the stairs up, rather than down towards the wine cellar. When she reaches the roof, Kirsten waits silently for ten to fifteen minutes (or longer) in order to ensure

there's no one about. She then quietly moves towards the other side of the inn from the PCs' room nearest the furthest corner. Pausing again to listen, Kirsten descends until she reaches and enters her own lodging. Kirsten then removes her wig and changes her disguise so that she'll look like an older woman of means. She plans to remain in her room until she can safely depart when the hanging takes place.

The Wait

The PCs have plenty of time to discuss their options. The idea of taking on such a dangerous mission might not be particularly appealing. On the other hand, it may be a means in which to play a greater role in the events currently shaping the Empire and its politics. If the PCs prove to be a craven lot, then this is the opportune time for them to run. If they decide on this course, the PCs run the risk that there might be other spies about – such as Hermann – who will report their cowardice to the Graf. The GM should allow the PCs to discuss their options through the night and into the morning. In the end, the PCs will (hopefully) continue to play the heroes and undertake the mission.

Shortly after dawn, a Black Fire coach departs with its passengers for the journey to Wurtbad. Gutless PCs seeking to flee from a life of danger and intrigue may attempt to book passage. The coach is full and no passenger is inclined to give up their seat for anything less than 100 GCs. The amount is absurdly high, but that's the way it is. A PC would have to successfully pass a **Bargain** test (+10 for *Charm*) in order to get a passenger to agree to a price of 80 GCs.

By late morning, a crowd begins to gather at the Hangman's Inn. Watching the execution of a criminal is considered one of the more exciting forms of entertainment for the townfolk of Talagraad. It is only exceeded in popularity by pit fighting, bear baiting, and a snotball match against the Hochlander rivals from Langwiese. Unlike the other three, a public hanging is considered a safe venue for the entire family.

Hearty jeers announce the arrival of the cart with a wretched-looking, bound man. The man's hair is matted and clothes stained from the fruits and

vegetables with which he has been pelted along his journey. The bruises on the man's face and neck serves as a testament that his treatment by the authorities was less than kind (and not wholly unexpected). A placard hangs from the prisoner's neck with the words "Robber" and "Murderer" written on it.

Two rough-looking men who led the prisoner to this point roughly drag the man onto the gallows and place the noose about his neck. Once they are done, the two men descend from the gallows leaving a man with a black hood standing next to the lever. A second man ascends the stairs to the top of the gallows where he unrolls the sealed parchment he carries. To the scattered cheers, the man announces to the crowd:

"Hear ye, hear ye. By the power of this warrant, signed by Her Highness, the Grand Duchess of Talabheim, the rampaging and merciless Bandit and Murderer known in these parts as the Wyrm has been sentence to death by hanging for his many crimes. Such offences include murder, rape, the destruction of property, theft, lewd acts, and the worship of forbidden gods. May he suffer at the end of the rope until the time the Mórr sends his ravens to pluck out the eyes of the Wyrm and takes his soul to whatever eternal punishment befits the criminal's heinous acts."

As the town crier rolls up the parchment, the Wyrm lets forth a stream of profanity questioning the parentage of the various officials, including the Grand Duchess, and raising questions as to the nature of their carnal tastes. The executioner only allows the Wyrm a few moments to utter his obscenities before pulling the lever that drops the trapdoor beneath the criminal's feet. When the tightening noose halts the Wyrm's fall, his legs convulse in what is known as "Mórr's Dance." The Wyrm dangles at the end of the rope as he is slowly throttled to death. No one from the crowd will rush forth to pull on the Wyrm's legs with the intent of breaking his neck and giving the highwayman a quick death. Some will jeer the dying man while others depart. A number of onlookers head to the Hangman's Inn for a pint before continuing on.

Hours pass until mid-afternoon when a man on a horse arrives from the north. The man is wearing a blue armband with a patch bearing the insignia of Middenheim on it. The courier enters the common room looking about. If he doesn't spy the PCs, he will approach Hermann and ask about them. The innkeeper directs the Middenheimer to the PCs.

The messenger walks to the PCs and introduces himself as Ernst Blücher, a courier in the service of Frederick Reuchlin, chancellor of Middenheim (and successor to Josef Sparsam).

He then opens his satchel and pulls out a rolled parchment bound with a blue ribbon and sealed with wax. Any PC with the *Heraldry* skill must pass an **Int+10** test to recognise the impression on the wax as belonging to the signet ring of the Chancellor of Middenheim. If the PCs begin to open the message in public, Ernst will politely suggest that they might wish to read it in private. He then announces he must depart and will request that one of the PCs make their mark on another paper the courier is carrying to acknowledge their receipt of the letter.

*****Handout #2*****

Gentles,

I trust that this communiqué finds you in excellent health.

It is my duty to inform you that you must proceed to the city of Bergsburg. Once you have arrived, continue to the Bear's Bait in the Beilheim district of that city. Be there on 18 Pflugzeit by 9:00 P.M. One of my men, Captain Franz von Holzbeck, will contact you.

The watchword is discretion.

Your Eminence, Grand Master of the Knights Panther,

Hermann von Plauen

Having passed through this way on their way to Kislev, the PCs can recall that the journey to Bergsburg from Talagraad would take about eight days on foot. The PCs could try to arrange for other means of travel, but these may be costlier than they could afford.

Should the PCs approach Hermann about coaches travelling to Bergsburg, the innkeeper suggests they inquire at the Bald Badger inn. The sprawling inn is located at the start of the road that leads to Talabheim and serves as the southern terminus for Hochland Crossing Coaches.

The Bald Badger

The Hochland Crossing Coaches leases space at this inn. Should the PCs inquire about booking a trip, the innkeeper, Adolphus Pilsner, motions them towards Otto Kretchner, agent for the coaching line.

The overweight and jovial Otto engages strangers on news and rumours. If he is approached on the evening before the PCs plan to travel, he can arrange for four to sit within the coach while any others would have to make do with a ride on the top. The rate for each passenger is 7 GCs per day, payable in advance. The PCs may try to haggle with Otto, but they'll do no better than 5 GCs per person per day. Should the PCs try to arrange bookings on the morning they wish to travel, they will be out of luck.

Otto is one of the informants used by the Sons of Ulric to identify Ulricans of considerable ability for possible recruitment, as well as Sigmarite spies. One could say that Otto likes the dangerous life given that he is also an agent for the Denethal Society of Entrepreneurs, a fancy name for a group of "gentlemen" engaged in the

slaving trade along the Talabec. Otto keeps an eye out for lonely, young people to whom he willingly lends a sympathetic ear. His real intent is to ensure that the disappearance of any given person would go unnoticed. So assured, he then arranges with Adolphus to mix a sleeping draught in the prospective victim's drink before they call it a night. Adolphus' bouncers, Diehl and Johannes, then secretly move the drugged victim to a holding cell in the cellar until slavers come along to collect their

prize. In this scenario, Otto makes no attempt on the more heavily armed and capable PCs.

Over the Hills and Through the Woods

The following chart assumes the PCs are travelling on foot at a reasonable pace. It is conceivable that the PCs might find some way to speed up their travel (remember, stealing horses is a capital offence and punishment is usually dealt at the end of a rope). GMs may wish to add an encounter or two in order to make the trip livelier.

Day	Events/Stopping Point
11 Pflugzeit	Arrival at village of Langwiese. <i>Grand Duke von Bildhofen, Grand Duke von Krieglitz, and Baron Nikse meet at a hunting lodge near Delberz to discuss strategy in likelihood of war.</i>
12 Pflugzeit	Arrival at village of Barwedel.
13 Pflugzeit	Arrival at village of Flaschfurt. <i>Meeting between the three Ulrican provincial rulers ends with an agreement to keep Graf Todbringer of Middenheim unaware of their plans and to block any subsequent attempt by the Graf to use his army in a manner opposed to their goals. Each returns to his respective province.</i>
14 Pflugzeit	Arrival at town of Heedenhof
15 Pflugzeit	Arrival at the coaching Inn of the Strutting Pheasant
16 Pflugzeit	Arrival at the coaching Inn of Hanged Goblin
17 Pflugzeit	Arrival at village of Garsen.
18 Pflugzeit	Arrival at Bergsburg. <i>The armies of Ostland and Talabecland are mustering along the border.</i>

Hitching a Ride

In order to leave Talagraad for Bergsburg, the PCs must first cross the River Talabec. Tobias Fähremann has ferried people across the Talabec for some twenty years, though he looks like he's been doing this for twice as long (the loss of some teeth and foul breath contribute to this misconception). His sons, Ernst and Walter, help him pull the rope to get his passengers across as quickly as they can.

Tobias charges 10 shillings per person for a one-way trip across the river. If the PCs are travelling by coach, their fare on Tobias' ferry is already covered. Despite the fact that neither he nor his sons are very talkative, Tobias does hear a great deal and will likely

divulge whatever rumours he has heard for a price (he's cheap as he will talk for about 4 shillings). Given his trade, Tobias knows all the rumours listed above for Ostland and Talabecland as well as those described below for Hochland.

Tobias offloads his passenger near a circular temple on the north bank. Though the shape and the construction of the structure suggest it is dedicated to Taal, the temple is actually dedicated to Karog, god of the river in these parts. Tobias or one of his sons will make an offering to the deity before they return to Talagraad.

The news/rumors at this stage of the journey are as follow:

Hochland:

- *Ludenhof is taking over Hochland. He'll get the young Tussen-Hochen girl Simone, and I doubt he will wait until the mother dies before he takes final control.*
- *No wonder! He has had some hold on the old Baroness for years. Some say that he compromised her - arranged for her to be seduced by a young rake and then threatened to expose her indiscretion if she did not give in to his demands.*
- *Beware when travelling the Old Forest Road to Bergsburg. A number of woodsmen from the villages on the route have mysteriously disappeared.*
- *Ludenhof has stripped many of the villages of their menfolk for the army he's raising. I bet the women left behind are feeling a bit lonely, if you get my drift.*
- *I hear the Ostlanders have rebuilt the Struhelspan Bridge north of Hergig. I guess those scum plan on raiding eastern Hochland next.*
- *Things are going downhill fast. Last year's summer harvest was bad enough, but the weather has all but ruined the winter wheat. Looks like lean times will continue into high summer.*
- *Some of the remote farms have suffered from raids mounted by two-legged beasts in the Drak Wald. I tell you, things are getting worse from one year to the next.*

Looking for a Few Good Men

This encounter can either be staged outside "The Nimble Frog" in the village of Langwiese or "The Sleeping Giant" in Heedenhof. Both are coaching inns owned by Hochland Crossing Coaches line.

As the PCs arrive at the coaching inn – either on foot or by coach – after a day's journey, they will notice four soldiers wearing livery with a white cross and quartered in red and green standing around a man seated at a table

outside the inn. The seated man is wearing full plate over a dark green slashed tunic and a wide brim hat topped with several large red and green feathers. A ragged queue of six or seven village men, mostly in the late teens and early twenties, stand before the table, providing their names so that the seated man can enter them into his ledger. An armband of red and green, wooden shield, and axe are provided to each enlistee. They are then instructed to place their belongings and equipment on one of three wagons in the back of the inn, as they will be leaving for the east in the morning.

One of the liveried men notices the PCs and calls to the male members, "You there. Today is your lucky day. Count Ludenhof of Hergig is looking for volunteers to join his growing army. So get you to the back of the queue. We're sure that you'd not want to disappoint the Count." Simply refusing to join may cause the PCs some problems with the soldiers, but nothing that should erupt into violence – unless they threaten the authority of the Count's men in some fashion. Given their need to reach Bergsburg, the PCs should be disinclined to do anything that could jeopardize their mission.

If the PCs bring forth their medallion identifying them as Knights Panther, they will arouse the attention and curiosity of Baron Konrad von Heeden, the man in the plate and feathered hat. "You don't look like Knights Panther," the Baron comments. "How do we know you aren't bandits who stole those medallions?" Von Heeden has no intention of arresting the PCs, but he is interested in testing their meddle. If the PCs respond in any fashion that suggest timidity or unease, the Baron becomes suspicious and assumes they are impersonating Knights Panther. He will inform the proper authorities of these criminals, which will certainly result in the PCs becoming wanted for one crime or another. Should the PCs be firm in whatever response they give, von Heeden will simply smile and forget the incident. There is no need for the PCs to show von Heeden the letter they received from the Grand Master.

At the Gates

When the PCs arrive at the southern (Sudentor) gates of Bergsburg, they notice there is a long queue of persons and wagons waiting to enter the city. As is typical for Imperial cities and large towns, anyone entering the city is assessed a gate tax of 1 GC per leg. A fair number of travellers actually have papers or medallions that exempt them from the gate tax, including priests and agents of recognised cults (Sigmar, Ulric, Taal, Verena, Mórr, and Shallya), members of several specific guilds (such as the Merchants'), nobility, licensed coaching lines including their passengers, and any person granted special privilege in the name of the provincial ruling family (in this case, the Tussen-Hochens).

Not only do the scribes and excisemen assigned to this duty have to verify the status of the exempt individuals and the manifests of the coaches, but they must also record and collect the taxes from those who must pay. A team of four to six guards enforce the law as well as collect any illegal weapons and armour.



Generally, visitors are only allowed one hand weapon and dagger; everything else is confiscated (unless the individual has specific authorization given by the proper city authority). Those who possess such are given a receipt for their weapons, which they can collect once they leave the city.

The PCs may try to use their Knights Panther medallion in order to gain an exemption from the gate tax. They will not succeed in accomplishing that goal, but they will be allowed to openly wear a mail shirt with the stipulation that the medallion is also worn openly. This condition should give the PCs pause to determine if they wish to declare their status for all to see.

While waiting in line, the PCs should be able to hear some of the following gossip:

- *Ludenhof will surely take Bergsburg down the path of ruin with his warmongering ways [such talk is treasonous].*
- *I've heard that he's planning on building a road linking Garssen to Krudenwald.*
- *I'd wager that the aldermen in Krudenwald have lined the pockets of the Count so he'd favour their town over Bergsburg.*
- *A seer was rumoured to have prophesised that pestilence will be the fate for Bergsburg and the rest of Hochland.*
- *Gossip has it that the old Baroness was suffering from dementia when she agreed to the Count's terms [such talk is treasonous]*
- *War is coming. The Count will make sure that the wicked Ostlanders will not raid the folk in the east.*
- *Several farmsteads owned by Sigmarites have been burnt down in the Drakwasser valley near the borderlands with Middenland.*

If the PCs ask about the Beilheim district, the guards at the gates (for consideration of a few shillings) provide directions and tell the PCs that it's a place where many men-at-arms and soldiers call home. The taverns are loud and harsh, but there isn't much about which capable individuals need to concern themselves. The incidence of crime is quite low and the streets fairly safe. Should any PC wear Sigmarite symbols openly, the guards politely suggest that such be placed under a tunic or concealed some other place. There are a number of Ulricans in

the district who are blaming the recent troubles on Sigmarite agitation.

[**GM Note:** The background information on Bergsburg used in this scenario comes from the Bergsburg Project (www.Bergsburg.darcore.net). We strongly urge GMs to look over the site and add whatever elements necessary to make this segment of the scenario more enjoyable for your players].

Thrown to the Wolves

What the guards don't mention to the PCs is that the Beilheim district harbours the closest thing to religious radicalism one finds in normally tolerant Bergsburg. Many of those residing the district are men-at-arms that believe Bergsburg should be (forcibly, if necessary) part of the Ulrican alliance to counter the spread of the insidious influence of the cult of Sigmar. Many are also highly troubled by the massacre at Bösel and plan to join Count Ludenhof's army.

A Night at the Bear's Bait

Located off the Ruhigerstrasse, the Bear's Bait (number 5 on the map below) is a large hall-like inn that provides for its loud and generally obnoxious clientele of men-at-arms, mercenaries, soldiers and a number of Watchmen. The food here is little better than gruel and the ale barely passable. The straw on the floor used to soak up the vile liquid wastes of the night before is cleaned out every morning by the local muckrakers and replaced with new straw from the Threshers' Guild.

The main attraction of the Bear's Bait is the converted beer cellar where the owner, who simply goes by the name "Kudo," runs a pit-fighting racket. Admission is only by invitation, so the twin bouncers – Ansel and Erich Hauptmann – are kept quite busy keeping out the uninvited. Those who persist in entering the restricted pit-fighting area usually get beaten until unconscious and, if they're lucky, left outside in the street where others can urinate (or worse) on them.

There are a few empty tables mostly in the centre of the common room when the PCs arrive. Those who wish to keep their

conversations as private as possible have already taken many of those along the sides and in the corners. Looking about, the PCs will easily note there are no non-humans (Dwarfs, Elves, or Halflings) in the Bear's Bait. The more extreme Ulricans who frequent the inn do not take kindly to non-humans, especially Dwarfs, due to their association with the cult of Sigmar. If there are such PCs in the group, they will get their share of dirty looks. So long as they ignore the stares, non-human PCs are left alone, though they will be glared at from time to time. Should the PC in question react with a threat or ill-mannered retort, then there is a chance they will provoke a brawl (at the GM's discretion). On the other hand, too meek a response may also cause a brawl to erupt.

Given the attention and scrutiny newcomers tend to receive, PCs with the *Sixth Sense* skill will feel the a number of different people gazing at them for varying lengths of time. As a result, the PCs are not able to pinpoint any particular individual observing them.

If they mind themselves and do not outwardly wear any Sigmarite symbols, the PCs will likely be left alone. The clientele at the Bear's Bait respect privacy as much as they are wary of new faces. The PCs should also keep their Knights Panther medallion hidden if they do not want those warriors who do recognise the device to question them about Graf Boris' inaction in the face of Sigmarite aggression.

Sometime after 9 PM when it looks clear that the PCs are not bringing attention to themselves (or sometime well after they have done so) in the crowded common room, a rough-looking, large man with a grizzled beard and the stench of stale ale ambles to their table. "I've been watching you for some time," he says in a low voice. "You look as if you're waiting for someone. Am I correct?"

There is no correct answer here as Captain Franz von Holzbeck does recognise the PCs from the description he was given. He pulls up a chair – from another table if none available at the PCs' table – and sits down without waiting for the PCs to invite him to do so. "I'll make

this quick,” he says in a low voice. “I have some information to deliver to you, but this is not the place to do so. In about an hour or so, head towards the west wall and turn north on the Mauerweg once you get there. Continue on your way until you reach Jacobstrasse. Just north of that is an old well in a courtyard amid blossoming trees. It’s called Mimm’s Well. I’ll meet you there. Don’t leave until fifteen minutes or so after I do. You’ll get there before I do, as I need to make sure you’re not followed. Remember, the watchword is discretion.” Without waiting for reaction from the PCs or answering any hastily asked questions, the large man departs the Bear’s Bait.

To The Well

The GM should make the trip to Mimm’s Well as easy or as difficult as he chooses. There isn’t anyone in town looking for the PCs at this stage, but there’s no reason why the GM should let the PCs know this.

As the Watch frequent the Bear’s Bait, there are a number in the immediate vicinity. They will be observant to any “strange” behaviour on the PCs part and, should any occur, intently study the PCs just to be safe. The PCs may take this behaviour in any manner they see fit. Those with the *Sixth Sense* skill should feel particular unease, but this should pass the further away they get from the Bear’s Bait.

Numerous shops (all closed for the night) line the alleys near the courtyard. The smell of cut wood and prepared fur permeate the area. The well is found in the centre of the courtyard. The surroundings are only lit by the light of the clear night (if the PCs arrive at 19 Pflugzeit, Mannslieb will be high in the sky, three days before reaching full moon), which casts long shadows from the trees and neighbouring buildings. Various charms hang from the branches of the surrounding trees. If the PCs inspect the well, they will notice elaborate carvings decorate the surface of its stone walls. PCs with the *Theology* skill must pass an **Int** test to conclude that the well and its settings have religious significance. If the PC in question has spent considerable time

studying the religion of the Norse, then a second and successful **Int** test is needed to recognise the area as a shrine to Mimm, a lesser northern deity rumoured to have the ability to see the future.

The PCs do not have long to wait. The large man from the Bear’s Bait arrives from the opposite direction of where the PCs entered the courtyard.

In a quiet voice, the man says, “My apologies for the change in location. My name is Captain Franz von Holzbeck and, despite my appearance, I am your comrade-in-arms. I am pleased to report no one has followed you or, more importantly, me to this place.”

“As with you, my first responsibility is the protection of Graf Boris and his family. I have been on a special assignment here in Bergsburg for the past seven months trying to uncover information about a group of fanatics who seek to remove Graf Boris from his birthright. You have been sent here to take what little I have learned about the Sons of Ulric and do whatever you can to uncover and, if need be, disrupt their objectives. In the course of your activities, you will also need to learn who their patrons are. I suspect there are powerful nobles and ranking priests behind the Sons who would profit from the fall of the Todbringers.”

“As you may have heard, the Sons of Ulric attempted to assassinate the Grand Theogonist on the Altdorf-Middenheim Road two autumns ago. They failed and have since stirred up trouble among the rural nobility and frightened the peasantry from their work. Their activities generally occur in eastern Middenland and western Hochland. I suspect these are diversions that hide their true intentions.”

“In any event, I have learned that an associate or agent of the Sons of Ulric resides in Bergsburg; a rather interesting choice to establish a residence. Perhaps the Sons believe they could be easily concealed from their enemies in a city of Shallya. The accomplice’s name is Wolfgang Blitzen, a zealot whose anti-Sigmarite beliefs are ideally matched to the

Sons'. Do not underestimate the man. He's a savage fighter and unrelenting foe. You can generally find him at the Wolf's Head tavern, which is on the main street in the Der Rachof, connecting Ruhigerstrasse to Jacobstrasse. You should easily recognise Wolfgang. He's a large man with wild, unkempt dirty blond hair and beard. He stands at six foot four inches and weighs about 250 pounds. He also has a scar across the left side of his face from forehead to cheek. The wound cost him his left eye."

"Before I depart, there are three things I should tell you. First, from this point forward, I do not know you, have never seen you before, and we did not have this conversation. Second, hide your medallions in a safe place. The Knights Panther do not condone such activity as you may engage in and will disavow any knowledge of you should you get caught or be killed. Finally, if the Sons learn you are associated with the Knights Panther, your lives are forfeit. They see the Knights, and Graf Boris, as appeasers to the Sigmarite powers in the Reikland."

"Now I ask that you delay your departure for five minutes after I've left. If you need a place to stay in Bergsburg, may I suggest the Gold Nugget Inn? Hugo Zungenbrecher runs the establishment. It's reasonably priced and the food and ale good. I recommend the Drakwasser Lager."

"One last thing. If you are in desperate straits and have nowhere else to turn, go to the Middenheim House in the Rolandsbrucke district. Just travel towards the Löwentor Gate on Middenweg and turn right onto Frostigweg. The House is across from the Temple of Ulric to its right as you face the temple doors. Ask for Baron Eduard von Münsterberg and show your medallion. He'll provide what you need or arrange for it. Keep in mind you should only go to him if things are dire as your presence may compromise his mission."

"May Ulric and Sigmar protect you in this endeavour."

With that, von Holzbeck departs in the same direction from which he arrived at the courtyard.

Sidebar: The Sons of Ulric

This fanatical Ulrican organisation is dedicated to perpetrating the doctrine of the Sigmarian Heresy and destruction of the cult of Sigmar. In its place, the Sons of Ulric would see the resurgence of the other religious cults from the north and the reduction of the religious influences from the southern Old World (Myrmidia, Ranald, Shallya, and Verena). In their misbegotten view, the Teutognen nation would comprise all lands north of the Stir and east of the Reik. In addition, the Sons consider themselves the mortal descendants of Ulric himself and thus born to lead the mighty Teutognen nation.

The Sons of Ulric have come to an understanding that time is of the essence to achieve their goals before the prophesised coming of the Everwinter. According to Ulrican legend, the Final Battle of Reckoning will commence after the Eternal Flame of Ulric is extinguished and the entire world become enshrouded in a winter of no end. At that time, the race of Men will rise together to oppose the forces arrayed against Humanity, whilst Ulric leads his brother Taal and their sons (Manann and Mórr) to battle against the Ruinous Powers. In this final battle, the warriors of old whose spirits had been trusted to Mórr's care will also rise and take up arms to aid Humanity at its darkest hour.

While there's little doubt of their fanaticism, the Sons of Ulric are not as highly organised as they lead the authorities to believe. They are also allied with the Cult of the Howling One, whose main operations are conducted in Ostland.

Enter the Wolf's Den

In this section, the PCs must find a way to disrupt plans made by the Sons of Ulric in alliance with the Cult of the Howling Ones. They must be prevented from achieving their deadly agenda. Moreover, the PCs must uncover those individuals whose own scheme is to use the fanatical Ulricans to achieve their own ambitions. In the course of their efforts, the PCs must take advantage of whatever opportunities arise to either cripple or destroy the two organisations. Failure to achieve their objectives could well place the PCs themselves in jeopardy.

Bergsburg may seem to be an odd place for the Sons of Ulric to have a presence. The reality is that the city's rulers and officials possess Shallyan tendencies. These make them blind to the possibility that a violent, extremist group like the Sons could use the city as a means of recruiting and deploying those who share their beliefs.

What to Do?

The PCs may consider several options in order to achieve their appointed task. This assumes they have not packed their bags and fled to the safety of the southern provinces.

One option is to infiltrate the Sons of Ulric. This course is particularly tricky if any of the PCs are Dwarfs, Elves, or Sigmarite Priests. The Sons of Ulric detest non-humans and see them as members of dying races that conspire to profit off humanity. In addition, the Sons of Ulric are naturally suspicious of newcomers seeking to join their ranks. Thus, such individuals may have to prove their worthiness to join the Sons' cause. This may entail demonstrating that they, too, are willing to kill suspected Sigmarites.

As a second course of action, the PCs could pass themselves off as an allied group, like the Cult of the Howling One. Elf PCs, if they can come across as devout believers in Taal (or any of his aspects, such as Karog, Torothal, or Kurnous) and opposed to the inclusion of Sigmar in the old

pantheon, might be able to pull this off. Dwarfs and Sigmarite PCs would still have difficulties. Moreover, the Sons would still demand proof of the PCs' dedication to the cause as in the first option.

A third possibility would have some of the PCs join the Sons or form an allied group while those who would have had difficulties remain behind in an alternative capacity. In addition to the issue of prerequisite proof detailed above, this course would cause considerable GM headaches and slow play.

The PCs might consider finding a means to compromise Wolfgang Blitzen in order to compel the Sons of Ulric agent to talk to them. This might involve some sort of blackmail, which would be tricky to manage as such is not too likely to work on a dedicated fanatic. In any event, the PCs would have to do a lot of investigation and analysis to have any chance of success with this approach.

With some assistance, the PCs could rescue the Sons' agent from an assault (Wolfgang is sure to have enemies) or kidnap attempt. A grateful Wolfgang might then be used to gain information and subsequently left as a traitor to the cause, further covering the PCs' tracks. To make the kidnap "real," the PCs would need to find and dupe Sigmarite templars, or someone similar, into trying to take Wolfgang. This could be a delicate and dangerous game to play. The PCs could use one of his or her own to play the part of the Sigmarite agent, but this carries great risk unless the PCs are prepared to kill Wolfgang once he has served his purpose.

The PCs could choose to take a more direct approach. One which comes to mind is that they could rough up Wolfgang in order to make him talk. This could be a bit dangerous given Wolfgang's size and fighting ability. A safer approach might be for the PCs to set up a tail and follow the target to learn his routines and contacts. In this manner, the PCs could determine where Wolfgang likely resides and

break in to search for some clues – such as the meeting place of Sons of Ulric – while he is absent. The question here for the PCs to determine is whether there would be any records of such or Wolfgang would only have received that information verbally.

The PCs could also kidnap or assassinate Wolfgang, then set a watch to see if anyone comes looking for him. The risk there is that the person checking on the agent might not be affiliated with the Sons.

The GM may have to modify the information in this section to tailor it to whatever actions the PCs undertake.

At the Sign of the Gold Nugget

The Gold Nugget Inn (number 3 on the Beilheim map) is located on the Der Klein Dampf, across the street from the Verenstadt district. Once the PCs enter the establishment, they notice some of the clientele look – and smell – as if they have just come from the surrounding hills after weeks in the wilderness. These patrons have shaggy beards and wear old, worn-out clothing. Other customers are a mix of locals and out-of-towners. PCs passing an **Observe** test will notice the furniture is nailed to the floor.

Room rates are standard at the Gold Nugget. A private room for up to 4 people costs 30 shillings a night and a stay in the common room is 2 shillings per person per night. Food ranges from 3 to 7 shillings per meal. A pint of Drakwasser Lager costs 1/4 and is quite good in comparison with the watered down version normally available for 9 pennies a pint.

If the PCs linger about the common room, they might hear some of the following rumours:

- *Some important dwarfs from the mountains far away have arrived in town:*
 1. *They are planning a conquest with the dwarfs in the dwarfen chapel.*
 2. *They have come to assist us against those damn Sigmarite aggressors. As we speak, they are meeting with the officers at the castle*

3. *They are having secret meetings with the Baroness. She is looking awfully distressed these weeks.*
- *Count Ludenhof and his men-at-arms are on their way to town:*
 1. *He is coming to take the Baroness' throne. About time! – We need a strong man to protect us from the Sigmarites.*
 2. *Shallya have mercy on us – the war in the east is finding its way to Bergsburg now.*
 3. *The count has some hold on Baroness Hildegarde. He will not leave town empty handed!*
 - *My niece works up at the castle. She says that Lady Simone has stayed in bed for a week now, even though the doctors claim she is not sick. I wonder what is wrong.*
 - *There have been a few cases of a mysterious new illness down in Helmsberg. Sufferers erupt in a bright red rash across their face and chest and feel extremely enervated. A couple of Shallyan priests have been down there to investigate.*
 - *(from an academic source) The Temple of Verena has lost a couple priceless volumes of military history - I'd not read them but apparently they dealt with the Hochland nobility's battles over the centuries.*
 - *The town militia is mustering! Chances are they will join the rest of our army to fight the cursed Sigmarites in Ostland.*
 - *The local Sigmarites have been keeping a low profile since Father Mueller of the Sigmarite church was assaulted last week by Ulrican thugs.*
 - *Someone burned a couple of books in the Temple of Verena library! Can you believe it? That's blasphemy, isn't it?*
 - *They fished a massive dead rat out of the Drakwasser. It had got tangled on the chains of the Kettenschrank. Apparently it had webbed feet.*

So long as the PCs don't bring any trouble back to the inn, they will be allowed to stay here as long as they like.

On the Hunt

The Wolf's Head tavern (unmarked on the map) is a smoky and dimly lit tavern frequented by many of those take their strength from their veneration of Ulric. This establishment is a place frequented by those who offer dangerous employment and those in search of it. Mercenaries are hired for services which might include the army being raised by Count Ludenhof or guard duty for merchants travelling the Old Forest Road between Talabheim and Middenheim

The barkeep is a large man in his forties named Uhler Schwartzmann. The fare at the Wolf's Head is passable at best. The house special, Black Oak Bitter, is a heavy drink and quite strong, which Uhler sells at 2 shillings a pint.

Uhler Schwartzmann is a former mercenary sergeant whose muscles have turned to fat over the years. If asked about Wolfgang Blitzen, Uhler will look suspiciously at the PCs and ask, "Who wants to know?" A bribe of at least 2 GCs would be in order if the PCs don't want Uhler to inform Wolfgang of their interest.

Wolfgang has a reputation in the Wolf's Head of being a ferocious fighter, strong in his anti-Sigmar beliefs, and very temperamental. His size and looks could give one the faulty impression that the large warrior lacks intelligence.

The PCs may decide to discreetly observe the Wolf's Head tavern so as to learn of Wolfgang's routine and track him back to where he lives. Wolfgang generally arrives at the tavern in the mid-afternoon and stays until an hour or two before midnight. Given his size, Wolfgang has little fear of any unpleasant encounters with which others might be concerned. When at the Wolf's Head, Wolfgang sits at the table furthest away from the fireplace. During his time there, a number of people pay Wolfgang a visit to exchange information and, in some cases, reminisce. PCs with the *Acute Hearing* and *Lip Reading* skills may pick up on some of these conversations.

Over a few days of "eavesdropping," the PCs will get a sense that Wolfgang has a keen interest in any news concerning battles between Talabecland and Ostland as well as movement of Count Ludenhof's troops to the borders with Ostland. Wolfgang is also particularly concerned about raids on some of the isolated farmsteads in eastern and southern Middenland and the "word" circulating among the Ulricans in Bergsburg.

In addition, careful observation by the PCs reveals that Wolfgang has several contracts with which he regularly exchanges information. The timing of these meetings varies from one day to the next.

Wolfgang Blitzen, Member - The Sons of Ulric

It is widely known in the tavern that Wolfgang was once a member of the Teutogren Guard until an altercation with a senior officer resulted in his dismissal from the Order and departure from Middenheim. Wolfgang arrived in Bergsburg around six months ago and has been a regular at the Wolf's Head ever since. He has become a recruiter to the various Ulrican mercenary groups that operate out of Bergsburg – even those whose existence are not known to the city's authorities – as well as someone who has cultivated connections with other Ulricans looking for someone to hire for various jobs.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	68	30	6*	6	15	64	3	52	56	57	55	57	51

Skills: Consume Alcohol, Disarm, Dodge Blow, Heraldry, Read/Write (Reikspiel), Ride-Horse, Scroll Lore, Secret Language-Battle, Secret Language- Classical, Secret Signs-Templar, Sixth Sense, Specialist Weapon- Two-Handed, Strike Mighty Blow, Street Fighter, Strike to Injure, Strike to Stun, Theology, Very Strong*

Equipment: Sword, Wolf Head medallion around neck, writing kit, wolf's head signet ring, paper, sealing wax, and purse (32 GCs, 12 shillings, 8 pennies)

One such contact is a short and stocky man (5 ft 5in, 160 lbs) named **Günter Carstens** who stops by to have a drink or two with Wolfgang. They either exchange news and gossip or Günter brings someone new to introduce to Wolfgang. He does not know of Wolfgang's affiliation with the Sons. He does know the large man likes to meet any new arrivals from the Ulricans provinces, especially those looking for work and who share Wolfgang's hatred of Sigmarites. Wolfgang is a man who seems to be able to find suitable work for these newcomers.

Günter believes that Wolfgang is somehow connected with someone in the hierarchy of the cult of Ulric and an agent for several Ulrican mercenary companies. Soon after the introductions, Günter departs so Wolfgang can carry on with the new acquaintance. If the PCs manoeuvre themselves to listen to these conversations, they learn that Wolfgang's

inquiries seem to be like those of a recruiter.

The individuals Günter brings are looking for a letter of introduction so they can find employment among the various Ulrican interests in Bergsburg. The job seeker answers Wolfgang's question so Herr Blitzen can determine the best fit for the stranger. Once he's satisfied, Wolfgang writes a letter of introduction and seals it with wax. He then instructs the newcomer on where to take the letter and wishes him the best. The receiver of the letter is expected to at least buy Wolfgang a pint in thanks.



Günter Carstens, Mercenary

Günter arrived from Talabheim a year ago and has made Bergsburg his base of operations. He met Wolfgang when the latter arrived from Middenheim. Günter is not an Ulrican extremist though he tends to believe some of the Sigmarite conspiracy theories that Wolfgang fervently embraces. Still, the two are good friends.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	41	4	3	8	42	2	31	41	32	41	32	31

Skills: Disarm, Dodge Blow, Drive Cart, Secret Language-Battle, Strike Mighty Blow, Strike to Stun

Equipment: Sword, and purse (6 GCs, 10 shillings, 8 pennies)

Another of Wolfgang's regular contacts is **Torsten Gauss**, an Ulrican member of Bergsburg's garrison who also happened to be working at the southern gates when the PCs arrived earlier on 19 Pflugzeit. If the PCs showed their Knights Panther medallions then, Torsten (5 ft 9 in, 154 lbs) will inform Wolfgang of the Knights Panther presence at his first opportunity. Otherwise Torsten will have no recollection of any of them. While Torsten is not familiar with Wolfgang's ties to the Sons, he knows the man is a former

member of the Teutognen Guard in Middenheim and has a great dislike for the Knights Panther.

GMs may have Torsten meet with Wolfgang when the PCs are first in the Wolf's Head observing Wolfgang. When Torsten enters the Wolf's Head, he generally has a couple of pints with Wolfgang while discussing anything of interest he or his fellows have seen entering or departing from the city.

Torsten Gauss, Soldier

A native Hochlander, Torsten came to Bergsburg three years ago from Heedenhof. He joined the garrison soon after arriving and settled in the Beilheim district. Living in this district exposed Torsten to anti-Sigmarite sentiment and he has since become a devout follower of the “old” religion (Ulric, Taal, Rhya, Manann, and Mórr). Torsten became one of Wolfgang’s contacts and confidantes after spending some time with his neighbour. Torsten is constantly on the lookout for any Knights Panther as Wolfgang has convinced him that he suspects members of that Order seek to remove him for some unspecified past deeds.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	41	3	3	8	42	2	31	41	32	31	32	31

Skills: Animal Care, Disarm, Dodge Blow, Secret Language-Battle, Street Fighting, Strike Mighty Blow

Equipment: Sword, and purse (7 GCs, 8 shillings, 6 pennies)

Markus Staudinger is the last of Wolfgang’s regular contacts. Markus knows of the former Teutognen Guard’s ties to the Sons of Ulric and is an ardent supporter. Roughly the same height and weight as Torsten, Markus is a Watch Sergeant of the Beilheim district. Markus’ arrival tends to portend that something is going to happen to someone. Should Wolfgang receive news that someone for whom he has provided an introductory letter is causing problems of some sort, he will instruct Markus to express his “displeasure” to the individual in question. Depending upon the specific problem, such “expressions” could range from a simple warning to an extensive

beating. In a few cases, the troublesome individual simply “disappears.” In essence, Markus and his men provide whatever discipline Wolfgang deems necessary to maintain a sense of responsibility to his fellow Ulricans

His willingness to do violence on behalf of Wolfgang also means Markus will arrange for some misfortune to occur to Wolfgang’s enemies (the large man has a few from his days in Middenheim). Should Wolfgang discover the PCs, Markus has a number of Watchmen he specifically recruited for his patrol who will do whatever he orders.

Markus Staudinger, Beilheim Watch Sergeant

A native Bergsburger from a staunch Ulric family, Markus has become disenchanted with the “weaklings” that Ar-Ulric sends to run the temple in the city. Markus is a rather sadistic man who enjoys causing problems for any Sigmarites and Shallyans venturing into his turf in Der Rachof. Respecting strength, Markus befriended the powerful Wolfgang soon after the latter’s arrival.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	53	51	4	4	10	52	2	41	43	42	41	42	41

Skills: Consume Alcohol, Gamble, Read/Write (Reikspiel), Secret Language-Battle, Street Fighter, Strike Mighty Blow, Strike to Stun

Equipment: Leather Jack (0/1AP body/arms), Sword, Club, Lantern, and purse (12 GCs, 15 shillings, 7 pennies)

Markus' Special Unit of 1D6+4 Watchmen (ex-Pit Fighters)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	53	41	4	4	8	42	2	41	31	30	41	32	31

Skills: Disarm, Dodge Blow, Specialist Weapon- Fist, Specialist Weapon- Parrying, Specialist Weapon- Two-Handed, Strike Mighty Blow, Strike to Stun

Equipment: Leather Jack (0/1AP body/arms), Sword, Club, Knuckledusters (WS-10, S-1), Lantern, and purse (2 GCs, 12 shillings, 10 pennies)

Assuming that the PCs do not intervene, the following provides activities for Wolfgang, the Sons of Ulric's and related entities over the

course of the next 18 days (obviously, the GM may need to alter the events above in reaction to any effort put forth by the PCs):

Day	Events
19 Pflugzeit	While his army is mustering at Hergig, Count Ludenhof arrives and meets with the Tussen-Hochens in Bergsburg. He is engaged to the Hochland heiress and appointed Grossmarschall of Hochland.
20 Pflugzeit	With much ceremony, Count Ludenhof departs from Bergsburg in the late morning.
21 Pflugzeit	Leberecht Eucken, lieutenant of the Ulrican renegade priest Chedwic Wanner, and member of the anti-Sigmarite Cult of the Howling One, arrives in Bergsburg in the late afternoon. Meeting him at the southern gate, Torsten Gauss arranges a meeting between Leberecht and Wolfgang for the next day.
22 Pflugzeit	Leberecht and Wolfgang meet at the Wolf's Head Tavern at dusk.
23 Pflugzeit	Leberecht departs in the early morning. The erstwhile Ulrican Witch-Hunter Bernd Küster arrives in Bergsburg. He sends word that night via an unsuspecting courier to Wolfgang in order to set up a meeting for the next day at the Heads of Ulric on the Mauerweg.
24 Pflugzeit	Bernd meets with Wolfgang.
25 Pflugzeit	A young and newly arrived Ulrican priest from Middenheim, Justus von Heyse, is murdered just before midnight. His murderer carved the symbol of a twin-tailed comet on the dead man's chest. The wolf's head symbol on the robes is cut away and any religious tokens removed. Torsten allows Bernd to leave through the southern gate shortly after the murder.
26 Pflugzeit	Bells toll at the Temple of Ulric for the slain priest and accusations against the Temple of Sigmar fly. The Temple of Verena offers to mediate in the dispute. Cult of the Howling One leaves their campsite just south of the river from Garssen and makes its way towards Heedenhof. Bernd accompanies the cult as liaison of the Sons of Ulric.
27 Pflugzeit	Wolfgang receives message via an Ulrican sympathiser from the Sons of Ulric leader in Middenheim to accompany the united band of extremists so as to oversee their activities. Before departing, Wolfgang meets with Markus to go over recent events and leaves his contract with a message for Middenheim to send the next day.

Day	Events
28 Pflugzeit	Markus arranges for a courier to take Wolfgang's message to Middenheim.
29 Pflugzeit	Cult of the Howling One meets the Sons of Ulric led by Reinhardt von Kutenholz at a clearing just south of Heedenhof. Final plans are made to strike a blow against the hated Sigmarites.
30 Pflugzeit	The fanatical Ulrican alliance arrives north of Flaschfurt sometime after sunset and sets camp. Wolfgang arrives in the village several hours later.
31 Pflugzeit	Wolfgang meets with the extremist band that morning and informs Reinhardt von Kutenholz of the change in plans. Reinhardt has been summoned to return to Middenheim. The band then departs, using a little-used pathway connecting the villages of Flaschfurt and Lüthorst.
32 Pflugzeit	Reinhardt departs at first light east towards the village of Berwedel rather than northward towards Bergsburg and Middenheim. <i>Count Ludenhof arrives with his entourage at Hergig. The Count dispatches a message to Grand Duke von Krieglitz informing him of the Count's appointment over Hochland's armies and inquiring about any orders from his liege.</i>
33 Pflugzeit	Reinhardt arrives in Langwiese in the late afternoon. Meets his Purple Hand contact, Gebhard Bergius, to exchange information. Later that night, Reinhardt murders Gebhard.
1 Sigmarzeit	An hour before dawn, Reinhardt departs Langwiese and rides to west on the road to Middenheim. The alliance of the Sons and the Howling Ones reach Tussenhof early in the morning. They are deployed along the river in ambush for the riverboats carrying the Ostland delegation en route to attend a meeting called by the Grand Theogonist in Altdorf <i>Grand Duke von Krieglitz receives Count Ludenhof's message and sends a military delegation to Hergig to coordinate the war effort against Ostland.</i>

Tracking Large Prey

In the course of following Wolfgang, the PCs may decide to track the big man to his residence in Der Rachof section of Beilheim. After spending the evening at the Wolf's Head, Wolfgang makes his way in a north-western direction towards his ground floor, one-room flat in a nearby tenement. He generally carries a flask filled with Black Oak Bitter. Unless he plans to meet with either Torsten or Markus that night, Wolfgang turns in about an hour after he arrives.

Like clockwork, Wolfgang awakes at the first light of dawn. In about an hour, he departs from the flat and conducts whatever business he plans for the day before going to the Wolf's Head. At some point, before going to the tavern (and the timing differs from day to day), Wolfgang stops by the temple of Ulric in the Rolandsbrucke district where he will spend time in prayer.

Typically, Wolfgang ignores the clergy there as he despises each of them for being weaklings.

[**GM Note:** Priests of Ulric are typically assigned to Bergsburg if they have more of a moderate bent to their viewpoints or they are sent by cult officials as punishment for some previous offence. Examples of such NPCs can be found at www.Bergsburg.darcore.net.]

The PCs need to be careful trailing Wolfgang. Though he may look like he is unaware, Wolfgang has a good sense to know when he is being followed by any who do not take the simplest of precautions. For the PCs to be successful and undetected, they will have to be smart with their surveillance technique. An example would be a "tag team" approach wherein one PC follows Wolfgang for some time before giving way to another PC. Later, the PCs would compare their "notes" and start putting together a sense of Wolfgang's routines.

While Wolfgang sits in the Wolf's Head, his residence is unoccupied. PCs may take this opportunity to break into the large man's flat to see if they can find anything incriminating. The PCs would have to be rather cagey to have determined which of the flats belongs to Wolfgang. Assuming the PCs have successfully determined which door leads to Wolfgang's domicile, they will find the door locked (CR 15%). The PCs have to be careful to working quietly as many of Wolfgang's neighbours have a tendency to react poorly to strangers making noise in the hallways. They are also likely to inform Wolfgang of strange goings on outside his door.

Should the PCs manage to gain entrance without causing an alarm to be sounded, they will find the interior rather austere. The room is only furnished with a cot, two tables, two chairs, and a large chest at the foot of the cot. The chest is locked (CR 5%) and only contains Wolfgang's clothing. The smaller table is located next to the bed with a large bowl, towel, and pitcher of water for washing. The larger table and two chairs are situated next to the single shuttered window looking out onto an alleyway. On its top is a large candle in its holder, a small keg of ale (half empty), two tankards and a stack of paper.

PCs reviewing the writing on the papers note they represent a record – the names of people for whom Wolfgang found employment. There is nothing noteworthy about the names or the manner of employment where the individuals have been placed. Many have been employed by mercenary bands, while others among businesses in the Beilheim district. There are notations next to some of the individuals indicating that they have paid Wolfgang some compensation for his troubles on their behalf. A more thorough review of the documents indicate that Wolfgang receives an average total of 5GCs per week in gratitude and nothing in terms of fees for his placement efforts.

A successful **Search** test finds loose floorboards under the bed near the chamber pot. The PCs will find a locked strongbox (CR 15%) in this concealed place. Should they succeed in

opening it, the PCs find mundane correspondence between Wolfgang and the various mercenary groups and business to which he refers those looking for work. Most are agreements that stipulate the terms of the commissions paid to Herr Blitzen. At the bottom of the stack is correspondence from Middenheim. Most are inquiring about status of Wolfgang's activities. There is one that should spark special interest.

*****Handout #3*****

Everything is proceeding as planned.

You should be contacted by one of Herr Wanner's men around 20 Pflugzeit. The Priest of Ulric from Ostland has agreed to the terms of alliance and will join us in our next strike against the Sigmarites.

You should also be receiving a visit from one of our more enthusiastic fellows around that same time. Beyond joining our new allies along with other of our fellows, he has a purpose in that spineless town to strike a blow against the appeasers in the cult. This should also send a message to the powerful in Middenheim that we consider those who have not come to see the evil of the Sigmarites as witless tools of that accursed cult.

One last thing: You'll need to arrange for the departure of this man. He is to join our new allies as they travel south.

May Ulric grant us strength in our holy war against the daemon-worshipping cult of Sigmar.

The Heir

The seal on the correspondence bears an image of rampant wolf holding two axes, one in each

forepaw. On the left of the image is the letter “H” and on the right the letter “T.” PCs with the *Heraldry* skill will not be able to tell anything from the design (it is, in fact, a design that Helmut Todbringer has not yet registered. He is planning to do so once he comes to power).

Sidebar: Helmut Todbringer

Related to both Graf Boris and Grand Theogonist Yorri XV (Jan Todbringer), Baron Helmut Todbringer leads the main faction of the Sons of Ulric. He is younger than the bastard Baron Heinrich and believes that he has the better claim to be successor to Graf Boris with the recent death of the Graf’s only legitimate child, Baron Stefan. In addition, Helmut is confident that he could best Baron Heinrich in single combat, which was the manner Ulrican families traditionally determined succession, although such practices went out of fashion a long time ago and is only used in the rarest of cases nowadays.

In Helmut’s view, Graf Boris accommodates the Sigmarites far too much. When Helmut comes to power, one of his first acts would be to execute Werner Stolz, High Capitular of Sigmar in Middenheim, and any who wish to come to the defence of such traitors. In this same vein, Jan Todbringer would also meet a traitor’s death. An earlier attempt (described in *Carrion up the Reik* in Hogshead’s version of “Power behind the Throne”) failed, but Helmut has those watching the Altdorf-Middenheim Road be particularly alert for another opportunity.

Meeting of the Minds

Leberecht Eucken arrives at the Sudentor Gate in the mid-afternoon on 21 Pflugzeit. He has journeyed from the encampment the Cult of the Howling One is setting up by in a clearing south of the River Drakwasser near Garssen. He is greeted at the gate by Torsten Gauss and escorted to his pre-arranged lodging at the Golden Nugget Inn. Torsten briefly leaves Leberecht at the inn to get settled and heads to the Wolf’s Head to inform Wolfgang of Herr Eucken’s arrival. Wolfgang informs Torsten to relay a message to the visitor that the meeting between the two men will take place tomorrow at the Wolf’s Head around sunset so they can discuss “matters of importance.”

Wolfgang has decided to simply delay the meeting as precaution. He wants to make sure he is dealing with an actual contact from the Cult of the Howling Ones and not an impostor. Wolfgang also wants to see if the newly arrived liaison is able to comport himself for a day. To this end, he requests that Markus provide some sort of surveillance at the Golden Nugget and report anything out of the ordinary to him.

This situation may prove rather challenging for the PCs as well. They should easily be able to detect Markus’ men since there is nothing really subtle about the former pit fighters.

Markus’ men will rotate in shifts and those coming off their assignment update their replacements before heading directly to the Barracks and report their observations to Markus. The Watch Sergeant then determines if any of the information obtained is worth relying to Wolfgang. If so, Markus sends one of the Watch, not one of his own men, to summon Wolfgang for a meeting at the Wolf’s Head. Once the messenger leaves, Markus departs to meet with those watching the Golden Nugget to gather more current information.

Should any of his men be killed, Markus will do whatever he can to find and capture the perpetrator. Anyone suspected of committing the deed can expect to be tortured by Markus for both the information they may have and the Sergeant’s sadistic pleasure.

At the appointed time, Leberecht arrives with Torsten. After quick introductions, Torsten departs and Wolfgang orders two pints of ale, bread, and a large wedge of cheese to share with his guest. Meanwhile, Leberecht is casually looking about the tavern’s common room, seemingly noting the exits and sizing up the other patrons. The two men engage in idle chatter before moving on to real business. From time to time, Wolfgang will take a glance about the room to ensure no one is paying too much attention to the conversation. GMs should decide how much information the PCs are able to gather from eavesdropping (successfully passing periodic **Listen** tests for soft noise) or lip reading.

When he is convinced that he can do so safely, Wolfgang begins to lay out the plans to Leberecht. The erstwhile Teutogren Guard tells the Howling One cultist that Chedwic can expect to be joined by a Sons of Ulric war band in about seven days at the rendezvous point just south of Garssen. Leberecht advises that the Ulrican priest has already established his camp at the sight. Wolfgang nods his head before describing the plot, which would lead the allied war bands to the area around Tussenhof. Wolfgang explains they are to ambush a delegation of Sigmarite priests from Ostland passing through on their way to Altdorf. The scheme calls for all on board to be slain, including the Lector from Wolfenburg. His corpse will then be displayed on the boat before it is set adrift in the current to arrive in Altdorf days later.

At the conclusion of the meeting, Wolfgang suggests Leberecht accompany him to the Bear's Bait for a night's entertainment. After all, it is too late in the day for Chedwic's man to be departing Bergsburg. Leberecht agrees to stay for the night. He departs at dawn the next morning.

On 23 Pflugzeit, Wolfgang returns to his daily routine. Shortly after dark, a scrawny teen-age boy enters the Wolf's Head and approaches Wolfgang. "Sir? Beg pardon, but I have a note that I was told to deliver to you. The gentleman said you would have a couple of shillings for me." Wolfgang takes the sealed note from the lad and gives him five shillings. "Thank you, sir," the lad says before he stumbles out of the tavern in his excitement.

The note is from **Bernd Küster**, who recently arrived in Bergsburg. Knowing the Middenheim authorities want him, Bernd finds shelter in some of the safe houses recently abandoned by the Schwarzmantel due to pressing matters in the City of the White Wolf. The missive simply instructs Wolfgang to meet with Bernd at the Heads of Ulric on the Mauerweg an hour before dawn the next morning. After reading the note, Wolfgang walks to the hearth and tosses it into the fire and then resumes his routine.

A morning mist rises from the Drakwasser and covers the city on 24 Pflugzeit. Wolfgang departs

from his flat just before the appointed time and makes his way west on the Jacobstrasse. Distrusting the mist, Wolfgang is alert to any potential ambush or anyone trailing him. The Mauerweg rises up several flights of stairs on the rising gradient in the direction of Helmsberg Hill at the terminus of Jacobstrasse. At the top of Mauerweg, there are five stone wolf heads with gaping mouths staring out of the wall at waist height. Openings at the back of the mouths allow for messages to be dropped into the locked iron letterboxes. Only watch captains have access to these boxes, often retrieving information from informants.

Wolfgang ascends the stairs to meet a man dressed in black. The thickness of the air muffles the soft-spoken conversation between the two men. The PCs will have to get very lucky (or creative) to hear any part of the conversation. This should be reflected in a -10 modifier to **Listen** tests for soft sounds they may attempt. Should the PCs succeed, they will overhear that the man in black intends to send a message which the powers in Middenheim cannot possibly miss. In addition, he needs Wolfgang to arrange for his departure shortly after midnight on 25 Pflugzeit. Wolfgang tells the man in black he need only ask for Torsten Gauss at the Sudentor Gate and he will be permitted to leave.

The conversation between the two men is short and, once ended, the two depart in opposite directions. Wolfgang heads back towards his flat while the other man heads northward. Should the PCs pass an **Observe** test (-10 for the misty conditions, +10 *Excellent Vision*), they will catch a glimpse of the plate armour the man in black is wearing.

The PCs may decide to act decisively after either of the two meetings. They could well decide to waylay any of the three participants in order to disrupt whatever plans may be hatching. One downside to acting at this time is that the PCs would not have any information to take with them to Middenheim.

The following table is meant to be an aid for the GM to determine the effects on the course of events resulting from any actions the PCs may undertake:

PC Action	Timing	Effect on ...		
		Sons of Ulric	Cult of the Howling One	Other
Kill or capture Wolfgang	Before any meetings take place	Sends a signal to the Sons of Ulric that their main cell in Bergsburg has been uncovered. All future activities in area halted. Planned ambush of Sigmarites too far along to be effected.	Cult does not learn of plans to ambush Sigmarite priests from Ostland. Return home.	Bernd's assassination of young Ulrican priest delayed for a few days until he can secure an escape route.
Kill Leberecht	Before meeting with Wolfgang	Wolfgang concludes that someone has uncovered the planned ambush and will use Bernd to pass along that fact to Reinhardt von Kutenholz	Chedwic may suspect treachery of some sort and will depart home with his followers before Bernd or Reinhardt reaches the rendezvous	Bernd carries out his plan, but will leave through Löwentor Gate in hopes of reaching Reinhardt.
	After meeting with Wolfgang	Bernd and Reinhardt surprised that the Cult of the Howling Ones are not at the agreed meeting place. They continue forward with their planned ambush	Chedwic may suspect treachery of some sort and will depart home with his followers before Bernd or Reinhardt reaches the rendezvous	
Capture Leberecht		Same effect as above, but with the added risk of exposure should Leberecht escape the PCs.		
Kill Bernd	Before meeting with Wolfgang	Wolfgang concerned that Bernd waylaid by possible enemies. He will depart from Bergsburg to alert Chedwic and Reinhardt	Chedwic undeterred by news of death from joining the ambush.	Assassination plot foiled.
	After meeting with Wolfgang	Wolfgang unaware of Bernd's fate unless PCs leave body where it can be quickly found.	Cult of the Howling One will be unconcerned that one of the Sons did not join them as planned and they move to the rendezvous site.	Assassination plot foiled.
Capture Bernd		Same effect as above, but with the added risk of exposure and possible death should Bernd escape the PCs.		

The PCs may decide to follow Leberecht to the camp of the Howling Ones and deal with this group early on.

No matter how that battle fares, Chedwic will take his cultists back to Ostland since the joint effort with the Sons of Ulric had been compromised (by fault of the Sons, no doubt).

Bernd Küster, Witch Hunter

Bernd Küster is a zealous witch hunter from the Ulrican chapter in Middenheim. His views have become increasingly radical, which led Bernd to work closer with the Sons of Ulric. Bernd's actions have brought dismay to the Schwarzmantel as many of its agents worked with the Witch Hunter in the past. This familiarity has brought contempt as Bernd now sees the covert organisation as a tool of the compromising and corrupt Todbringer regime and will do everything in his power to thwart their efforts. For their part, the Schwarzmantel would settle for nothing less than the man's death, but are unwilling to compromise their own, over-stretched forces to achieve this end. Politics being what they are, the cult of Ulric has recently repealed Bernd's witch hunter status as the cult's hierarchy learned of his association the Sons of Ulric. Understanding his danger, Bernd quit Middenheim and his whereabouts have been unknown to the Middenheim authorities.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	63	61	4	4	12	62	3	50	54	42	45	76	38

Skills: Arcane Language-Magick, Cast Spells-Clerical 1, Charm Animal (Wolves), Marksmanship, Meditate, Public Speaking, Read/Write, Scroll Lore, Secret Language-Classical, Silent Move-Rural, Silent Move-Urban, Sixth Sense, Specialist Weapon-Crossbow Pistol, Specialist Weapon- Lasso, Specialist Weapon- Net, Specialist Weapon-Throwing Knives, Strike Mighty Blow, Theology

Magic Points: 9

Spells: Clear the Fog of Battle, Cure Light Wounds, Detect Magic, Hammerhand

Equipment: Sword, Full Plate Armour (2AP body), Crossbow Pistol (R 16/32/50, ES1, 1 round load, 1 to fire), Throwing Knives (R 4/8/20, ES C, 1 round), Silver Medallion of upright wolf holding a sword (symbol of the Ulrican witch-hunters), Rope-10 yards, sling bag of components, and purse (7 GCs, 8 shillings, 6 pennies)

Leberecht Eucken, Lieutenant in the Cult of the Howling One (Mercenary Sergeant)

One of Chedwic's earliest followers, Leberecht has proven to be the most loyal. He carries out the Ulrican priest's orders without question. This may include scouting ahead of the band to determine the effectiveness of a potential target's defences as well as conveying messages in less friendly environments. Leberecht can be best described as a cool professional who is driven to succeed at whatever he undertakes.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	54	52	4	4	10	51	2	40	45	42	43	45	41

Skills: Consume Alcohol, Disarm, Dodge Blow, Gamble, Secret Language-Battle, Strike Mighty Blow, Strike to Stun

Equipment: Sword, Helmet (1 AP head), Sleeved Mail Shirt (1 AP body), Shield (1 AP all over), Crossbow with ammunition, D20 GCs, D20 shillings, D20 pennies

Sidebar: New Ulrican spell

Clear the Fog of Battle

Spell Level: First

Magic Points: 2 MP to invoke, +1 MP per round after first

Range: Personal

Duration: Variable

Ingredients: a token passed through the eternal fire of an Ulrican temple. Must be renewed at the next holy day, either at a temple or in a bonfire consecrated by a priest of level 1 or higher.

Once invoked, the priest can see clearly out to a 12-yard radius through anything that obscures his vision, other than solid objects. In other words, the priest may see through fog, mist, rain, darkness, smoke, coloured vapours, falling snow, and like circumstances. Everything beyond the radius of the prayer, however, is completely obscured. This does not enable a priest to see through solid matter (e.g., boulders, armour, wooden walls, etc.). This is not a spell of Transparent Vision. If, however, the priest is completely immersed in a liquid, he may use this prayer to see out to the 12-yard radius.

A 3rd-level variation, costing 8 MP to invoke, allows the priest to see if he has lost sight in his eyes or had his eyes destroyed or removed.

Murder in the Night

Justus von Heyse is a young Ulrican priest from Middenheim who arrived at the Temple of Ulric in Bergsburg about a fortnight ago. He is also the nephew of Ar-Ulric (son of his sister) and one in a number of the cult's newly ordained priests. The first in what will be a line of young priests to receive this assignment, Justus was sent to Bergsburg to further Ar-Ulric's hope that the tolerance embraced in this city could serve to further moderate the cult.

Knowing the young priest's relationship to the High Priest makes Justus the ideal target for assassination by the Sons of Ulric, particularly if they could frame the cult of Sigmar in the

process. From the Sons' deluded perspective, such a deed would serve as a warning to Ar-Ulric of the opposition to any accommodation for the Sigmarites. It could also serve to unite the unaligned Ulricans with those who are bringing the fight to the enemy. Bernd volunteered for this assignment as much for the warning against Ar-Ulric and his ilk of collaborators as a strike against the duplicitous Schwarzmantel (Bernd sees the Todbringer's agents behind the "moderation" and corruption of the Ulrican faith).

After his meeting with Wolfgang, Bernd spends time moving among the people of Bergsburg. PCs attempting to tail the witch-hunter find themselves taking a scenic tour of the city. The reasons for Bernd's wandering are two-fold: he is preparing possible escape routes in case things go awry and determining if he is being followed and by whom. From time to time, Bernd does something unexpected like quickly cut down a narrow alley of abruptly turnabout and retrace his steps for some distance. Unless the PCs are especially crafty, Bernd should easily find them out.

The PCs should have a rather difficult time divining Bernd's plans. If there's one flaw in Bernd's wanderings, it is his need to return to the vicinity of the Temple of Ulric so that he can finalise his plans. If he knows he is being followed, Bernd tries to offset this inclination by also walking past the Temple of Sigmar in the Verenstadt district. He does so a number of times in an attempt to make the PCs believe this is where the witch-hunter seeks his target.

Another factor that will cause the PCs grief: Bernd isn't going to do more this day than scout out the terrain. The murder of Justus von Heyse isn't going to happen until the following day, sometime just before midnight. This should give the PCs ample time to try to figure out what's going on.

Should the PCs persist in keeping up with the witch-hunter, Bernd decides by late afternoon of 25 Pflugzeit that he needs to shake the PCs. One means would be for Bernd to enter one of

the seedy brothels along the border of the Beilheim and Helmsberg districts, as if to indulge himself. Bernd then “drops” some coins on the floor behind him, causing a number of prostitutes to flood the narrow halls and providing the witch-hunter with sufficient cover to depart immediately through the back door. Another method might include sitting in a rough tavern for a time before hiring a number of thugs to “persuade” the PCs to go elsewhere and using that cover to leave unhindered.

Once Bernd frees himself of the PCs, he returns to the Rolandsbrucke district and finds a spot where he can watch the Temple of Ulric unseen. As a former priest of Ulric, Bernd knows the nightly routine for a young priest, as well as the Temple Guards, and waits for his opportunity. Close to midnight, Bernd quietly enters the Temple of Ulric and finds young Justus alone tending to the eternal flame of Ulric. A quick thrust of the dagger into the neck from behind silences the young priest forever. Without emotion, Bernd mutilates the corpse by carving a symbol of the twin-tailed comet on its chest. He then departs out an unguarded side door, knowing that the body will be discovered within the hour.

By the time Bernd reaches the Sudentor Gate, the bells of the Ulric temple ring out. The witch-hunter finds Torsten at the gate urging him to leave through the opened gate quickly before the order comes to seal the city. Moments after the gate is closed, a messenger arrives with the orders from the Garrison Captain to keep the gates closed fast until further notice.

By morning, the news about the murder of the young priest has spread throughout Bergsburg. There are rumours about some mutilation, but the details are vague (or, more likely, exaggerated). The Keeper of the Shard, Berthold Kant, has already visited the High Priestess of Shallya, demanding the perpetrators (who are likely to be Sigmarites) be caught and handed over to the Temple of Ulric for justice. In order to quell the potential outbreak of violence, Sigmarite Lector Rudolf Geissman publicly denounces the murder while privately proclaiming to leaders of Bergsburg that the cult

is innocent. Unfortunately, Capitular Martin Mueller’s claims that Chaos minions are plotting against the cult has not helped matters.

The PCs can prevent the murder of Justus von Heyse if they can somehow divine Bernd’s intentions and stop him before it is too late. Killing the witch-hunter might seem to be the easiest way out, but the PCs will have to plan well to avoid being either seen committing the foul deed or getting caught with incriminating evidence. Capturing the witch-hunter might be harder, but could work out better if the PCs can manage to take Bernd to the Temple of Ulric as a prisoner. Berthold Kant is well aware that Bernd is wanted by the authorities in Middenheim and will reward the PCs for his capture (around 50 GCs each).

Bernd is unlikely to provide any information about the Sons of Ulric unless he is guaranteed his freedom for talking. Unfortunately for the PCs, the witch-hunter will only provide baseless lies in order to get the PCs to chase after some red herrings. Bernd may hint that someone in the Todbringer family provides money and support if he thinks such vague information might cause the PCs to doubt the Graf’s intentions.

Should the PCs be too late to save the young priest, they still have a slim chance of capturing the fleeing witch-hunter if they head straight to the Sudentor gate soon after the foul murder is committed. In his quest not to leave any evidence behind, Bernd is still in possession of the murder weapon and he still has some blood on his black clothing.

The Gathering

Should Leberecht not return with information from Wolfgang by evening on 24 Pflugzeit, Chedwic and his men depart from the clearing where they’ve set camp across the river from Garssen the next morning. They return to Ostland where they plan to create problems for Grand Prince von Tasseninck.

If Leberecht returns, then Chedwic leads his men from the campsite to the rendezvous near Heedenhof on the morning of 26 Pflugzeit.

Should he succeed in the assassination of Justus von Heyse, Bernd will have joined Chedwic's band just before dawn. The journey takes about three days even though the war band is mounted. Chedwic realises the war band is more likely to be noticed if it is seen racing down Old Forest Road, so it has taken to a more leisurely pace.

Chedwic and his men arrive at a clearing south of Heedenhof to find the Sons of Ulric already encamped. After exchanging greetings, Chedwic, Reinhardt, Leberecht and Bernd spend the rest of the day finalising the plans for the ambush of the Sigmarite priests. The large band departs the next morning.

Should the PCs decide to go after the war band the morning after the death of the young Ulrican, they will need horses to catch up with the mounted riders. The PCs' only recourse is to pay a visit to Baron Eduard von Münsterberg at the Middenheim House in the Rolandsbrucke district. If they show von Münsterberg's valet their Knights Panther medallions, the PCs will be shown into the drawing room.

Baron von Münsterberg is a short, balding man in his late fifties. He politely invites the PCs to sit and asks if they would like refreshments. No waiting for an answer, the Baron instructs his manservant Hals to bring some wine, cheese, and fruits for his guests. He then turns to the PCs and asks them to detail the reasons for their visit. Given the proximity to the Temple of Ulric, the Baron knows of the murder of Justus and has already concluded that the PCs' visit is connected to that death. For the PCs, honesty is the best approach here. The Baron is very astute and will challenge anything that doesn't make sense.

Once it becomes clear the PCs need horses, von Münsterberg stands from his sitting chair, excuses himself, and moves to his desk. There, the Baron takes quill to paper and scribes a message. Once done, the Baron folds the letter, seals it with wax and impresses his ring into the wax. The Baron hands this to one of the PCs and instructs them to: "Leave Bergsburg by the Sudentor Gate and follow the

road to Garssen. When you arrive at the Inn of the Green Piper find the track on the nearest side of the tavern and follow it for a quarter mile. You'll come to the walled homestead of Feodor Kirchner. Wear your medallion when you give him this note. He'll do the rest. Now, if you will excuse me, I have much to do." With that, von Münsterberg departs.

The journey will take most of a day. If they don't dawdle, the PCs should arrive before Herr Kirchner closes the gate for the evening. After he reads the note the PCs delivered, Feodor leads them to his stables. There he instructs the three grooms (teenagers who live in the homestead) to saddle up enough horses for each of the PCs (there are ponies available for any Dwarfs and Halflings) to ride. Feodor also provides three shuttered lanterns with candles in case the PCs need to do some riding at night. Feodor does not offer the PCs lodging for the night, but will demand the PCs promise as Knights Panther to do everything reasonable to return the horses unharmed once their task is completed. Feodor will not hold up the PCs taking up possession of the horses if their promises come across as particularly unbinding. Baron von Münsterberg's letter makes it clear the Order of the Knights Panther will reimburse Feodor for any losses.



Once on the road, the PCs should make good time. Travellers heading north will recall – especially if plied with coin – seeing riders heading south. These riders weren't in any particular hurry, but they were rather unfriendly. The horsemen did not greet travellers nor did they respond to any requests for gossip and news put to them. Rather strange folk.

The GM should judge at what point the PCs catch up to the band. Given the delay in their start, the PCs are most likely to find the band after they have been joined by the Sons of Ulric near Heedenhof. Should this happen, the PCs could well disrupt the planned ambush by attacking and scattering the two bands. The risk here is that neither fanatical band is likely to withdraw from any combat unless they suffer heavy losses. Should the PCs capture any of the two fanatical groups for interrogation, they will learn that all, save one, are willing to die a martyr's death than betray their fellows.

Should he be captured, Reinhardt von Kutenholz is a man who is willing to die for his own cause, but not those of these foolish Ulricans. He is a member of the Cult of the Purple Hand and the trademark tattoo that once adorned his chest was painfully removed a few years back, before he "joined" the Sons of Ulric. If the PCs search Reinhardt's body, they will see the scarring and on a successful **Int** test (+10 for *Heal Wounds*, +10 for *Surgery*) recognise the disfigurement as resembling an upright hand. Reinhardt has one card left to play before his death, even though he does what he can to escape once it becomes clear that the PCs will prevail in the fight. If captured, Reinhardt will bargain – out of earshot of his erstwhile companions – to privately exchange information for his freedom as well as the execution of any captured with him. Reinhardt has no intention of being hunted down by these fanatics.

Not all of what Reinhardt will tell is truthful. In fact, Reinhardt will mix truth with falsehood in order to cover any activity by the Purple Hand as well as his membership in the

cult. Depending upon the conditions being given, Reinhardt first reveals the plan to ambush the Sigmarite contingent from Ostland travelling to Altdorf. He will say that the Sons had learned of the journey from a spy, a lowly priest at the temple in Wolfenburg who had been compromised into spying by blackmail. **[GM Note: the truth of the matter is the Altdorf chapter of the Purple Hand had placed a spy at the Temple and the information was conveyed to Reinhardt through an intermediary]** The plan was to slay the priests, place the mutilated corpses back into their boat, and allow the currents of the River Talabec to take the boat to Altdorf. It was hoped that subsequent rage would push the Cult of Sigmar into war with the Ulricans.

Reinhardt hopes the information about the ambush will suffice to secure his release. If the PCs want more, Reinhardt provides the names of the contacts in Bergsburg and falsely attempts to implicate the Temple of Ulric in that city. Should the PCs relate the murder of the young priest as a means to claim that Reinhardt is lying, the Sons "leader" will claim the whole scheme was an elaborate plot reached in conjunction with the frustrated Keeper of the Shard, Berthold Kant. Its intent was to strike back at the influence of the Sigmarites in that city as well as hit hard Ar-Ulric's timidity in dealing with this cult. Reinhardt does know the relationship of the slain Justus to Ar-Ulric.

If more is required by the PCs, Reinhardt hints there are rumours within the Sons that a member of the Todbringer family supports them. He states he is unaware of who the individual is (false), but will suggest it is someone who would benefit from the fall of the current Graf.

Once he gains his freedom, Reinhardt will head south of the Old Forest Road to take care of one last bit of business (see below). After that, he will head to Altdorf to provide his superiors within the Purple Hand with news of what has occurred and a completed description of the PCs.

Of course, the PCs could save themselves further grief if they execute Reinhardt no matter what agreement they reached to gain information. If the PCs try to take Reinhardt captive, he will do whatever he can to escape, even if the attempt costs him his life. Reinhardt doesn't want to be left alive to the tender mercies of the Schwarzmantel.

If the PCs killed Leberecht in Bergsburg, then they will only find the Sons of Ulric at this

location as the Cult of the Howling One has chosen to return home. In this situation, the Sons will be milling around in agitation as their allies in the venture are overdue. This could be an opportunity for the PCs to masquerade as Chedwic's group if they haven't encountered Bernd in Bergsburg or made their presence known to Wolfgang. This opportunity will not work if there are any Elves, Dwarfs, or Sigmarite priests in the group.

Chedwic Wanner, Renegade priest of Ulric (2nd level)

Virulent in his belief in the Sigmarian Heresy, Chedwic was one of the firebrand priests defrocked from the Ulrican cult a few years in the past on orders from Ar-Ulric. Chedwic believed the High Priest's actions came about as a result of heavy pressure from the cult of Sigmar. He has since led his followers into terrorising the Ostland countryside. Recently, Chedwic was contacted by the Sons of Ulric with an offer of co-operation in an act that would plunge the Empire into civil war. Chedwic could not pass on such an offer.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	53	45	4	4	9	40	1	36	46	40	45	55	42

Skills: Arcane Language-Magick, Cast Spells-Clerical 1&2, Charm Animal (Wolves), Disarm, Dodge Blow, Frenzied Attack, Identify Undead, Magical Sense, Meditate, Public Speaking, Read/Write (Reikspiel), Scroll Lore, Secret Language-Classical, Theology

Magic Points: 20

Spells: 1st: Clear the Fog of Battle, Detect Magic, Fire Ball, Hammerhand, Steal Mind
2nd: Cause Frenzy, Lightning Bolt, Reproof of Cowardice, Smash, Zone of Steadfastness

Equipment: Sword, Shield (1AP all over), Wolf-skin Robes, Wolf's Head Medallion, Sling Bag with components.

6 Cultists of the Howling One (Mercenaries)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	39	4	3	8	41	2	30	38	29	42	33	31

Skills: Disarm, Dodge Blow, Secret Language-Battle, Strike Mighty Blow, Strike to Stun

Equipment: Sword, Leather Jack (0/1 AP body) under wolf fur, Bow (R 24/48/250, ES 3), Waterskin, and Purse (2D6 shillings and 3D6 pennies)

Baron Reinhardt von Kutenholz, leader of the Sons of Ulric band (Mercenary Sergeant)

Helmut Todbringer's aide-de-camp is Reinhardt von Kutenholz, a young noble from the Middenland town of the same name and fanatical Ulrican priest. Or so Helmut believes. In fact, Reinhardt is one of those Purple Hand cultists in Middenheim who worked directly with the cult leaders in Nuln. Thus he escaped detection when the schemes of Karl-Heinz Wasmeier were uncovered.

Reinhardt's rise comes in part from his (apparent) loyalty to Helmut as well as his uncanny ability to find packs of mutants and beastmen in the Drak Wald Forest for the Sons of Ulric to exterminate.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	53	51	4	5	10	54	2	41	44	46	43	43	44

Skills: Blather, Charm, Consume Alcohol, Disarm, Dodge Blow, Etiquette, Gamble, Heraldry, Luck, Read/Write (Reikspiel), Ride-Horse, Secret Language-Battle, Secret Signs-Purple Hand, Silent Move Rural, Silent Move Urban, Street Fighter, Strike Mighty Blow, Strike to Stun, Wit

Equipment: Sword, Mail Shirt (1AP), Shield (1AP all over), Bow (R 24/48/250, ES 3), and Purse (18 GCs, 10 shillings, 6 pennies)

6 Sons of Ulric (Outlaws)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	49	35	4	3	7	40	2	34	39	31	28	36	42

Skills: Animal Care, Concealment Rural, Disarm, Dodge Blow, Frenzied Attack, Ride-Horse, Scale Sheer Surface, Secret Language-Battle, Set Trap, Silent Move Rural, Spot Trap, Strike Mighty Blow, Strike to Stun. Two of the Sons also have the River Lore and Row skills.

Equipment: Sword, Wolf-skin Robes (1AP head/body), Face-paint, and Purse (2D6 shillings and 2D6 pennies)

A Change in Plans

If the PCs remained in Bergsburg to keep Wolfgang under surveillance rather than chase after Bernd, they will observe a young man approach the former Teutogren Guard in the Wolf's Head on the afternoon of 27 Pflugzeit with a sealed letter. Wolfgang bids the courier to wait for few moments and gives him 4 shillings before opening the letter. Any PC in a position to see the seal must pass an **Observe** test (+10 for *Excellent Vision*) to see that the design on the seal is the same as the letter in the strongbox kept in Wolfgang's room (see above).

Wolfgang becomes visibly angry as he reads the letter. Pausing afterwards to regain his

composure, Wolfgang turns to the lad and hands him another 4 shillings to find and bring Watch Sergeant Markus Staudinger to him. The young man blanches at the request, but does as he is told. When the man departs, Wolfgang takes out a sheet of paper and begins writing a rather lengthy missive.

By the time Markus arrives, Wolfgang has finished with his letter and seals it. Wolfgang motions Markus to sit and explains he needs a saddled horse and lantern by the Sudentor Gate within two hours. He will be gone for up to two weeks if all goes well. Wolfgang then instructs Markus to inform Günter and Torsten of his absence as well as arrange for someone to

deliver a letter to Middenheim. Wolfgang hands the letter to Markus before gathering his things to leave. In the rush to get moving, Wolfgang accidentally drops the letter he received.

The PCs can pick up the message if they linger after Wolfgang's departure to his flat.

*****Handout #4*****

Change in Plans.

It has come to my attention that agents in the employ of the Knights Panther might be in Bergsburg. I have no idea why they are there or their purpose. It would be best to assume they know of our plan and are making an attempt to stop its success. Our plans must not fail.

It is my will that you make all speed possible to reach our comrades. I am counting on you to ensure the ambush comes off as planned. Kill any who get in your way.

One last thing, inform Baron von Kutenholz to return to Middenheim immediately. I have need of him to plan our next venture.

May Ulric bless our efforts to send the followers of the false god to the abyss.

The Heir

At this point, the PCs have some choices. They can: (1) intercept Wolfgang's message to Middenheim, (2) confront Wolfgang in Bergsburg, (3) ambush him as he is leaving or, (4) follow him to the rendezvous with the Sons and Cult of the Howling One.

Intercepting Wolfgang's message will take some ingenuity, as it requires the PCs to take the letter away from Markus or one of his lackeys. On his way to arrange for Wolfgang's travel needs, Markus finds two of his men and instructs them to take Wolfgang's letter by horse to the Sword and Axe Tavern in the Middenheim's Neumarkt district and pass it to Johann Weissbach, the barkeep.

The PCs could waylay the messengers after they depart from Bergsburg, but this would take away any chance to halt the ambush of Sigmarite priests. Should the PCs find a means to obtain Wolfgang's correspondence, they will find he is providing a status of recent activities. He will also supply a description of the PCs should they have been less than successful in avoiding detection. The exact language of the communiqué is up to the GM, but should reflect the results in the PCs' activities. An example might be: "Assassination attempt by Bernd Küster did not occur and presumed a failure. Witch-hunter has not turned up."

The PCs could confront Wolfgang in Bergsburg in order to gain information. The risk here is that Herr Blitzen has many friends in Bergsburg who will come to his aid. Even if the PCs were to capture Wolfgang, he will maintain his silence.

In the event the PCs intend to stop Wolfgang from joining the Sons of Ulric, their best bet is to ambush the large man between Bergsburg and Garsen. This can easily be accomplished if the PCs leave Bergsburg as soon as Markus takes his leave of Wolfgang, as it will give them two hours to find a suitable location to set an ambush. Unfortunately, if the PCs have lingered in Bergsburg this late, their ability to stop the ambush is severely hampered unless they can manage to quickly steal some horse in order to follow Wolfgang. Of course, the penalty for horse stealing is death.

If the PCs are not in a position to stop Wolfgang or they choose to follow him, he arrives at the village of Flaschfurt during the night of 30 Pflugzeit and stays briefly at the Inn of the Drunken Druid. He joins the extremist war band at their campsite before dawn the next morning. Should the situation be different than he expects – such as no sign of the Cult of the Howling One due to earlier events – Wolfgang will be livid and demand an explanation. If he has seen the PCs around the Wolf's Head tavern, there is a chance Wolfgang will conclude that they were somehow involved.

No matter the situation, Wolfgang informs Reinhardt of the orders from Middenheim relieving him of this duty and instructing the Baron to return to the City of the White Wolf immediately. Once the order has been delivered, Wolfgang rides off with the would-be ambushers, leaving Reinhardt behind.

Once the group is out of sight, Reinhardt starts down the Old Forest Road in the direction opposite that of Middenheim.

Ambush!

If the Ulrican war band remains unhindered, they will arrive at the outskirts of Tussenhof by the early morning of 1 Sigmarzeit. The extremists have travelled to this destination by way of a forest track that connects the villages of Flaschfurt and Lüthorst, before following the river southward. The way is slower than taking the road to Fort Denkh and then to Tussenhof, but it does allow the group to pass undetected by roadwardens and the like. Once they have reached the northern bank of the River Talabec, Wolfgang positions Chedwic and his men about 100 yards upriver from where the Sons of Ulric are deployed. The latter is positioned near one of the streams feeding into the river.

Once that is accomplished, Wolfgang walks the 800 yards downriver to Tussenhof along with the two Sons who have the River Lore and Row skills. There, Wolfgang buys two rowboats, each with a capacity for four fishermen, and has the two Sons row them upriver. Once they have reached the ambush site, the two boats are brought upstream and out of sight of anyone travelling on the river.

The ambush plan is rather simple. The ambushers know the boat carrying the five Sigmarite priests, with an escort of two Templars, will likely tend towards the Hochland side of the river given the anti-Sigmarite sentiment rife in Talabecland. When the boat gets close to the Cult of the Howling One in the afternoon, Chedwic's men will fire their bows at the boat, aiming for any exposed priests and Templars. As the boat tries to flee from the ambush by going downriver, two boats with the Sons of Ulric (including Wolfgang or

Reinhardt and Bernd, if the witch-hunter made it this far) will intercept the boat killing all aboard. The dead will then be positioned to send a stark and bloody message to the Sigmarites in Altdorf.

Should the PCs find themselves behind Wolfgang and the Ulrican extremists and if they have determined that the ambush site is near Tussenhof (most likely by getting close enough to hear the plans at any of the rendezvous places), they may try to intercept them before the ambush is sprung. They would do this by riding on the Fort Denkh Road, then south on the road to Tussenhof. Whether the PCs are able to take on the fanatics before the ambush is sprung or during the resulting melee will depend on many factors. GMs are encouraged to stage this encounter in whatever manner provides the most dramatic impact for their players.

If the PCs just watch the gruesome tragedy without intervening, they will witness a massacre. Once all on the boat are dead, the Sons of Ulric mutilate the corpses by gouging out the eyes and piling them on top of a twin-tailed comet etched into the planking of the deck. On the forehead of the most senior looking cleric (based upon the quality of his garb), Wolfgang (or Bernd) will carve the words "Heretic." PCs witnessing such a foul deed need to pass a **CI** test in order to avoid picking up one **Insanity Point**.

If still unchallenged at this point, the Sons of Ulric and the Cult of the Howling Wolf go their separate ways with whatever trophies they have collected from the dead Sigmarites. The Sons will take the forest path while Chedwic leads his men to the road that goes through Lüthorst and then to the Old Forest Road.

In the event that Chedwic and his men are not with the Sons of Ulric, then their tactic changes. Instead of launching a boarding attack, the Sons will wait for the Sigmarite party to get settled in their lodgings at the riverside inn of the Playful Otter in Tussenhof. The Sons will wait until near midnight to launch their attack. Without the help of Chedwic and his men, the chances of victory

for the Sons have greatly diminished. They will be repulsed having killed a few of the Sigmarites and suffer some casualties of their own.

Assuming the PCs do not remove them at some point, Wolfgang Blitzen and Bernd Küster should be able to survive whatever ambush was launched, while the remaining Sigmarites make their way to Altdorf with news of what transpired.

Should the PCs attack the fanatics while the ambush is underway, the Ulrican extremists abandon the ambush in order to kill the PCs for interfering. If the battle goes badly, the Sons and Howling Ones try to escape rather than being taken captive.

In the event the PCs are seen driving away the attackers by the Sigmarites, the senior priest, Lector Nikolaus Auerbach, attempts to thank them personally. He invites them to dine with him as he could only afford a small token of his gratitude. Should any PC be wounded, Nikolaus will arrange for one of the younger priests, Hals Damrosch, to attend to the injured. If asked why he and his entourage are not in Ostland, Nikolaus tells the PCs they are going to Altdorf to celebrate Sigmar's holy day of 18 Sigmarzeit. Moreover, the Grand Theogonist has called for a conference of Lectors, following the observances, to discuss current events and their impact on the Church. Nikolaus never considered his delegation would fall afoul of an ambush.

If the PCs offer to escort the Lector and his entourage of five priests to Altdorf, Nikolaus politely declines. He tells the PCs his group will be meeting up with some Templars of the Fiery Heart in Ahlenhof.

Given the elaborate planning by the ambushers, the PCs might discreetly inquire as to whether the Lector has thought about how the Sons of Ulric and their allies might have learned about the Lector's travel schedule. Nikolaus looks puzzled by the question and replies that the entourage left once they have heard the Grand Theogonist granted his request for an audience prior to the conference. If asked who in the entourage may have made the arrangements, Nikolaus responds that the person corresponding

with the Grand Theogonist's secretary was a promising initiate, Gebhard Bergius, a priest who did not accompany the entourage. The young man had left the temple in Wolfenburg a day before their departure to attend to a sick aunt.

Before Nikolaus bids the PCs good night, he asks their names so he can pray for their good fortune and continued health.

Knives in the Dark

If he is left behind, Reinhardt has one task left to do before returning to Middenheim. He arrives in Langwiese in the late afternoon of 33 Pflugzeit where he is to meet his Purple Hand contact, Gebhard Bergius, to exchange information. If Reinhardt takes part in the ambush, he knows he will not get to Langwiese in time to deal with Gebhard. Instead, he'll return to Middenheim to make other plans to get rid of Herr Bergius.

Gebhard is staying at the Nimble Frog, arriving there after completing his assignment in Wolfenburg. The cultist had long ditched his Sigmarite habit, as he no longer had to play the role of a simple initiate in the Ostlander capital. Gebhard is surprised to see Reinhardt, whom he knows as Englebort Delbrück. He did not expect to see the Herr Delbrück for a few more days.

Any who may watch the two meet at dinner would likely think that the two were simply strangers passing on the road and spending a moment to exchange news about the wider world (outside this region of Hochland) and the respective road ahead. Herr Delbrück does not hide the fact he is heading to Talabheim to attend family business. In reality, Gebhard is providing Englebort with an update to the situation between Talabecland and Ostland and the increasing religious overtones the fighting is undertaking.

After tiring for the evening, Reinhardt makes his way to Gebhard's room to on the pretence that he needs to learn more intimate information about Gebhard's next assignment. At the first opportune moment when Gebhard turns his back, Reinhardt stabs the unsuspecting cultist through the neck, cutting both the

windpipe and artery. Gebhard dies quickly and silently with a look of shock etched onto his face. Reinhardt then places the bloody and gore-covered dagger in the hand of the dead man before quietly slipping out of the room.

Having tied up this loose end to his satisfaction, Reinhardt leaves the inn before dawn and heads south until he is out of sight of the village. He then makes a wide sweep through the forest around the village and joining the Old Forest Road where it turns westward towards Barwedel. The Baron continues to Middenheim.

Unless the PCs have engaged Reinhardt before he leaves Langwiese, it is unlikely they will

prevent the Baron from reaching Middenheim. Should Reinhardt have encountered the PCs earlier, he will not return to Middenheim if he learns they have uncovered his role in the Sons and are on their way to the city.

Onward to Middenheim

The timing of the PCs' return to Middenheim will depend upon many factors. The following table assumes the PCs made it to Tussenhof about the time the ambush was set. Should the PCs have taken a different course of action, the GM will need to make the appropriate adjustments for travel to Middenheim.

Day	Events
2 Sigmarzeit	PCs depart from Tussenhof on the Fort Denkh road. Reinhardt arrives in Flaschfurt in the later afternoon. <i>Talabeclander delegation arrives in Hergig.</i>
3 Sigmarzeit	Reinhardt departs Flaschfurt. <i>Stirland and Ostermark secretly reach an agreement where the two will give aid to Ostland in the face of Talabeclander aggression. Grand Count Alberich Haupt-Anderssen sends emissaries to Grand Countess Ludmilla von Alptraum of Averland and Countess Emmanuelle von Liebewitz requesting troops and logistical support.</i>
4 Sigmarzeit	<i>Graf Boris Todbringer sends another missive to Baron Werner Nikse requesting his presence at the Middenheim court.</i>
5 Sigmarzeit	PCs arrive at Flaschfurt
6 Sigmarzeit	<i>Supported by two regiments of Hochland soldiers, Talabecland companies advance across the border and make camp at a handful of tactically important hills in Ostland territory.</i>
7 Sigmarzeit	<i>Grand Duke von Bildhofen sends message to Baron Nikse to begin deployment of troops on Ostland border as earlier agreed.</i>
8 Sigmarzeit	<i>Count Ludenhof oversees the construction of earthworks around the village of Vordf.</i>
9 Sigmarzeit	<i>Count Ludenhof moves troops to safeguard road east of Breder.</i>
10 Sigmarzeit	PCs arrive at Bergsburg. <i>Baron Helmut Todbringer begins to recruit mercenaries for Talabecland.</i>
11 Sigmarzeit	<i>Grand Count Haupt-Anderssen brings to mobilise his forces. Sends a military attaché secretly to Ostland via Ostermark, as well as to Averland.</i>
12 Sigmarzeit	<i>The Ostland counts meet with Grand Prince Hals von Tasseninck for council in Wolfenburg. Against his own advice, Count von Raukov is sent to lead an attack against the Talabecland invaders.</i>
13 Sigmarzeit	PCs arrive in Middenheim. <i>After receiving feeble excuse of health from Baron Nikse in explanation for absence from Middenheim court, Graf Todbringer meets with the Midden Marshals and son Heinrich to begin making contingency plans.</i>

If the PCs failed to stop the ambush of the Sigmarite priests from occurring, news of the slaughter reaches Middenheim by 13 Sigmarzeit. News of the Talabecland advance into Ostland will also reach Middenheim the same day.

Unlike the situation during the carnival, lodging is readily available. The PCs might return to the Templar's Arms (**Power Behind the Throne**, pages 16-18) if they did not overstay their welcome when they last lodged there. Unless the PCs saved the inn from the Chaos war band that assailed the place during the 2512 carnival, they are unlikely to be remembered by the surviving staff.

Should the PCs wander about in the various Middenheim taverns and inns, they might hear some of the following rumours:

- *Graf Todbringer is too old and tired to care about the rest of us. We need a strong leader like Helmut to protect us from the Sigmarite heretics, before they reveal their true colours and pillage our lands. Who is to lead the Ulricans when the Graf of Middenheim is just sittin' on his ass?*
- *With the talk of war going around the taverns, you have to wonder why there is no mustering of troops here. Hopefully, Graf Boris will keep us out of this mess.*
- *Mark my words; the merchants are looking to make a killing on this war.*
- *I hear the Grand Theogonist plans to sit this war out hoping it will weaken the cult of Ulric.*
- *Remember what my gramps says, 'Keep your nose out of trouble and no trouble will find you.'*
- *I've heard bands of mutants or worse are raiding farmsteads and villages along the Altdorf Road in the Drak Wald. Prices will be going up again.*

Lest they forget, the PCs have business in Middenheim. Their first place they should visit

is the Red Moon Cabaret (Middenheim: City of Chaos, pages 43-44) in the Freiburg district. With the 35 shillings per person admittance fee, the PCs may feel well out of place here. The patrons found within are from a wealthier social level than the PCs (assuming none of the latter is from the noble classes) and a number of them disapprovingly glance at them as if the PCs haven't bathed in a fortnight (very likely).

If the PCs do not approach the barkeep, soon after they first gain her attention, Elise Butenandt motions them over. "You don't look like the type that normally enters the Red Moon, darlings," the attractive, 30ish, redhead barkeep says. "Is there any reason why I should not have you escorted out?" Elise is merely trying to gauge the PCs' meddle. If the PCs do not respond, Elise shrugs her shoulders and ignores them until they initiate conversation.

Should the PCs recall their instructions properly, they tell Elise that they were instructed to inform her where they are lodging in Middenheim. With a wink, Elise leans over to the PCs and replies in a quiet voice that they will be contacted there in a few days. She then stands back and with a laugh tells the PCs their "offer is too kind, but she must decline their amorous invitations." Elise then moves to attend to other customers, ignoring the PCs for the rest of the night other than to sell them more alcoholic beverages.

At the Sword and Axe

Since they have to wait to be contacted, the PCs might want to deal with other business. Should they somehow obtain the letter than Wolfgang sent before leaving Bergsburg, the PCs' next stop will likely be the Sword and Axe Tavern in the neighbouring Neumarkt district (**Middenheim: City of Chaos**, page 41).

The Sword and Axe is a fairly respectable establishment, frequented by the merchants, tradesmen, artisans and other business types (some more unsavoury than others) from the district. The barkeep, Johann Weissbach, has seen his share of shady deals going on in the backroom and has learned that silence can be

well rewarded. Of late, Johann has been involved with receiving the odd correspondence from someone in Bergsburg (a military type judging by the manner in which the envelope is addressed) and passing it along to a merchant (based on appearance) named Josef Grünfeld. Josef visits the Sword and Axe once a week, generally on Festag, and does not do more than engage in pleasantries and exchange a couple of crowns for any correspondence and Johann's continuing discretion.

Johann is not likely to volunteer such information to the PCs or give in to threats of violence. In the latter case, the barkeep knows his tavern is on the regular route of the local Watch and a cry for assistance will probably bring them running. On the other hand, Johann isn't paid enough to risk life and limb to show loyalty to a man he doesn't know. For some consideration, say 10 GCs, Johann will discreetly pass along what little he knows. His only requirement is the PCs accost Josef some place and in a manner which does not put Johann's reputation at risk.

If the PCs choose to spend the time to confront Josef, they will find him a hard nut to crack. Although he may assume the attire of a merchant, Josef is actually an independent spy who was hired as a blind to retrieve the correspondence Wolfgang sent and drop it off in a tree hollow on the northern end of the Great Park (**Middenheim: City of Chaos**, page 31). He does not stick around to see who retrieves it.

Staking out the location may take sometime. In the hour before dawn on Aubentag, an old beggar who sleeps in the park will retrieve the letter after making sure no one is about. The beggar, Artur Mahler, is quite good at his job as he is a spy in the employ of Baron Helmut Todbringer. Artur will not last long if questioned under duress. At some point, Artur will name the Baron as someone plotting with the Sons of Ulric.

Baron Helmut Todbringer understands the risk of the spy talking should he be caught and tortured, so he is more than prepared to

demonstrate to a court of law that the spy is nothing more than a common criminal given to delusional flights of fancy. Given the mental state of the criminal, the Baron will push any Magistrate to have the beggar committed to the Shallyan asylum near Frederheim.

Secret Meetings

A few hours after they inform Elise Butenandt of their lodgings, someone will knock on the door of the PCs' room. If no one is there at the time, the visitor will simply open the door and let herself in and wait for the PCs to arrive. Should the PCs ask who is at the door before opening it, the black-haired woman simply responds, "I've been sent by your benefactor to provide some companionship for you. It's a matter of discretion. May I come in?" Before the PCs can reply, the woman nudges her way through and then suggests the door be closed.

"My apologies for the disguise," the woman tells the PCs. "There are many spies in the city at the moment, each trying to gleam whatever information they can obtain for their respective masters. The onset of war brings out the worst. By the way, I'm Kirsten and, if you don't recall, we've met in Talagraad."

Kirsten (Natassia Hess) has no intention of letting the PCs know about her activities since last they met. If pressed, she'll make up some plausible lie interwoven with elements of truth. Essentially, her duty was to deliver the critical information she had to impart before returning to Middenheim to gather information from those seeking to do the same. Cloak and dagger work is fairly boring most of the time with occasional bursts of frenetic activity.

Kirsten will do what she can to get this visit back on track. Her goal is to learn whatever the PCs were able to gather about the Sons of Ulric and their plans. She will ask them to provide her with details of their activities, questioning the areas in their stories that make little sense or are inconsistent. Moreover, Kirsten takes possession of whatever evidence the PCs have gathered. By the time this meeting is concluded, the PCs should be exhausted and

Kirsten satisfied that there is little else to wring from them.

Natassia will be particularly interested in information on Bernd, if she recognises him from the PCs' description or they have named him. She thoroughly questions them about Bernd's fate, even to the point of having them repeat some details to ensure her understanding. Natassia is especially keen on Bernd if he somehow escaped. Should the PCs realise there is something more and ask Natassia about it, she replies there is something personal between the Witch-Hunter and Schwarzmantel. Natassia will say no more than this.

If the PCs offer to hunt down the Sons of Ulric leader (even if they have concluded it's Helmut Todbringer), Kirsten tells them the situation requires particular finesse at this point.

"You've done well. Very well," Kirsten says in conclusion. "We will meet with you again soon. There is another job for you, but final arrangements have not been made as yet. In any event, enjoy Middenheim while you're able. Your lodging here has been paid for another week and I leave you the contents of this purse to split among you in whatever matter you deem fair. Now, I take my leave." With that, Kirsten leaves a purse with 80 GCs and then departs.

The PCs are not contacted again until 15 Sigmarzeit. A sealed note is left for the PCs with the barkeep who has been paid to give the following handout to the first one he sees.

*****Handout #5*****

Colleagues,

Meet me at the Red Moon Cabaret at 8:00 PM this evening. Tell the man at the door that Elise sent for you to meet her cousin. He'll let you in without collecting the admission fee.



If the PCs follow these simple instructions, they should have no difficulty getting into the cabaret. Elise will nod her head once she catches the PCs' attention and quickly glances to her left. If the PCs follow Elise's glance, they will see a private booth for them to enter.

Kirsten awaits the PCs within. Once they've gathered, Kirsten says in a hushed tone to them, "Thank you for coming. I'll be brief. Your next assignment is in Altdorf. Arrangements have been made for you to obtain mounts from Staller's Stables on Zellaut Strasse, just west of Templar's Arms. You'll need to speak with Hans Staller and no one else. Only he knows of the arrangements that have been made. The journey to Altdorf should be no more than 12 days.

"When you arrive, leave your mounts to the care of Erich Alder, proprietor of the Alder Stables, near the North Gate. Tell him that you're there to conduct business with Herr Rüdigar Francke, Keeper of the Greystone House, and he'll take exceptional care of the mounts. Once you've made your lodging arrangements within the city, make your way to the Ulthuan Embassy in the Oberhausen district. The Oberhausen is one of the southernmost districts west of the Reik. Across the street from the front of the Embassy is a small townhouse. Go to flat 6 and hand this sealed note I give you to an elderly gentleman named Theobald Haushofer. It's important that the letter is sealed when handed to Herr Haushofer. If it's opened, the people he works for will assume you are not who you are and your lives will be in danger."

[GM Note: Should the PCs fall to the temptation, the letter has no writing other than Theobald Haushofer's name.]

"Here's a bag with another 60 GCs for you to divide among yourselves. May the Gods and Goddesses give you their blessings in this time of trial. I must go now. Farewell. We

shall not meet again.” With that, Kirsten

departs.

Into the Maelstrom

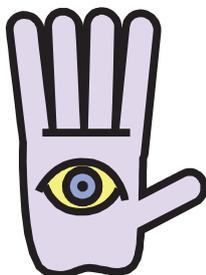
Unknowingly brought into Baron Heinrich Todbringer’s service, the PCs have been sent to Altdorf to perform an important task, assuming they can survive the dangers on the road posed by both man and beastman. Along the way, the PCs will encounter another group vying to bring about the downfall of the Empire: the Red Crown.

Soon after their arrival in Altdorf, a massive explosion rocks the Cathedral of Sigmar and kills the Grand Theogonist along with a few priests. The PCs must make their way through the streets full of panicked Altdorfers to reach their pre-arranged meeting.

Once they reach their destination, the PCs are given the task to uncover whatever machinations are behind the Emperor’s declining health and smash any treacherous elements in the heart of the Empire. This mission takes the PCs to a number of factions that represent the Altdorf social spectrum: from the high and low to the magical and mundane. The PCs must then untangle this spider’s web of information in order to find a focus to their investigations. During the course of their efforts, the PCs will come to the attention of the enemies within and find themselves a target to be eliminated. The PCs must overcome these latest obstacles and perform a heroic deed to rescue the Emperor from his predicament.

The Purple Hand of Altdorf

The Altdorf cell of the Purple Hand cult is organised along the same lines as its counterpart in Middenheim was before the dramatic events of the incidents described in the Power Behind the Throne (see Middenheim: City of Chaos for details on the Middenheim cell anno 2512). Thus, the cell is



divided into three Ordos each with its own field of operations. In this adventure, we shall encounter two of the three Ordos.

Ordo Terribilis is under the leadership of its two Magistri, Dieter Kucinich and Johann Heinz Lieberung. As we have already heard, both of them have managed to infiltrate the highest echelons of the Imperial court; Dieter is the principal aide of the Sigmarite Court Lector, while Johann is Chancellor of the Empire, one of the highest positions in The Empire. From these high places, the two Magistri have orchestrated a devious scheme that has already struck terrible blows at Imperial rule and authority and is close to destroying it completely.

This scheme was initiated soon of after Kucinich was appointed aide to Court Lector Metternich. One of Kucinich’s duties was to serve wine to both the Emperor and the Lector when the two would meet privately. He would then withdraw before the two men discussed confidential matters and stand outside the doors with the guards in case he was needed. In this manner, Kucinich was able to add drops of a pharmaceutical substance that began the slow process of causing the Emperor’s mental and physical health to deteriorate. Fully aware of the Emperor’s weakened state, Chancellor Heinz has deftly manipulated the Imperial court, diverting funds from Ulrican nobles to his own sinister projects and ensuring that the Emperor’s limbo spread throughout the Imperial government – thus creating optimal conditions for his fellow cultists across the Empire as they fuelled the discontent between Ulricans and Sigmarites in accordance with Operation Zeal. Now, that long-awaited day when civil war erupts and the Purple Hand can take charge finally seems to have come. And the Magistri are ready.

Unexpected obstacles are right ahead, however – our heroic PCs being one, while a fellow cultist is another! A certain Brother

Karl of the Middenheim cell managed to escape the purge that following the Doppelganger incident there and arrived safely in the Imperial capital. Intimate with the ways of the Purple Hand, Brother Karl quickly established contact with the Ordo Novitiae, which, amongst other things, deals with recruitment. The ambitions and fortunes of this Ordo improved greatly once Brother Karl swiftly took over its leadership, after poisoning the imbecile having run the show so far.

Following the cult disaster in Middenheim, the Altdorf cell decided to decrease communication between the three Ordos to a minimum in order to minimise risk of exposure. So wrapped up in their own plotting and the obsessive secrecy of the cult were both the Magistri Terribilis that they have yet to recognise the ambitions and schemes (let alone identity) of the new Magister Novitiae. Meanwhile, Karl is equally unaware of the actions of the Ordo Terribilis as his own devilish plot (described in the section “Death of a Grand Theogonist” below) to advance havoc in The Empire comes to fruition. Soon, the two plots will begin to interfere with each other, with a certain group of accidental heroes caught in the middle.



On the Road to Altdorf

If the PCs follow Kirsten’s directions, Hans Staller provides horses (or ponies, in the case of Dwarfs and Halflings). “Take care of them,” Hans advises them. “Make sure you stop every few hours and allow them to eat and rest a bit. Brush them down every night and they’ll better serve you.”

Sidebar: The Red Crown

The Red Crown is a competing cult of Tzeentch to that of the Purple Hand. General information on this cult is available in **Death on the Reik**; here, it suffices to say that the Red Crown spends much effort recruiting the mutants and Beastmen lurking in the forests of The Empire and plan to use them to incur the Time of Changes.

No one knows better than Anders Köhler that the Time of Changes is fast approaching. A ranking agent of the Red Crown he has spent years in preparation, gathering a formidable force of mutants and beastmen under his leadership. From the village Mittelweg to Frederheim, Köhler’s war band ranges along the Altdorf-Middenheim Road. They have raided settlements, attacked travellers, and ambushed coaches. On occasion, Köhler leads his band against bandits and other mutants, especially when they have the numerical superiority against their opponents.

Other war bands of the Red Crown roam the forests of the Empire, terrorizing villagers and isolated homesteaders.

Travelling down the viaduct leading towards Altdorf, the PCs notice construction crews of Dwarfs and humans working on the sloping roadway. If Karl-Heinz Wasmeier succeeded in destroying this viaduct at the end of **Power Behind the Throne**, then the work is a continuation of the rebuilding of this thoroughfare. If the viaduct was left unharmed, then the work is simply maintenance.

The following table should help the GM keep track of the PCs progress as well as provide information of the war-related events.

Day	Events
16 Sigmarzeit	PCs depart Middenheim in the morning and arrive at the coaching inn of the Black Ferret late in the day. <i>Baron Nikse begins directing the deployment of troops to the Ostland border. Feldmarschall Marius Leitdorf leads Averland contingent through Stirland with permission of Graf Alberich and proceeds through Ostermark to Wolfenburg.</i>
17 Sigmarzeit	PCs arrive at the coaching inn of the White Mare. <i>Count von Raukov supervises the strengthening of Wolfenburg's defences while the Ostland army musters nearby.</i>
18 Sigmarzeit	PCs arrive at the coaching inn of Old Man Oak, north of Malstedt, in the late afternoon. <i>Holy day and celebration for the cult of Sigmar. The Grand Theogonist leads the procession around the city walls of Altdorf in honouring the Empire's patron god. Grand Duke von Krieglitz uses the occasion to raid the southern Ostland countryside. Cult of the Red Crown attacks the village of Guthügel on the outskirts of Bröckel.</i>
19 Sigmarzeit	PCs arrive at Sotturm after another day's journey. <i>Cult of Sigmar begins its 10-day conference to determine the cult's strategy for dealing with the outbreak of war and its religious overtones.</i>
20 Sigmarzeit	PCs arrive at the coaching inn of the Broken Axle. <i>Count Pfreifraucher of Wissenland summoned to Nuln for consultations with Countess Emmanuelle von Liebewitz.</i>
21 Sigmarzeit	PCs arrive at Mittelweg in the early evening.
22 Sigmarzeit	PCs arrive at the coaching inn of the Hart and the Hound. <i>Grand Duke von Bildhofen sends a detachment to investigate the raid on Guthügel.</i>
23 Sigmarzeit	PCs arrive at Bröckel in the afternoon. <i>Graf Haupt-Anderssen arrives in Nuln with his general to meet with Countess von Liebewitz. Ostland and Talabecland armies clash south of the village of Wodern. Count von Raukov is forced to retreat as a bold manoeuvre by Count Ludenhof collapses the Ostland flank.</i>
24 Sigmarzeit	PCs arrive at the coaching inn of the Green Dragon. <i>Having received his liege-lady's conditional blessing, Count Pfreifraucher returns to Grissenwald where the army of Wissenland awaits transport to Wurtbad. Graf Haupt-Anderssen and his entourage return to Wurtbad via the River Aver and the Old Dwarf Road.</i>
25 Sigmarzeit	PCs arrive at Kutenholz in the early evening. <i>Talabecland and Hochland companies advance towards Wolfenburg. Grand Duke von Bildhofen is pressed by his vociferous vassals to join the war on the 'Sigmarite heretics' but stands by his neutrality. Sigmarites are persecuted in the countryside and begin fleeing into Reikland in sizeable numbers.</i>
26 Sigmarzeit	PCs pass the Shrine of the Shining Rock before they arrive at the village of Frederheim. <i>Graf Haupt-Anderssen and his general arrive in Averheim to meet with Grand Countess von Alptraum.</i>
27 Sigmarzeit	PCs arrive in Altdorf in the late afternoon. <i>Allied Talabecland and Hochland forces lay siege to Wolfenburg.</i>

Along the route, the PCs may hear any of the following rumours:

- *Have you heard? The Emperor is said to have claimed that the moon-men living on Mannslieb will come down to save the Empire. He's cracked, I tell you.*
- *Mutant attacks have increased ever since the Emperor's Edict on protecting those ill-favoured creatures. We should just burn them all!*
- *I wonder what von Bildhofen is up to? His Talabeclander allies have bullied Hochland into action against Ostland and the Nordland Baron has been putting off the Graf. If not for the attack on the villages south of Mittelweg, I'm sure he'd be marching east.*
- *You have to wonder if Graf Boris is losing it. He's said to demand that all war cease, yet no one is listening.*
- *The price of food is increasing with the coming threat of famine. This war in the east will amount to no-good.*
- *There's rumour the Emperor's generals are preparing to attack Middenland across the Reik if von Bildhofen leads his forces eastward.*
- *Never trust a Sigmarite further than you can throw him.*
- *There are things in the woods to stay clear from, especially during the night.*

Something New

As the PCs ride south in the mid-afternoon of 18 Sigmarzeit, they come across a newly built tollhouse positioned between two rises on either side of the road. The gate stretches across the road at this point and the edges of the road falls over a steep ditch before ascending up the rise.

PCs trying to get around the tollhouse without paying will have to retreat some 500 yards and then make their way through the hilly and difficult terrain until they can rejoin the road about a mile beyond it. Should they chose this way, the PCs will not make it to the Old Man Oak coaching inn unless they are willing to travel an hour after sunset. The GM may wish to have the PCs take **Listen** tests to hear movement through the undergrowth in the surrounding woods. Only a PC with experience in one of the appropriate Ranger careers (e.g., Huntsman, Trapper) will recognise any noises as the nocturnal creatures of the night, such as polecats, rabbits, deer, or wolves.

The toll-keeper is Albert Nernst, a brave man who recently received the commission from the Grand Duke of Middenland to collect toll (a bargain at 10 shillings per person, 1 GC per horse, and 1 GC for each wagon) from those who use the road to and from Middenheim. If asked about the reasons for building the new tollhouse, Albert explains he pitched the idea to one of the Grand Duke's advisors. Given the traffic on the road, especially in this time of strife, the tollhouse would be a good means to generate some much needed revenue. The Grand Duke's excisemen come periodically to collect the agreed upon share of collected fees..

Albert is a friendly and talkative man who likes introductions and asks those paying the toll about news and gossip. In addition, he passes the time raising chickens and pigeons for their eggs and meat. Albert's wife and three teenage sons have joined him here, along with his sister and brother-in-law. In addition, a patrol of six roadwardens wearing the armbands with the province's colours and insignia has recently established their base of operations here.

Sidebar: Location of Delberz

One of the drastic changes wrought by the map accompanying the Storms of Chaos campaign was the lengthening of the River Delb and the relocation of the town of Delberz. Should the GM prefer to use the new location of Delberz in this scenario so as to be more consistent with the revised topography for the Empire, the town should be placed approximately at the midpoint between Mittelweg and Sotturm on Map 5 and the Broken Axle would be located just south of the town.

The job of a toll-keeper also provides cover for Albert's real job – being an informant in the secret employ of the Grand Duke. If he gains any information of interest, Albert is certain to send a message to the von Bildhofen household through use of the Grand Duke's carrier pigeons, a few of which Albert has among his own birds. The message is really a one-way communication as there hasn't been time for Albert to properly train his pigeons to return to the tollhouse.

Information which would interest von Bildhofen could include news that an irregular group of Knights Panther (the PCs) are heading to Altdorf for some unspecified reasons. This would only be sent if the PCs were not careful with what they tell strangers, no matter how friendly they appear to be.

Night Moves

Like all coaching inns found along the stretches of Imperial roads, wooden palisades and ditches surround the Broken Axle and adjacent buildings. The gates are opened from dawn to or shortly after sunset. One or two sentries man a lone watchtower near the gate at all hours of the night with a bell to sound the alarm. Meanwhile another one or two sentries patrol the walls, ready to blow their whistles at the first sign of danger.

A small gate, usually barred from within, leads from the back of the compound to a rubbish heap in the woods. Many animals – including the occasional solitary Beastman or mutant – scavenge for whatever may be edible in this pile of refuse. Generally, it would take the foul stench of a couple of Beastmen to cause some unrest in the horses stabled within the compound. So long as whatever creature is lurking among the debris does not approach the compound any closer, the alert sentries are willing to not do anything to upset the situation.

This night is different; the wind blows from a northerly direction and sends the scent of five Beastmen into the compound where the horses are stabled just after midnight. The horses are tensed and jittery. Any PC on watch will easily hear the commotion from either the common room or whatever room they are lodging as both are located on the same side as the stables. Should the PCs search for the sentries (made easier from the upper floor window of the private room for which they may have paid), they will see them standing still and facing the rear gate leading to the midden. The sentries stand, listening as carefully as they can to any noise that might indicate an attack, ready to blow their whistles.

These Beastman are responding to a siren call which mysteriously draws them to a war band

5 Beastmen

Unless specified otherwise below, the beastmen all have goat's heads with a brownish coloured fur and the following profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	3	4	11	30	1	30	29	24	29	24	10

Equipment: Hand weapon

Mutations:

Beastman #1: Pointed Head (Int-10)

Beastman #2: Additional Left Arm (A+1), Additional Eye

Beastman #3: Bulging Eyes, Crown of Eyestalks, Cause Fear

Beastman #4: Fangs (A+1, bite), Hunchback, Cause Fear

Beastman #5: Strong (S+3)

that Anders Köhler is gathering in the Drak Wald Forest for his next attack. They stop by the rubbish pile, blocked from view from the coaching inn by a number of trees, to gather whatever they can find to eat before moving on. The sounds and smell of frightened horses tempt the pack to attack, but their bestial senses tell them the time for confrontation has not yet arrived. There will be food aplenty when they go raiding.

The PCs have an option here. They can either let them pass unhindered or go into the woods and kill the foul children of Chaos. If the PCs choose the former course of action, then they will certainly see these same Beastmen under the banner of the Red Crown.

Get Back

On 23 Sigmarzeit, the PCs are travelling on the road towards Bröckel after departing from the Hart and the Hound coaching inn. The day seems rather peaceful, with a number of travellers on the roads. If the PCs think about it, they realize most travellers moving along the road do so in sizeable numbers. No group of travellers journey in groups of less than five and all are warier than one would normally expect.

Should the PCs ask any of the passers-by about news on the road, many journeying from the south will shake their heads and reply if the PCs had not heard. The travellers inform the PCs that foul mutants attacked the village of Gūthugel on the holy day of Sigmar. They tell of a number of the villagers were killed or missing, their livestock butchered, and buildings burnt. Of course, no one on the road has been to the village, but they will report (with some expected exaggeration) what they've heard others say.

By midday, the particular stretch of road the PCs are on grows quiet. PCs with the Sixth Sense skill realize they are being watched and followed from within the forest. A Sons of Ulric unit is tracking the PCs having just chanced upon them as the fanatics were looking for the mutant band that attacked Gūthugel. None of these Sons are from the group which set forth to ambush the Sigmarite delegation from Ostland near

Tussenhof, though some might have been at the assault near the Shrine of the Shining Rock nearly two years ago (Power behind the Throne: Carrion up the Reik section, pages x-xiv).

Four Sons have been sent ahead to set up an ambush around the next bend in the road in case the PCs try to make a run for the safety of Bröckel while the others are shadowing the PCs to make sure they do not turn around. The Sons have undertaken patrolling this stretch of the Altdorf-Middenheim Road until relieved by Middenland regulars, with whom the Sons have been cultivating a cordial working relationship. The Sons intend to learn who the PCs are and their purpose for journeying southward.

Even in their inquiry, the Sons are belligerent and suspicious. They believe all Sigmarites are mutant-lovers as exemplified by the Emperor's edict protecting mutants from harm and spies trying to weaken the strength of faith of the people in the northern provinces. Should the PCs convince the Sons they share their distaste for the heretical Church of Sigmar, the Sons let them pass with a warning about the dangers of the mutant band. They will also relate that a few of the survivors of the Gūthugel raid recall a horrible stench before the attack commenced.

Should the PCs become confrontational with the Sons or demonstrate some sympathy towards the Sigmarites (for example, expressing a desire for the two groups to resolve their differences through discourse), the fanatical Ulricans do not hesitate to attack. They will not suffer Sigmarite collaborators to roam Middenland unchallenged. The Sons will break off the fight if they lose half their number.

As the PCs arrive at the Four Seasons coaching inn of the Bear in the Barrel in the small town of Bröckel, the gathering storm clouds begin to rain. A Roadwarden patrol, led by Sergeant Franz Lessing, enters the inn soon after the PCs begin drying off. The six men have just returned from the village of Guthügel by way of Kupfengrube. If the PCs buy them a round, the Roadwardens are more than happy to discuss what little they have found. They confirm the stories the PCs have heard from other travellers,

as well as the report of a repulsive stench prior to the attack. The patrol adds that the corpses of the captured livestock were found 400 yards north of the village in the hills. These were ravaged as if by wild animals and the remains left rotting. The tracks continued through the forest skirting both Guthügel and Kupfengrube before separating. Once the group – which the Roadwardens estimate at 6-8 members – splits up, any trace of

the raiding parties passing became difficult to follow and eventually were lost.

The PCs might want to stop by Guthügel to investigate. This could be problematic as the journey from Bröckel to Guthügel takes about a day, so the PCs would lose two if they insist on going forward. In addition, the heavy rains of the night will wash away any remaining traces.

Gerd Hollweg, defrocked priest and leader of this Sons of Ulric war band

Gerd was a young priest who was expelled from the small Delberz temple of Ulric for publicly embracing the doctrine of the Sigmarian Heresy in 2510. Gerd tried to petition Ar-Ulric to be reinstated, but was flatly turned down without a hearing. Depressed by his ill fortune, Gerd became a hard-drinking mercenary in the service of Middenland. Soon after, Gerd was tossed from the mercenary band for obscure reasons and degenerated into a raving drunk. One day, a tough, old soldier named Götz Baum found a semi-conscious Gerd lying in a pool of his own vomit and wastes in a back alley behind the Temple of Ulric and took him to a Sons safe house. From that point the Sons gave Gerd a purpose in his life, to which he embraced as his salvation.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	44	40	5	3	8	44	2	32	44	35	43	47	43

Skills: Animal Care, Arcane Language- Magick, Cast Spells- Clerical 1, Concealment Rural, Disarm, Dodge Blow, Frenzied Attack, Meditation, Public Speaking, Read/Write (Reikspiel), Ride-Horse, Scale Sheer Surface, Scroll Lore, Secret Language-Battle, Secret Language-Classical, Set Trap, Silent Move Rural, Spot Trap, Strike Mighty Blow, Strike to Stun, Theology

Magic Points: 9

Spells: 1st: Cure Light Wounds, Fire Ball, Steal Mind

Equipment: Sword, Wolf-skin Robes (1AP head/body), Face-paint, and Purse (4 GCs, 12 shillings and 9 pennies)

8 Sons of Ulric (Outlaws)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	49	35	4	3	7	40	2	34	39	31	28	36	42

Skills: Animal Care, Concealment Rural, Disarm, Dodge Blow, Frenzied Attack, Ride-Horse, Scale Sheer Surface, Secret Language-Battle, Set Trap, Silent Move Rural, Spot Trap, Strike Mighty Blow, Strike to Stun.

Equipment: Sword, Wolf-skin Robes (1AP head/body), Face-paint, and Purse (2D6 shillings and 2D6 pennies)

The Banner of the Red Crown

On 26 Sigmarzeit, the PCs depart from the Middenland town of Kutenholz and make their way to the Reikland village of Frederheim. The day is pleasant and the PCs are within two days of reaching Altdorf.

Before they reach the Middenland-Reikland border, the PCs come across a large white boulder on their right. It marks a path cut into the thick forest which leads to the Shrine of the Shining Rock, a holy place for both the cults of Sigmar and Ulric. Both carved symbols of Ulric (on the north face) and Sigmar (re-carved on the south face) have been covered with smeared faeces. PCs with the *Sixth Sense* skill feel they are being watched by something in the forest near the trail. At this time, a foul stench assails their sense of smell.

Anders has set his foul-smelling Beastman here as a hidden sentry, believing most travellers would continue on their way rather than blundering down the way to the shrine and interfering with the attack being set. Should the PCs recognise this reek as a sign of danger and turn their horses off the main road, the Beastman runs towards the creeping Tzeentchian war band to warn the others.

The rest of the Red Crown is positioned at the edge of the clearing about a half mile away. They have noted the shrine has provided some defence for the four priests – two Sigmarite and two Ulrican – who maintain this site. The four templars, two from each of the respective Templar orders of the Fiery Heart and White Wolves, have been stationed here since the incident with the Grand Theogonist nearly two years ago as a defence against any further provocation by the Sons of Ulric.

If at full force, including the five Beastmen who passed the PCs near the Broken Axle, Anders has deployed his forces in three units – two units of four Beastmen and a unit of Mutants. The mutants were sent to a part of the forest closest to the small building where, when not at the shrine, the priests reside. They will attack once the two unit of Beastmen charge the four templars. Anders expects the mutants to overwhelm the

priests in short order and then join the Beastmen in slaying the templars. Anders, himself, will join whichever Beastmen unit needs support to quickly overwhelm their opponents.

GMs are encouraged to decide beforehand how the fighting should go in the event the PCs do not intervene. It is suggested the priests and templars should make a decent accounting of themselves before falling to superior numbers. The victors would then ritually mutilate the corpses as well as feast on some of the remains. The activity should be so graphically disturbing that any PC watching this unfold should take a **CI** test to avoid being unsettled. Any failure of 30 or more points results in the PC gaining 1 **Insanity Point**.

If the PCs burst on the scene, Anders will see them approaching. Should the PC resembling Kastor Lieberung be amongst the party, Anders re-directs the attack towards this hated face from his past. Anders is so obsessed with killing the man who thwarted him long ago that he does not realize that his war band is in a trap. They are caught between the guardians of the shrine on one side and the PCs on the other. It takes Anders D6+4 rounds after the PCs appear or until he has lost half his force to perceive the tactical blunder he finds himself. Should the battle be going against them at this point, Anders and any remnants of his band makes a run for it.

In the event the battle goes poorly for the PCs, the GM may opt to have the Sons of Ulric band encountered near Bröckel make a timely appearance. The Sons attack the Chaos minions without hesitation, as the Chaos minions are an affront to the gods and humanity. This also means that it's unlikely the PCs will have an opportunity to capture and interrogate Anders.

Should the PCs chase after Anders, the Red Crown leader turns and fights to the death when the chance of escape becomes unlikely. Anders goes after the Kastor Lieberung look-alike if he can reach him and tries to kill the PC before he is cut down. Otherwise, Anders will go after any of the PCs who appear to be the most leader-like (GM choice).

Interrogating Anders will depend on the presence of the Kastor Lieberung look-a-like. Assuming the captured Anders believes he has finally caught up with Kastor and some fellow Purple Hand cultists, he taunts them:

“You may have won this skirmish, but don’t think your sneaking about with your spies within the cult of Sigmar and duplicitous schemes will win over the favours of the Great Mutator. The Time of Changes will find you all wanting.
Njawrr ’thakh ‘Lzimbar Tzeentch.”

With the last utterance, Anders screams as his body erupts with a series of rapid mutations – tentacles, eyestalks, rearrangement of facial features, and so forth – until his remains collapse into a undefined mass of flesh. PCs watching this horrific end to Anders must pass a **Terror** test to avoid curling in a weeping ball and gaining 1 **Insanity Point**.

The same aforementioned sequence occurs if the Kastor look-a-like is not amongst the PCs. The only difference is what he has to say before his ghastly death. Anders utters the following from the Book of Transmutation:

“And at the appointed time we shall rise from our secret places and throw down the towns and cities of The Empire. Our brethren shall pour forth from the forests to slay and burn, Chaos will cover the land and we, the chosen servants, shall be exalted in His eyes. *Njawrr ’thakh ‘Lzimbar Tzeentch.”*

Unless the PCs have taken precautions, there is a chance that some or all of those at the shrine will hear what Anders said and witness his death. Should the GM want to randomly determine their response to the rapid mutations, the priests have **CI** of 43 and the templars 54. Those succeeding might make

unfavourable assumptions about the relationship of the PCs to the deceased. The PCs might want to quickly attempt to diffuse the problem before the templars decide to take the PCs into custody. One way is for the PCs to prove they are Knights Panther.

Should Anders escape in the forest with a portion of his followers, his end will take a mundane path. Chaos rewards neither the weak nor failures. At some point in their retreat into the Drak Wald, Tzeentch’s servants kill and devour Anders.

Memories

PCs remaining from the original group that struck out for Altdorf on 24 Jahrdrung 2512, may well remember this spot. This is where their lives were changed on that fateful day when they stumbled upon an overturned coach and a band of marauding mutants. There is nothing left of the tragic day in this spot north of Frederheim on the Altdorf-Middenheim Road. There are no markers to indicate where the victims had fallen or remnants of the damaged coach.

Looking around the area, a PC with the *Secret Signs- Scout’s* or *Woodsmen’s* skill will notice markings on a large oak nearby. It warns, “Beware the Priests.”

Altorf Calling

When the PCs come within sight of Altdorf’s North Gate, they see there is a long queue awaiting entrance to the Imperial capitol. As with the situation in Bergsburg, the PCs need to check in any equipment that is not permissible within, as well as pay the gate tax.

Before they get to that point, the PCs should remember to leave their mounts to the care of Erich Alder. The Alder Stables, like the five others of its kind, are located to the east of the North Gate. A number of carts with teamsters are located nearby to off-load the merchandise brought in from those merchants who braved the roadways to bring into their goods to Altdorf.

Anders Köhler, leader of the Red Crown band in Middenland

Once a member in the Nuln chapter of the Purple Hand, Anders came to despise the group's lack of initiative and dedication. It seemed all the fools wanted to do was play their endless game of intrigue—as much as against one another as against their enemies. Kastor Lieberung forced Anders out for advocating a more direct and deadlier approach to pushing the group's goals. Anders wandered northward and found his own calling with the mutants and beastmen that lurked in the Drak Wald. Soon he joined the cult of the Red Crown, which he found much more to his liking.

When the Time of Changes came, Anders knew the Purple Hand would be one of its victims. So far, he has succeeded in killing a number of treacherous Purple Hand members and been thrice rewarded by Tzeentch. On one occasion, however, he did not get his scalp. In the spring of 2512, Köhler chanced upon (who he thought to be) Kastor Lieberung on the road to Altdorf, as Lieberung and a handful of henchmen were fighting a group of mutants. Sadly, on this occasion Köhler was traveling alone. From his position hidden behind a tree he had to watch the Magister Impedimentae and his henchmen eliminate the last of the attacking mutants. Köhler departed the scene before the victorious Lieberung and henchmen left in their coach. Since then, however, the hatred for Lieberung has burned stronger than ever in Anders memory, as has his faces. Anders would pay any price to have the chance to right that wrong.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	40	3	4	9	44	2	31	48	37	44	35	40

Skills: Concealment Rural, Disarm, Dodge Blow, Public Speaking, Read/Write (Reikspiel), Set Trap, Silent Move Rural, Spot Trap, Strike Mighty Blow

Equipment: Sword, Mail Shirt (1AP body)

Mutations:

- Evil Eye (opponents within 8 yards need to make **I** test to avoid gaze. Failure means opponent suffers penalty of -1/-10 or +1/+10 as appropriate as to all dice rolls while Anders lives)
- Magic Immune (automatically passes any **Magic** test; gets a **Magic** test on spells that normally do not allow for such; reduce magic weapons used against him to non-magical)
- Rune of Tzeentch (moves about the body)

The stables, and Erich, are easy enough to find. He greets the PCs as he does all potential customers, telling them how his facilities are better than those of his competitors. When the PCs mention they're here to conduct business with Herr Rüdiger Francke, Keeper of the Greystone House, Erich winks at them and tells them theirs will be better cared for than the Emperor's own horses.

When Things Go Boom!

The PCs manage to get into Altdorf after spending 20 minutes in queue. Altdorf is still quite busy, especially at the Königplatz [location m on the map below] where agents from the various inns in the neighbouring districts converge on visitors, offering them bargain accommodations while dismissing their competitors. There are also a number of pickpockets taking advantage of the apparent mayhem that rules the square.

4 Beastmen

Unless specified otherwise below, the beastmen all have goat's heads with a brownish coloured fur and the following profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	3	4	11	30	1	30	29	24	29	24	10

Equipment: Hand weapon

Mutations:

Beastman #1: Blood Rage (subject to *Frenzy*, T+1), Feathered Hide

Beastman #2: Horrible Stench (all creatures within 2D6 yards suffers penalty of -1/-10 or +1/+10 as appropriate as to all dice rolls), Warty Skin (0/1 AP all over)

Beastman #3: Poisonous Bite (A+1, *poisonous bite*), Snake Tail (A+1, *bite*)

Beastman #4: Ant Head (A+1, *bite*), Long Spines (opponent in hand-to-hand must pass an I test to avoid S1 hit)

10 Mutants

These have been trained to be Anders' foot soldiers. Unless specified otherwise below, the mutants are human in appearance and have the following profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	29	4	3	8	30	1	29	29	29	29	29	25

Equipment: Hand weapon, Tattered clothing

Mutations:

Mutant #1: Scaly Skin (1AP all over)

Mutant #2: Tail, Transparent Skin (causes *fear*)

Mutant #3: Reptilian Crest. Iron Hard Skin (5AP all over)

Mutant #4: Albino (halve T), Goat Head (A+1, *gore*)

Mutant #5: Moronic (Int-20, subject to *stupidity*)

Mutant #6: Black Skin (+20 to **Hide** tests at night or in dark surroundings), Weapon Master (WS+22)

Mutant #7: Uncontrollable Flatulence (30% chance of gas being emitted in a cloud 2D4 yards in diameter, lasts for 2D6 rounds; T test for victim to avoid becoming nauseous and S-1 until cloud disperses)

Mutant #8: Spits Acid (up to 10 yards using BS, causing one S3 hit)

Mutant #9: Overgrown Body Part - Feet (three times normal, M-1, T+1, W+1, I-20).

Mutant #10: Large Ears (*Acute Hearing*)

As the PCs are extraditing themselves from the commotion in the Königplatz, they hear a large explosion. It is less than a half-mile away to the southwest across the Reik. If the PCs look straight down the Street of a Hundred Taverns [location p], they can clearly see smoke and hear screams coming from the Cathedral of Sigmar [location 12]. The din of commotion and panic start to grow. The PCs will need to get closer if they want to get a view as to what is occurring.

After the initial shock passes, the Imperial Guard – sometimes referred to as the Reiksgard – and the Order of the High Helms are dispatched from their barracks to throw a security cordon around the Imperial Palace. In similar fashion, the Templars of the Fiery Heart surround the Cathedral. Meanwhile, the Altdorf garrison moves to shut down the Emperor Karl-Franz and the Three Toll bridges. This is after a slow start by their politically-minded captains who would still be awaiting orders if not for a few alert and aggressive sergeants. The West Gate has been effectively shut down to the dismay and anger of the throng awaiting entrance.

Even with all this activity, the west districts of Altdorf are hardly closed. For a rather pricey fee (at least 1 GC per person), greedy boatmen will gladly ferry people back and forth across the Reik. The tight-fisted could still make their way southward across the Talabec on the Old Emperor Bridge and then across the Reik at either the Sigmar or Mourners' Bridges. The districts through which one needs to travel for this route – The Docks, Reikerbahn, and Morrries – are hardly the safest in the Imperial capital.

No matter which way the PCs make to the Oberhausen district, they will encounter crowds of people clearly upset by the bombing at the Cathedral, wary Watchmen trying to keep some semblance of order while keeping an eye out for looters and pickpockets, tense soldiers and alert Templars searching for anyone looking guilty or having something to hide. There are some opportunists who may try to use the current disorder to their advantages, such as agitators and demagogues. These individuals are playing a dangerous game as any criticism

of the current regime may result in their arrest by those trying to re-establish order.

GMs are encouraged to have the PCs stopped a couple of times by any one of the people representing order and asked to state their business in Altdorf and any travelling papers they may be carrying. The PCs can get by if they simply show their Knights Panther medallions and state they are on business for Middenheim.

If the PCs mention “Rüdigar Francke” or “the Greystone House,” they will receive a quizzical look for the persons inquiring about their business. The responses tend to be along the lines of: “Never heard of him or the house. Why are you really here?” The PCs will get a similar kind of response if they bring up the name “Theobald Haushofer.”

As they move through Altdorf, the PCs may hear the following news, rumours, and exaggerations:

- *I've heard the explosion killed the Grand Theogonist and injured many of the Sigmarite priests.*
- *Rumours abound that a number of high-ranking priests were killed alongside the Grand Theogonist. May they find rest in Mórr's realm.*
- *They say that symbols of the Ulrican faith were found near the explosion site, curse their cowardly hides.*
- *I bet Graf Boris is behind this outrage. I've heard from a good source that he fancies himself as Emperor.*
- *It's high time the Emperor put an end to the faithless Ulricans. Why does he not act?*
- *Why wait? I'd say we hang them all now!*
- *The price of food is certainly going to up again. It's going to be hard to feed my eight little ones.*
- *Wissenland is the new power up the Reik, mind you! While that doll von Liebewitz throws another party, Count Bruno is moving his own soldiers up and down the river Stir. Von Liebewitz will be checkmate, before she knows what happened.*

Should the PCs ask for directions to the Ulthuan Embassy [location 26], most Altdorfers will provide directions which help the PCs reach that location. A few might lead the PCs astray for no other reason than they don't like or trust outsiders.

Upon reaching the Ulthuan Embassy, the PCs can spot a small three-story townhouse across the street. Flat 6 is on the uppermost floor and the PCs have to climb narrow stairs to reach it. When they reach the top of the stairs, the PCs will see that the door of the flat (with the number '6' on it) is slightly ajar.

Should the PCs decide to listen before bursting in, have any who do so make a **Listen** test for soft noise (+10 *Acute Hearing*) to hear the sound of clinking china. If the PCs decide to charge in the room, they find themselves in an entry room where an elderly gentleman in fine clothing is pouring tea. "My name is Theobald Haushofer," the well-groomed man says, "I could not help but hear your ascend up the stairs. Please be seated." Theobald motions to the seats arranged about the room. "Please do not use the large one nearest the fireplace. That is for the man who will speak you shortly."

In the event the PCs fail to offer him the letter, Theobald states, "I believe you were to deliver something to me. May I see it?" If the PCs have lost the letter along the way or opened it, then Theobald asks them ever so politely if they could quickly tell him their names. He cautions them to be truthful as now is not the time for duplicity. Lives, specifically the PCs', hang on their honesty. Should the letter be unopened, Theobald replies, "Excellent, you have done well."

After the PCs have turned over the letter and introduced themselves, Theobald informs them that they must wait for some time, as there have been some changes in the plan. Someone very important will be arriving shortly to provide them with the details of their assignment. Theobald states he will give them privacy while he prepares for his master's arrival. The elderly gentleman does not answer any further questions at this time, insisting the PCs wait

until they have heard out his master. With that, Theobald retires to another room. Unbeknown to the PCs, the manservant sends a signal – a white cloth flapping out the window – indicating all is clear and the PCs have arrived.

Fifteen minutes later, Theobald returns and asks the PCs to stand. He explains that his master has arrived and will be entering momentarily. Should the PCs recline, Theobald politely informs them his master could easily have them tossed in one of the Emperor's prisons for being insolent. The sound of heavy boots and armour ascends the stairs. The PCs may be concerned it's a trap, but Theobald assures them that they are safe.

The door opens and a man in Reiksgard regalia enters, followed by a man in rich clothing. Two other Reiksgards take position by the door. Theobald bows deeply and signals the PCs to do the same. "My Excellency, the Count von Walfen, by your will I shall take my leave of your lordship and close the door behind me. I shall await your pleasure outside with your guard." Theobald exits after receiving a nod from the Count.

Should the PC who resembles Kastor Lieberung (or was recognised by the Grand Theogonist as looking like someone at the Imperial Court) be present, Count von Walfen will look at him curiously a few seconds before he makes introductory announcement:

"I am Count Siegfried von Walfen, good gentles," the noble announces. "I am pleased you were not caught in the explosion." If the PCs attempt to interrupt to ask about the explosion, Count von Walfen waves off the question and continues, "In agreement with your lord, Baron Heinrich Todbringer, you have been sent to assist me in matters most delicate." Should the PCs look surprised most learn they have been working for Baron Heinrich, the Count takes note and comments, "Ah, you did not realize you have been working for the Baron since you've return from Kislev? Interesting."

"Allow me to cut to the chase," von Walfen continues. "As you know quite well from your recent work, as well as your efforts two years ago, there are groups of individuals who would see the

Empire return to the Dark Ages. The goals of these groups differ, but they share the same desired end of the nation for which Sigmar and Magnus-the-Pious fought. I fear the same corruption you found in Hochland and Middenheim is operating here.

“I have agents looking for these anarchists, but I suspect our target may be found in places we cannot infiltrate. You, as outsiders, may have a better chance and – at this moment – we are in need of new approaches. The bombing of the Cathedral of Sigmar and murder of the Grand Theogonist during the conclave of Sigmarite priests illustrates the urgency of the matter.

“What is less known is the state of Emperor Karl-Franz. I have been denied any audience with him in the past month and a number of ministers have had their access severely lessened. In fact, contact with the Emperor has been limited to all but the Chancellor, Johann Heinz, and Court Lector, Lothar von Metternich. My gut instinct tells me there is a connection between the Emperor’s situation and the death of Yorri XV, but I have no evidence to proceed.

“This is where all of you come in. Your task is to uncover evidence of whatever conspiracy might exist in the high echelons in the Imperial Court, identify the perpetrators and their allegiances, disrupt their plans if possible, and bring me all the proof you obtain. Your task will be very dangerous and could cost your lives if you are careless. Until you bring me the proof I need, I will have to deny this meeting has taken place and disavow any knowledge of you or your activities. Are we clear on this? If you succeed, you will be richly rewarded. Should you fail, I shall pray to Mórr to care for you in the afterlife and for what will be left of my life. Yes, I am at great risk as well. In essence, you are our last hope to avert catastrophe.

“Though I may be in no position to help you until you have succeeded, I have done what I could to provide some support for you to carry out your important duty to the Emperor and Sigmar’s Empire.” Count von Walfen pauses as

he looks over the PCs in turn. In order of preference, the Count is looking for any human PC who is of noble stock to be the appointed “leader.” If none exist, then he turns towards a human PC with a high **Ld** characteristic or experience in one of the following professions: explorer, freelance, lawyer, mercenary captain, or templar [**GM Note:** Count von Walfen has been thoroughly informed by Baron Heinrich Todbringer of the past of each individual PC]. If there is no such PC in the group, the Count then addresses whichever PC has demonstrated the most leadership ability within the group in the recent past. “You, sir, will need to adopt a new alias of your own choosing and a background story. I suggest you weave in elements of the truth to make your story sound more credible. I’d also recommend you retain your given name in order to avoid any mistakes in dealing with others. The others here are your servants or hirelings; your choice.

Count von Walfen hands a sealed paper to the PC he has determined to be the leader. “Take this. It is the deed to a townhouse, number 8 Schrägkruez Strasse, just east of Volker Weg and on the border of the Bankbezirk and Werksviertel districts. It has bears the seal of the Altdorf Council, so no one should question its legitimacy. The neighbourhood is not the best, but it will serve your needs and the Watch only patrols that stretch sporadically. One of my men, Simon Helmholtz, has been at that home preparing it for your stay. He will serve as your valet. Bear in mind that he serves at my pleasure, not yours. He will not be taking any unnecessary risks on your behalf other than to maintain your secrets and cover for most of your indiscretions.

“One last thing, you must not divulge any particular allegiance to Sigmar or Ulric. To do so would mark you as enemies or agents of one cult of the other. Instead, you are hired agents of the Cult of Mórr and work for Priestess Inga von Rabespeicher, Indagatrix Grandis of The High and Chivalric Order of Deserved Rest. I suggest you pay her a visit at the Temple of Mórr and introduce yourselves. She understands her role in this affair, as well as yours. The Temple is located next to the Templeplatz Watch Station by the Cathedral of Sigmar. This document I’m now

handing to you stipulates you are working for the Temple of Mórr. It may come in handy should those looking for suspects in the bombing stop you. The entire area around the Cathedral should be cordoned off to all except authorised individuals. Priestess Inga will give you new papers once you provide her the name you'll be using. Any questions?"

The PCs may inquire as to the need for such skulduggery, like assumed names and pretend pasts. Count von Walfen replies that such precautions are the difference between life and death. He further tells them he has no doubt that once the enemy becomes aware of the PCs existence, their lives will be at risk. The Reikland Count advises the PCs to stay together as much as they can. Any who stray may find themselves in dire straits.

In the event the PCs ask why the Count doesn't use his own agents, the Count comments that his agents are unable to follow-up on new leads and the PCs represent additional manpower to augment the efforts of his own men. The Count will not elaborate further. He has no plans to tell the PCs that he, himself, is in some danger. He believes the PCs' activities will take some pressure off of him as the enemies of the Empire may come to see the PCs as the bigger threat to their plans. And, like it or not, the PCs are expendable.

If the PCs ask about Lector Nikolaus Auerbach from Wolfenburg, the Count inquires about their connection to the Ostlander Lector. When he is satisfied with their response, the Count informs them that Lector Auerbach is staying at the Pious Pilgrim's Boarding House [location 17]. Moreover, von Walfen tells the PCs the Lector was wounded in the explosion, as were others. One member of the group, a young priest named Hals Damrosch, perished in the tragedy.

The PCs may ask the Count about clues or information to assist them initiate their efforts. In this case he replies they should pay Priestess Inga a visit as he really must go so as not to endanger the PCs any further. Von Walfen suggests the PCs stay put in this flat and away

from the windows for about 30 minutes after his departure. This delay is required in case the Count was followed on his way to meet the PCs.

As he stands to leave, the Count expects the PCs to bow. PCs with the Etiquette skill realise this instantly. They should quickly and quietly inform their companions of this social fact. Even if they are working for Count von Walfen, the PCs should bear in mind that he is a very powerful and influential noble. They may need to be reminded that failure to perform the expected deference would not be in the PCs' long-term interests and health.

In case the PC recognised by the Grand Theogonist is present, Count von Walfen turns at the open doorway and looks at him intently before replying, "Ah, now I realise where I have recognise your face. You bear a striking resemblance to Chancellor Johann Heinz. You two could be brothers, perhaps even twins." If asked when Herr Heinz became Chancellor, Count von Walfen responds that he was elevated around two years ago after having served the former Chancellor Mornan Tybalt with distinction. With that, the Count departs with his men.

Streets of Altdorf

Armed men (knights, soldiers, and watchmen) block all streets leading to the Cathedral. Only those who can prove their business requires them to go through the secured area are allowed to pass through. Scribes from the Judiciary Scriptorium and Secretarium [location 9] have been assigned to man the blockades so they can determine the authenticity of any papers handed to the guards. Anyone armed by more than a hand weapon is instructed to take another route.



PCs who stand back and observe the situation unfold are able to see that tensions are running high. Should there need to be an example set for the PCs, an overbearing and overweight merchant can be seen arguing with some soldiers nearby. The merchant loudly proclaims his name and demands that he does not need papers to get across to the Amtsbezirk district. At some point, the unruly man is knocked down by the back of a soldier's hand and told that if he didn't move his arse, the soldier might be obliged to give him a swat on the backside with the flat of his blade. Shaken, the merchant is helped up by his associates and led away screaming that he'll see the soldier sent to the Delfgruber mines.

The PCs can either choose to take a more indirect route to the Temple of Mórr or they can try their luck. There is a five-minute queue waiting to pass the particular blockade through which the PCs need to pass. Most people are being turned back, complaining to anyone willing to listen to their grievances.

When the PCs reach the front of the queue, a short-tempered Templar of the Fiery Heart demands they state their business and provide any proof of their claims. If the PCs don't provide the papers the Count gave them as proof of their business with the Temple of Mórr, they are not allowed to pass. When the papers are handed over, the Templar reads the note and examines the seal on it. Satisfied, he advises them to go straight to their destination and not linger, then permits them to pass.

Should the PCs use this opportunity to go directly towards the Pious Pilgrim's Boarding House, the Templar informs them that the Temple of Mórr lies in another direction. If they ignore him, the Templar tersely orders a nearby group of soldiers to escort the PCs in the right direction. If the PCs insist on doing as they please, allow each an **Int** test to come to the conclusion that the present is not a time to get on the wrong side of those expected to maintain order.

Should the PCs take another route, they need to pass an Observe test to notice that the streets do

not seem as well patrolled by the Watch as should be the case given the neighbourhood.

Purple Haze

The Temple of Mórr [location 22] is not easy to miss. The large black, solidly built structure houses the hierarchy of the cult in Altdorf as well as teach initiates the mysteries of the cult. A broad, open doorway with a large, heavy lintel-stone marks the main entrance into the temple. Statues of four ravens made from ebony wood from the Southlands look down on those entering the temple. The double doors are also made of the same imported wood.

Inside the Temple is quite bare, the few furnishings and accoutrements were provided by those who frequent the Temple to pray for loved ones now residing in Mórr's realm. Should the PCs examine the floor, they will see a number of stones marking the names of those interred within this structure. A large number of black candles provide the illumination within.

Soon after their arrival, a young initiate dressed in black appears before the PCs. "Can I be of service?" he asks.

If the PCs explain they are here to see Priestess Inga von Rabespeicher, the young man looks at them quickly and says, "this way," as he turns to lead the PCs through the open doorway opposite of the one they entered. The initiate leads the PCs through the inner courtyard to a set of apartments on the far side. He motions the PCs to enter one of the doors and informs them to take a seat near the fireplace, as the Priestess will join them momentarily.

The PCs find themselves in a whitewashed room that is rather sparsely furnished. There are enough chairs for each of them before the fireplace, as well as a desk and chair off to the right. A number of white candles have been lit to provide illumination for this room. The windows facing the inner courtyard are closed with heavy black drapes.

After about twenty minutes pass, a woman in her late 30s enters the room wearing a plain, black,

hooded robe over her blackened chain mail. The woman wears a silver pendant of a raven in a posture of attack (wings out and head low) around her neck. She takes her seat at the desk. “My apologies for the lateness of my arrival,” she says. “I am Priestess Inga, the ‘Indagatrix Grandis’ – or Grand Interrogator – of The High and Chivalric Order of Deserved Rest, commonly known as the Raven Knights. By what names am I to know each of you?” Priestess Inga politely waits for each PC to introduce themselves.

“Now to the order of our business. I assume by your presence you have already spoken with our mutual ally? Good. I shall endeavour not to repeat what you have already been told,” the priestess states.

“I’m sure you’re wondering why the cult of Mórr, of all people. Quite simply, we are the one cult that both sides trust to be impartial in this matter. If there is one thing even Sigmarites and Ulricans can agree upon, it’s that all souls come to the God of Death in the end. Moreover, it is recognised that we have a certain expertise for investigating murders. In any event, I digress.

“I understand you have been sent by Middenheim to Altdorf because you have special talents for dealing with the most unusual situations. Granted, you also pose grave risks if you do not exercise discretion and silence, where appropriate. Should you succeed, the Empire will be grateful and you will be richly rewarded. The fate of many people are dependent on your success, even your own.

“Your task has several goals. The first is to determine who is behind the murder of the Grand Theogonist. Evidence points to the act of radical Ulricans, but I find such proof as too convenient, too staged. The second, most important point is to uncover what machinations are going on within the Imperial Court. This task will be most difficult given you are all outsiders and the Court is very protective of its privileges in the face of an external threat.

“Our first task is to take you to the bloody scene of the crime. I will provide introductions in order to establish your credentials as my servants. I have asked that the guards who were assigned to the place where the blackpowder was ignited be made available for your questioning. They had apparently been relieved sometime before the explosion by two individuals dressed as members of the Sigmarite clergy. I will depart when you are escorted to the scene of the crime. I expect reports on your progress tomorrow at noon and every third day hence. After our chat, you can review the remains of the four men tomorrow afternoon at the Chapel of Mórr in the Morrries district.

“Before our departure from here, I will write a new warrant to replace that which the good Count provided you. If I may have the one in your possession.” Priestess Inga holds out her hand to receive the document and then begins scribing a new one. Within five minutes, she hands the writ with seals to the PCs.

“One more thing before we go forth. As you may know, Mórr is also known as the God of Dreams. Thus, the cult places great importance to dreams given that these may be messages from Mórr. In any event, I want to relate a dream I have had these past three nights in the hope it might provide you with some insight. The dream starts in an open meadow near a Great River and surrounded by deep and dark forests. A griffon stands alert watching as on one side of the river looking distraught. Soon, a white wolf carrying a flaming brand in its mouth leads an army out of the forest into the meadow. Another army appears on the other side led by a champion carrying a large warhammer. Behind this second army is a large scarlet, rather stiff looking serpent. The armies clash with the griffon stuck in-between them, crying out in pain. Soon a purple haze rises from the feet of the soldiers and enshrouds them as it thickens. The sounds of screams and battle can be heard from the unseen soldiers until all goes quiet and still. The now purple fog dissipates and there is no sign of the soldiers, either alive or dead. There is also no sign of the griffon other than the blood-soaked ground upon which it once stood.”

“The griffon represents the Empire as reunified by Magnus the Pious, Mórr bless his soul. The white

wolf and the man with the warhammer clearly represent the cults of Ulric and Sigmar, respectively. I have no idea what the significance is of either the purple haze or the scarlet serpent. I trust you will be able to discover their meaning if such is not known to you now.”

“If you’re ready, it is time to depart. Please refrain from discussing what you have been told until you are in a secure and private place. One never knows who might be listening. Furthermore, do not discuss your investigation with anyone other than myself. There are many who will want to learn what you’ve uncovered for their own personal gain...and your detriment. Right. Here are two lanterns as it will be dark by the time you reach your destination. Shall we?”

The Blackpowder Plot

The Indagatrix Grandis leads the PCs to the barricade surrounding the Cathedral. She tells the Imperial Guard at his post to fetch his Captain. Within minutes, an older Imperial Guard with gold braid on this soldiers and a more elegant helm appears. He introduces himself as Captain Lucas von Blücher and kisses the priestess’ proffered hand. Priestess Inga introduces the PCs as her agents recently arrived from Middenheim. In accordance with the hours old agreement reached between the Grand Master of the Fiery Heart and the cult of Mórr, the priestess asks the Captain to have one of his men escort the PCs to the area where the explosion took place. Von Blücher informs Priestess Inga that he will personally see to the PCs safe conduct. Nodding in agreement, Priestess Inga bids the PCs a good evening.

The Imperial Guard captain silently leads the PCs around the southern wall of the Cathedral to the gapping hole where the explosion took place at the southeast section of the structure. The PCs are able to step through the hole and into the inner sanctum of the church near the high altar. From within the walls, the PCs can easily see the exposure of the two floors beneath, indicating the blast came from beneath. It may take the PCs a moment or two

to notice that von Blücher remains close by them.

[GM Note: Von Blücher is an ambitious man whose dreams of promotion outstrip his martial prowess. He is only interested in learning anything that might help him climb the social, and economic, ladder. Still, there’s no reason to let the PCs know that he has no other, more nefarious purpose in mind]

The rubble from the collapsed portion of the wall and floors allows the PCs to scabble down to the level underneath. Four initiates are trying to clear blood and gore splattered debris. The storeroom beneath the inner sanctum has also been ruined by the blast. On the far wall is the following painted in blood red:

“The White Wolf rises and
consumes the twin-tailed comet”

“Remember Bösel”

and

“Let the instrument of their power
be their death.”

While the first two phrases are fairly clear, the second is somewhat more obscure. Though those who have been Ulrican initiates and priests would know the fact automatically, PCs with the *Theology* skill should be allowed an **Int** test to recall that the use of gunpowder weapons is anathema to those adhering to Ulrican strictures as well as attacking from ambush – a lesson the Sons of Ulric seem to have missed. A PC successfully passing a second **Int** test (+10 if PC has experience as a Gunner, +10 for *History*) recalls that Nuln is the Imperial centre of gunpowder weapons and the largest centre of Sigmar worship after Altdorf. In case the PCs are not familiar with the Bösel massacre (as described in the Introduction to this adventure), Captain von Blücher can give them an account, although he will make sure to point out the irony of Ulrican complaints over an affair that ultimately is about Ulricans committing crimes against The Empire and its Imperially appointed servants.

As the PCs ponder the meaning of the messages, a Templar of the Fiery Heart leads two warrior-types in the garb of townsfolk to the PCs. If he is still lingering by the PCs, Captain von Blücher utters thanks to the Templar for bringing the two slackers forward. It should be clear to the PCs that the two men are very uncomfortable and humbled in the captain's presence. They should strongly remind the good Captain that they are investigating this matter on behalf of the cult of Mórr and his role was only to escort them hither. While the Captain may take offence to the PCs' tone, they need to be firm with the ambitious von Blücher if they hope to get anything out of the two relieved Templars. The PCs should also ask the Templar who escorted the two to leave them until their inquiry is completed.

The two men – Amadeus Hegel and Friedermann Ruggbroder – look miserable, as if they know their careers are over. The PCs may try some small talk to relax the two in the hopes of getting more information than what is necessary to answer their question. GMs may wish to allow the PCs to roleplay their effort and allow this to modify their **Fel** roll, in addition to other modifiers (+10 for *Charm*, +10 for *Etiquette*).

Amadeus Hegel is the third son of a successful merchant – Klemens Hegel – from the village of Rottefach who made his money in the spice import market. Amadeus was initially sent by his father to become a priest, but the young man showed more aptitude as a fighter. Amadeus has only recently become a Templar after spending a great deal of time as a Squire.

Friedermann Ruggbroder is the second son of Heironymus Ruggbrode, one of the important merchant families from Bögenhafen. Unlike Amadeus, Friedermann spent a great deal of time as a member of the militia and then garrison of his hometown after he demonstrated no skill as a merchant. Three years ago, a Templar of the Fiery Heart took him on as a Squire (after Friedermann's father provided some monetary support to the servant of Sigmar) and trained him in the skills of the

Order. The young Ruggbroder was elevated to knighthood nearly three months ago.

Whether the PCs question the two men together or independently, they will get the same basic answer to their inquiries. The two young Templars were given the assignment to patrol the floor beneath the temple. The task was usually a tedious one, but with the conclave above the two knew they needed to be particularly vigilant. There had been rumours about secret organisations planning on murdering the Grand Theogonist; though these were quite stale given they first arose during the incident at the Shining Rock nearly two years before.

Both men report that a priest of medium built with brown, wavy hair and dressed in the attire of a priest of the Order of the Anvil approached them just before the halfway point of their four-hour duty. The man – who introduced himself as Brother Karl – was around 40 years of age and wore robes of a dark red colour, identifying him as a member of the Crimsonite fraternity. He claimed to speak with the authority of High Capitular Werner Stolz and informed Amadeus and Friedermann there was a change in the assignment of guard duty. Brother Karl told them they were not to wait for their replacements, as they needed to get to the Imperial Palace very quickly. He stated there had been reports of an assassination plot against the Emperor and the Imperial Guard had requested a secret deployment of the Fiery Heart in order to catch the would-be assassin. Brother Karl instructed the two to go to a remote area on the outside of the Palace walls and remain there until they received further orders. In accordance to their training, the two guards departed as quickly and quietly as told, only to learn too late that no such order was ever issued.

Should the PCs ask, the two men state the priest spoke with a Middenheimer accent and with the authority of a man used to being obeyed without question. Neither Amadeus nor Friedermann recall seeing this man before he came to them.

In the event the PCs question von Blücher about Brother Karl, the Captain replies there is no such a priest among the delegation from Middenheim. Moreover, the High Capitular did not attend the

conference as he thought it more prudent to remain in the city-state. If asked about the Crimsonites, the Templar Captain informs the PCs they are a small fraternity with members who believe that true peace and the strength of a united Empire can only be achieved if all citizens acknowledge the supremacy of the worship of Sigmar and abandon the other gods of the Empire. Further, the good captain comments that, though the Crimsonites do not tend towards violence, some of them are known for their fiery rhetoric and sermons.

If given a chance, Captain von Blücher offers his unsolicited opinion that the two men failed in their sacred duties, and they will be remanded into the custody of the Inquisition until a suitable punishment can be found. The Captain does not offer any further explanation of what nature he believes the punishment should take, but he certainly believes it ought to be severe to serve as a lesson for the rest of the Order. Should the PCs wish to plead leniency for the two men, they will have to find a more sympathetic ear elsewhere.

There's No Place Like Home

By the time the PCs have finished their interrogation, the sun has long set in the west and it has been a long and tiring day. At this time, they should be content to call it a day and journey to their "new" home.

While the area remains in high alert, the barricades around the Cathedral have come down, though some remain around the ruined part. Once the PCs are escorted out of the protected area, they can continue straight to their new "home". The quickest way there would be to journey northeast on Tempelstrasse [location f], across Three Toll Bridge [location e], and along the Street of a Hundred Taverns to the Königplatz. The PCs would then depart the Königplatz towards the southeast (on Völker Weg) before turning left onto Schrägkruez Strasse [location u]. The townhouse is located on the left side of the street not too far from the intersection.

Number 8 Schrägkruez Strasse is a two-storey, pale blue townhouse. There is a small, walled garden to the side of and behind the townhouse. The oil lamp at the entrance is lit and the PCs

will notice a spy hole in the front door located just above the brass knocker.

The door is locked, so the PCs will need to knock to gain entrance. On the other hand, a PC with lockpicks might well be tempted to try their craft. The lock on the door is not as simple as most door locks (CR 15%). No matter which attempt is tried, a tall, elderly gentleman opens the door. The well dressed, though not expensively, man introduces himself as Simon Helmholtz and welcomes the PCs. Standing aside, he allows them entrance.

"Good gentles," Simon says. "It is my duty to inform you that I am to be your valet during the daylight and evening hours, from 6:00 AM until 9:00 PM. The rest of the hours you are on your own. Incidentally, do not worry about letting me in as I have my own key. When I depart, I will leave some light food prepared for your consumption. I suspect you will not be keeping "regular" hours, so no formal meals will be planned unless you provide me with advance notice of at least one day. At this time, I leave you to explore this house at your leisure. Good night."

Simon will delay his departure if the PCs have any questions. The interview will be likely to be short, however, as Simon is not under any obligation to divulge his relationship with Count von Wolfen. As far as the PCs are concerned, Simon is merely a servant who knows no more than he is told and prefers it that way. The valet also doesn't know any details of the PCs' appointed task at this stage of the scenario. In this manner, Simon would be unable to betray them. With respect to his employment, Simon has proudly served the Count for over thirty years.

Once Simon has departed, the PCs are free to look about. The townhouse is only furnished with the basic comforts, most likely more than the PCs have experienced. There are no surprises to be found other than a secret door under the stairs in the cellar. The Count and Simon know the secret door, but it is not something they will divulge to the PCs, unless it is already discovered. The secret door leads to a slightly descending passage that eventually opens into an abandoned part of the Altdorf sewers. In the end, it is up to the GM to decide the speed at which word from other parts of the Empire reach Altdorf.

Sidebar: The Speed of News and Rumours

To assist GMs in determining how soon the PCs can learn of events outside of Altdorf, information takes about as long as a person travelling from point A to point B. This means news and rumours from the war in the east generally takes about 2 weeks (16 days) or more to reach the Imperial capital. Reports from Middenheim reach Altdorf in 12 days while stories from Ferlangen take about 3 weeks (24 days). Carrier pigeons can carry news across long distances quicker, doing so in about half the time. This method of communication has high risks as a number of these birds fall prey to natural, as well as unnatural, predators.

Events in Altdorf

The following table marks the events that will take place in Altdorf should the PCs not intervene during their stay in the Imperial

capital. As before the events in *italics* represent those affairs which are occurring elsewhere. GMs should note that news of these outside endeavours take some time to reach Altdorf.

Day	Events	Section
28 Sigmarzeit	<ul style="list-style-type: none"> The remains of the four bombers are assembled at the Chapel of Mórr in the Morrwieis district. Martial Law is proclaimed in Altdorf in order that those guilty of the murder of the Grand Theogonist cannot escape the city. <i>The Stirland army takes up position on the Talabecland border north of Wurtbad where they wait for a Wissenland company to join them.</i> 	<ul style="list-style-type: none"> What the Dead Tell
29 Sigmarzeit	<ul style="list-style-type: none"> <i>Anti-Ulrican acts occur in the villages surrounding Altdorf. Many flee towards Middenland.</i> <i>Ostermark refuses to send troops to support Talabecland.</i> <i>Anti-Sigmarite celebrations erupt in Carroburg and degenerates into rioting.</i> 	<ul style="list-style-type: none">
30 Sigmarzeit	<ul style="list-style-type: none"> Led by the Sigmarite Lectors and the Priests of Mórr, the funeral procession for the late Grand Theogonist circles the walls of Altdorf before the remains are interred in the catacombs beneath the Cathedral. <i>Led by Baron Nikse's sons and Marschall Theodor Gausser, Nordland forces cross into Ostland to the north.</i> 	<ul style="list-style-type: none"> Requiem for a Martyr
31 Sigmarzeit	<ul style="list-style-type: none"> Dwarf engineer found dead in boarding house on Volker Weg. Templars of the Fiery Heart descend upon a house in the Süderich and arrest Ulrican suspects, including the false Sigmarite priest Gustav Fokker. 	<ul style="list-style-type: none"> Death of an Engineer Murderers Found

Day	Events	Section
31 Sigmarzeit <i>continued</i>	<ul style="list-style-type: none"> Forced by events in the Reikland and his more aggressive vassals, Grand Duke von Bildhofen mobilises his army to march on Altdorf. 	
32 Sigmarzeit	<ul style="list-style-type: none"> After much discussion, Arch Lector Kaslain of Nuln is appointed Theogonist Locum Tenens of the cult until the Lectors can properly meet in conclave after the war to elect Yorri's successor. 	
33 Sigmarzeit	<ul style="list-style-type: none"> News spread across Altdorf of the arrest of those accused of the Blackpowder Plot. The chapel of Ulric is burnt to the ground – along with several nearby structures. An angry mob in Altdorf lynches more than a dozen Ulricans in the Königplatz while demanding that their Emperor make a presence and vanquishes the Ulrican bandits across The Empire. Those priests that are able begin to return to their homes as Martial Law is lifted. 	<ul style="list-style-type: none"> Burning down the House
1 Sommerzeit	<ul style="list-style-type: none"> Crown Prince Wolfgang Holswig-Abenauer arrives in Altdorf from Castle Reiksgard to take command of the Altdorf defence. Reikmarshall von Bock leads the Reikland army against Middenland. 	<ul style="list-style-type: none"> A New Kid in Town
2 Sommerzeit	<ul style="list-style-type: none"> Crown Prince Wolfgang imposes Martial Law and proclaims himself Elector of the Reikland as his uncle has taken ill. <i>Nordland forces easily reach the seaport of Norden.</i> 	<ul style="list-style-type: none"> Imperial Coup d'État
3 Sommerzeit	<ul style="list-style-type: none"> Murdered body of Sigmarite agitator found floating in the Reik near the northern river gate. Crown Prince Wolfgang restricts the Emperor's Court to certain portions of the Imperial Palace. He chooses to surround himself with his own men. 	<ul style="list-style-type: none"> An Agitator for all Seasons
4 Sommerzeit	<ul style="list-style-type: none"> Lothar von Metternich, Court Lector to the Emperor, is denied an audience with the Crown Prince. More arrests follow Gustav Fokker's confession. 	
5 Sommerzeit	<ul style="list-style-type: none"> Chancellor Johann Heinz urges a meeting of the Council of State, but the Crown Prince denies his request. <i>Middenland defeats Reikland forces across the Reik from the Furdiest, the marshland east of Carroburg. Reikmarshall von Bock slain.</i> 	<ul style="list-style-type: none"> This Masquerade

Day	Events	Section
6 Sommerzeit	<ul style="list-style-type: none"> • Word reaches Altdorf of the Middenland victory. Panic hits the city. • <i>Count Pfreifraucher refuses an order from Countess von Liebewitz to move his troops from Wurtbad to Altdorf.</i> 	<ul style="list-style-type: none"> • Abduction
7 Sommerzeit	<ul style="list-style-type: none"> • <i>Reikskapitän Kurt Helborg establishes a line of defence northwest of Rottefach and stems the Middenland offensive.</i> 	
8 Sommerzeit	<ul style="list-style-type: none"> • The courtiers and diplomats discuss whether Karl-Franz should abdicate. A growing number, including senior Sigmarite priests, support his nephew Wolfgang who now publicly advocates military assistance to Ostland and even an invasion of Middenland, thus fuelling the consternation at the Imperial court. • An assassination attempt against the Crown Prince fails and arrests are made. • <i>Graf Alberich and Count Pfreifraucher lead their allied forces across the River Stir into southern Talabecland.</i> • <i>Countess von Liebewitz leads a Nuln expeditionary force northward to Altdorf.</i> 	<ul style="list-style-type: none"> • Another Murder or Two
9 Sommerzeit	<ul style="list-style-type: none"> • Crown Prince Wolfgang suspends all covert activities against “imagined” enemies of the Empire and redirects them to root out Ulrican heretics. • <i>Led by Middenmarschall von Genscher, the Middenheim army begins its march down the Altdorf road with the aim of cutting Middenland from its eastern allies and securing the province east of the road.</i> 	<ul style="list-style-type: none"> • Crush the Wolf Worshipers
10 Sommerzeit	<ul style="list-style-type: none"> • Count Siegfried von Walfen, cousin to the Emperor and Crown Prince arrested as “an Enemy of the State and Ulrican sympathizer” and sent to the dungeons beneath the Palace. • <i>Feldmarschall Marius Leitdorf of Averland and Hauptmarschall Wolfram Hertwig of Ostermark arrive with their respective forces on the flank of the Talabeclander besiegers of Wolfenburg.</i> • <i>Count von Raukov launches an offensive from Wolfenburg towards the east, linking up with his allies, and breaking the siege.</i> • <i>Word of Nordland’s invasion finally reaches Wolfenburg</i> 	<ul style="list-style-type: none"> • Desperate Acts

One Way or Another

There are many ways for the PCs to investigate the mystery at hand, some more obvious than others. Though there is no way to address all possibilities, this section will examine some of the other approaches the PCs may likely try early in their pursuit of information and what they may learn if they succeed in these endeavours.

It Takes a Thief

If one of the PCs has experience as a thief or some other roguish career, they may attempt to contact an Altdorf thieves' guild or gang. This is more dangerous than it seems, as the local gangs are unlikely to be keen on becoming involved with outsiders or freelancers. In addition, one must be careful with whom one associates. There is no single criminal organisation in Altdorf. There are at least three major and aggressive competitors in the Imperial capital.

Dieter Schneider heads up one of the Altdorf crime gangs and centres his activity in the Werksviertel district. **Francesco Sarducci** is the don in a local Tilean gang, which operates in the Niederhafen district. **Vesper Klasst** is the crime lord of the Riekerbahn district. Thief PCs from Altdorf know the general boundaries of these criminal organisations, but also realise that borders shift with the relative strength of the gang. All the while, most labourers at the docks belong to either the Fish or the Hooks who hate each other with a vengeance.

If the thief PC has spent time as a member of a gang, the PC would automatically know the best approach is to leave word at strategic locations (seedy taverns, brothels, gaming rooms) that they are seeking information and are willing to pay for it. The PC also knows they should leave a time and location where anyone with information can discreetly meet them. Moreover, the PCs should plan to be in a position where they can observe the selected location about an hour or two before the meeting is to take place in order to avoid ambushes and other potential unpleasanties.

Should the thief PC have been only a solo operator, she might need a series of **Int** tests (no more than three) to figure out the best

approach to obtaining information. Should she fail these tests, the PC might try a more direct approach (such as asking a barkeep if anyone from the Thieves' Guild frequent his establishment) that could result in someone putting a price on the PC's head.

Thief PCs from Altdorf may prefer to stroll around the taverns and brothels for information, they know which of these establishments along the Street of a Hundred Taverns and Volker Weg are the likeliest places where such a request will be met. If discreet, clandestine appointments can be set up at the Drunken Bastard, Knight's Hovel, or Griffon's Pothole. Should the PCs' need for information be more immediate, the Gladiators (pit-fighting establishment) or Holy Hammer of Sigmar (disgusting dive) would be a better, albeit more dangerous, bet.

The barkeeps of the aforementioned establishments (or manager in the case of pit-fighting or gambling enterprises) are the best conduits to arrange a meeting, though they will require some remuneration. Since many of these individuals understand the Thieves' Tongue, it's best to speak in the secret language in hushed tones.

The barkeep nods slightly without speaking in response and taps the top of his bar (or table) a number of times equal to his fee in shillings. The PC is expected to discreetly pass over the required amount. In a quick sleight of hand, the barkeep gathers the money and then silently gestures in one of two manners. Should he alternately tap the counter (or table) top with his index and middle finger, the barkeep is giving the secret sign that the meeting is to be arranged and that the PC needs to leave the establishment without another word. If the barkeep touches his eyes and mouth, he is secretly signalling the PC that the contact is here. He then uses his eyes and head tilt to covertly indicate which booth the PC should wait.

Should the PC require some assistance in "remembering" the rules of this game, the GM should allow the character an **Int**+10 test (with an additional modifier of +5 for every year as an active member of a thieves' guild or gang). If the PC fails to carry out this ritual properly, then the conduit's suspicions are aroused. One of two things might then happen. First, the meeting might never take place even though the proprietor

took the PCs' money (he'll deny that any such agreement was ever discussed and the PC has no prove of it). Second, an ambush takes place rather than a meeting and the PC is beaten to a pulp with a warning of worse the next time this happens.

In the event the arrangement to obtain information comes off without a hitch, the PC could learn a number of things, depending on whom they speak to. The following table should summarize it for the GM:

Location	Gang Affiliation	Contact's Appearance	Information gathered*
Griffon's Pothole, Beasts of Myrmidia, Wayfarer's Rest	Francesco Sarducci	Swarthy type (Estalian or Tilean)	<ul style="list-style-type: none"> For several nights before the explosion, about two or three different men watched the Cathedral One of these wore a priestly habit of a deep red colour Another of the men returned to one of the southern districts – Oberhausen or Süderich – after night of observing
Drunken Bastard, Knights' Hovel, the Gladiator, Cowardly Tilean	Dieter Schneider	Reiklander	<ul style="list-style-type: none"> Several nights before explosion, A Dwarf loaded several barrels onto a cart at the Dwarf Engineers' Guild. The man driving the cart was believed to be a priest of some order in black robes. A Sigmarite priest without his habit met with a local agitator at the Leaping Frog tavern near the University the night after the explosion.
Holy Hammer of Sigmar	Independent (supported by Vesper Klasst)	Wild-eye, drug-crazed individual	<ul style="list-style-type: none"> Bodies taken to the morgue in Morrwives were not Sigmarite priests. One of the bodies was Udo Schwimmer, a local drunk who seemingly found religion four weeks ago and did not touch a drink since. Udo was running with a crowd that had "big" plans for a "dramatic act" that would take place during the Sigmarite conclave. Udo was seen hanging out at the Ruckusplatz in the University whenever an agitator named Mayer Gauss spoke. Mayer Gauss has not been seen in public since the explosion. Rumoured to be in hiding near the Leaping Frog tavern. [GM Note: Mayer Gauss comes out to encourage the mob to attack the Chapel of Ulric.]
Boatman's Inn	Fish	River rat with Mohawk	<ul style="list-style-type: none"> On 25 Sigmarzeit, smugglers off-loaded some barrels labelled "pickled herring" from a boat newly arrived from Nuln into a wagon bound for the districts on the other side (west) of the Reik. The oddity is that pickled herring would be going upriver to Nuln, not from that city. The smuggled goods lands in the docks at Reikerbahn.
Unke's Spelunke	Hooks	River rat with boathook on belt	<ul style="list-style-type: none"> Some men tried to gain passage to Nuln after the explosion. They jumped off the boat once it was clear that the chain across the Reik was raised to prevent passage out of the city. The boat was departing from the Reikerbahn docks.

* [GM Note: this column represents the total amount of information the PC should learn, possibly over several meetings since anyone experienced in the game will not divulge information for less than its worth. How much the GM provides should be based on how hard the PC is made to work for it, as well as the timing when such contacts take place relative to the changing events]

Magic Carpet Ride

PCs who have experience in the Sorcerous Arts might approach one of the Colour Colleges or the Wizards' and Alchemists' Guild [location 36] for information about the current situation in Altdorf as well as the death of the Grand Theogonist. The PC will likely be disappointed. The majority of wizards have little knowledge of what is going on other than what they have heard from rumours on the street. Even the college hierarchies have little contact with the cult of Sigmar given the cult's historic antagonism and animosity towards wizards. This is also true, to a lesser degree, with the relationship of the other cults to the sorcerous colleges – the one exception is the cult of Verena, which seeks knowledge from any source.

The one exception is the Gold College [location 39]. The Master of the Order, **Christa Feldmann** ([Realms of Sorcery](#), page 45), takes a very keen interest in the matter. As a follower of Tzeentch, Christa knows of the prophecy of the Times of Changes and is preparing for the fast approaching day. She has little idea of the plans of the Purple Hand as she is neither a member nor has contact with the group. Christa also needs to proceed with caution in any event, as the enigmatic **Balthasar Gelt** has been watching her every move from behind his golden mask.

Should Christa become aware of the PCs' activities, she sends them an invitation to meet with her at her offices. Her intent is to learn what the PCs' know and their goals by proclaiming her "concern" about recent events. Unless the PCs' are crafty enough to hide their objective, Christa will attempt to derail their investigations by showing how the evidence they have uncovered could lead to interpretations that differ from the PCs' conclusions. For example, should the PCs divulge that members of the Purple Hand might have infiltrated the cult of Sigmar, the Gold

Wizard might point out that the problem may actually involve fanatics within the cult rather than outside influences.

Christa would provide the same information about the Crimsonite Fraternity as detailed above. To this she would add the fact that several prominent priests in the cult hierarchy are also members of the Fraternity. While she does not name names (since she is simply remembering the rumours and has no clue as to their identities), Christa will hint that the Grand Theogonist was a sympathizer of the Fraternity as is the Court Lector, Lothar von Metternich.

Soon as she determines the PCs are becoming too much a threat to potential Tzeentchian schemes, Christa will use unofficial channels to report the PCs as Chaos cultists to the Sigmarite Witch-Hunters. In this manner, she hopes to keep her involvement a secret while having the PCs removed as a threat.

Lost kin?

PCs may want to investigate reasons for the striking resemblance of Chancellor Heinz, Kastor Lieberung and one of the PCs. If asking the right people (priests or scholars), they are told to go to the City Records at the Council Hall [location 44]. Here, they get to see a clerk handling the Civil List after a three-quarter hour wait. If asked about Johann Heinz, the clerk will inform them that information on high-ranking courtiers is confidential; a serious bribe (minimum of 5GCs) or the combination of the Morrite warrant and successful **Ld** test is required to have the clerk leave for the file on Johann Heinz. Sadly, he will somewhat agitated and report the relevant page has been torn from the book and is nowhere to be found. He does know, however, that Heinz is a graduate of law from the University. Apparently, he finished his studies in record time.

If asked about Kastor Lieberung, or the Lieberung surname in general, however, the clerk will produce a dusty tome which contains nine

individuals named Lieberung. One of these concerns a certain Johann Heinz Lieberung who arrived in Altdorf from Nuln in the year 2506 and obtained full citizenship immediately on grounds of “remarkable show and evidence of good and devout character” (if offered a minimum of 1GC, the clerk will explain this is the normal code used for a big bribe). The entry further accounts for taxes paid by Johann in 2506 and 2507 when he served as an aide for the merchant Günther Kohl. Then, the entry suddenly stops. If asked about this, the clerk is a bit mystified as well and suggests either Johann left town or he went “off list” which is not so uncommon anymore.

Word of the Wise

At some point, the PCs may seek information at the Temple of Verena [location 31]. Inquiries regarding the Cult of the Purple Hand or proscribed cultist activities general will be directed to Father Thomas. The disturbingly slim man, just past his prime, will inform the PCs such issues are beyond his knowledge but a Professor Fassbinder at the University may have some relevant information. More vague inquiries or questions regarding infiltrations of the court will produce no answers of any use.

Unless the PCs have already met Fassbinder at this point (see **Late Night Visit** below), they are likely look for him at the nearby University [location 35]. Once the PCs arrive at the University, they can follow the signs to the administrative offices. As with most bureaucracies, there are more people seeking assistance than there are clerks on duty helping them. After waiting for quite a while, the PCs are able to obtain directions to Fassbinder’s office. Likewise, general inquiries at the University will also lead them to Fassbinder, although they are likely to be directed to a handful of other Professors first, spending probably half a day identifying the right man to ask. If they ask about the Doktor’s hours, the clerk lets out a snort and replies that Doktor Fassbinder tends to keep rather unusual hours, so it’s hard to tell if he is in or not.

Following the directions, the PCs come to a closed door at the end of a dimly lit hall in the basement of the College of Imperial History.

They will find the door locked and no one in. The reason is simple; Fassbinder knows that he may be at risk and has a loyal student keeping an eye open in the district. Thus, Fassbinder was warned in advance and has left his office in order to spy on the inquirers from a safe distance. A PC with *Sixth Sense* will sense they are being watched, but the PCs should not be able to confront Fassbinder at this point. Instead, Fassbinder will approach them the same evening as described in the **Late Night Visit** section below.

What’s Going On?

Dwarf PCs may decide to wander through the taverns along the Eisenschlacke Weg [location z], looking for information, as well as sampling the hearty ale found in the centre of the Dwarf quarter in the district of Metallschlack

Each tavern has its own specialties of ale, usually two or three varieties, and none priced less than 1/6 for a pint. The clientele are mostly Dwarfs with a few Humans and Halflings braving the loud common rooms in order to drink some of the best ales and beers in the Imperial capital. Marek Ironbarrel runs the Hammer and Anvil and his specialties are Stoneridge Lager, Drakwald Dark, and Bearbite Bitter. At the Mason’s Chisel, Henrik Stonehammer serves his own brews, Pale Moonlight Ale and Dragonsbreath Dark Ale. Trant Silvertongs and his family serve up Oakbarrel Bitter and the Emperor’s Gold pilsner to paying customers at the Inventor’s Gambit.

Inquiring PCs can pick up the following rumours:

- *If the explosion was the work of Ulricans, then they are dumber than an Elf.*
- *Better keep your swords and axes at the ready. With the Grand Theogonist blown to bits and the Emperor incapacitated, who knows what will happen next.*
- *Makes one wonder if the Grey Mountains would be a less dangerous place to be.*
- *Notice how the Wizards’ Guild and colleges haven’t raised any noise about the death of Yorri XV? I wonder if they know something they’re not telling.*

- *Don't know about you, but I hear things are safer in Nuln, though the roads have become very dangerous.*
- *I hear that the Altdorf mercenary captains are pressing able-bodied Manlings into service. I'd be willing to join if they would double the pay.*

Pressing the tavern keepers for information results in more of the same above. If the PCs pass along a gold coin or two, they will be told that Karstin Largsdottir is the one to see. Should the PCs ask where Karstin could be found, the tavern keepers will tap the top of the bar indicating such information would require an additional "consideration." Once the proper amount is passed along, the PCs are told to go Foogerhaus [location 47] in the Bankbezirk district. The Dwarf tavern keepers provide directions if asked.

Foogerhaus is an impressive three-storey building constructed in stone quarried from the northern Grey Mountains. The front door is made from Reikwald Oak with brass fixtures. The iron knocker is fashioned into the shape of a dragon's talon holding a round object.

Shortly after the PCs knocked, a stout Dwarf opens the door. "May I ask your names and the nature of your business?" he asks. If the PCs demand to see Karstin and refuse to comply with Dwarf's request, he simply shuts the door without further comment, even if one of the PCs place their foot between the door and its frame. If need be, the Dwarf will stomp on the PCs' foot with his iron-enforced boot to get it out of the way.

Should the PCs comply, the Dwarf servant instructs them to wait outside for a few moments before closing the door. Within minutes, the Dwarf returns, opens the door, and motions the PCs to the nearby drawing room. "Sit," the Dwarf instructs, "Fraulein Largsdottir will be with you presently." The Dwarf does not offer the PCs anything else. Rather, he exits the drawing room and closes the door behind him. He then takes up a position guarding it.

Several minutes pass before Karstin Largsdottir (**Dwarfs: Stone and Steel**, pages 97-98) enters the room. The Dwarf woman has her long blond hair set in braids. Karstin introduces herself to the PCs, mentioning she is a kinswoman of Marienburg Director Arkat Fooger (**Marienburg: Sold down the River**, pages 86-88) as well as the representative of his business interests in Altdorf. She then asks the PCs to state their names again so she can match these to their faces. Once introductions are out of the way, Karstin inquires as to how she can be of service. Karstin's intent is to determine how honest the PCs are being in their dealings with her.

Karstin is fairly good at reading character and will call the PCs on any clumsy attempt to merge truth with lies. So long as the lies are of small consequence, Karstin politely asks the PCs for clarification until they get to the truth of the matter. If she concludes the PCs have been very dishonest with her, Karstin informs them that she cannot abide by dishonourable individuals and demands they leave forthwith.

When she concludes that the PCs' intentions are honourable, she is ready to divulge the following:

- *The explosion that killed the Grand Theogonist was not set by anyone affiliated with the Ulrican faith. None in Altdorf would be so foolish to imperil themselves.*
- *The deed was likely performed by a violent splinter group of the Magnærans, known as 12 Hexenstag. Karstin knows some of the general details of both as described below with the exception of the last paragraph.*
- *Someone else had to be involved to facilitate the murder of the Grand Theogonist from the inside.*
- *Whoever did the heinous deed is likely to still be in Altdorf. The lock-down of the city after the explosion was surprisingly efficient.*
- *The gunpowder was likely smuggled in from Nuln.*

The PCs can manage to surprise Karstin if they reveal the following (assuming they know these facts):

- *A “Brother Karl” from the Crimsonite Fraternity might be the involved facilitator.*
- *A Dwarf who has access to the Dwarf Engineers’ Guild might be an accomplice.*
- *A Tzeentchian cult called the Purple Hand might have infiltrated the cult of Sigmar.*
- *There is some connection to an agitator at the University.*

When the conversation reaches an end, Karstin informs the PCs that she would appreciate it if they could periodically keep her informed of their investigations. Should the PCs firmly ask, Karstin is willing to pay them a retainer of no more than 5 GCs each per week. In the event the PCs request more, Karstin points out she isn’t actually hiring the PCs, just paying for the information they will be obtaining for the cult of Mórr anyway (even if the PCs did not disclose this fact, Karstin has

other ways of obtaining such information).

Should the PCs ask if Karstin could set up a meeting with the Engineers’ Guildmaster, she says she will provided they agree to her offer. Once the deal is settled, Karstin asks where the PCs are staying so she could send word to them of the meeting time. She mentions the Guildmaster would likely prefer the meeting take place in his offices. The details of such a meeting are covered in “Death of an Engineer” below.

The PCs may ask Karstin about her interest in the Grand Theogonist’s death. Karstin replies that Director Fooger is a merchant first and, like many good businessmen, prefers stability and relative peace to civil war and strife for the safe conduct of his affairs.

Once Karstin decides the meeting is at an end, she will thank the PCs for their time. She then tells them that Gromek will see them out. At the mention of his name, the Dwarf servant appears to escort the PCs out of Foogerhaus.

Sidebar: The Magnærans and the 12 Hexenstag

(The text on the Magnærans first appeared in **Warpstone #15**, page 14),

More than one extremist fraternity has been born within the Crimsonite fraternity. One such was the Magnærans, who secretly believed that Sigmar was the only true god.

According to their interpretation the “old” gods were born of Chaos; only the Earth Mother predates the chaotic influence. The idea may have been inspired by the claims of certain scholars and “academic” wizards that all gods originate from the Realm of Chaos. To the Magnærans, Sigmar is the Chosen of the Earth Mother meant to lead and unite humankind in its battle against Chaos in all forms. Since the other gods are at best tainted by Chaos, their worship should be banned, and all should unite in the worship of the one true God. In the popular version, the Magnærans of course would describe the other gods as Daemons, although they did not themselves believe this to be the exact truth. Yet, according to Church strictures, the Taal-Rhya pantheon is acknowledged as pure and should be paid proper respect.

So, when the Officium Arbitrorum exposed the Magnæran beliefs, the late Grand Theogonist Gludred III saw no choice but to excommunicate its leaders and dissolve the fraternity. Still, some claim he only did so because of political pressure. The idea remains a popular one amongst some of the more zealous clergy.

The 12 Hexenstag was founded by some of the hard-core Magnærans soon after the ascension of Jan Todbringer to Grand Theogonist. The name was chosen as it signified the day in 12 I.C. when Sigmar defeated the Fennone chieftain Drannus in order to stop the enslaving of the people of the new Empire. In the same manner, the 12 Hexenstag feared the bloodline of Grand Theogonist Yorri XV would make him too accommodating to those who worship the false gods of long ago and, thus, “enslave” Sigmar’s followers. So, the 12 Hexenstag watched the manner in which the Grand Theogonist conducted the affairs of the Church of Sigmar whilst they planned his execution should he falter in his duty.

The point of no return for the 12 Hexenstag was the Eimar Concord, which they considered an attempt by the false representative of Sigmar to reach an understanding with the deceitful Ulrican faith. The leader of the 12 Hexenstag, Gustav Fokker, devised an audacious scheme to kill the Grand Theogonist and any of his faithless minions. A number of the 12 Hexenstag were in place to gain positions of influence within the cult from the ensuing deaths and injuries. All the 12 Hexenstag needed was the right circumstance to realise their dreams.

Other Lines of Inquiry

Should the PCs try to approach other Imperial institutions in the initial stages of their inquiry, such as the Chancellor's office or Imperial Courts, they will be met with a wall of silence. The reason is two-fold. First, these institutions do not take kindly to outsiders – particularly commoners – interfering with the prerogatives of these governmental bodies. Second, no one knows anything. The few who might be likely to be close-lipped until it no longer serves their own, petty interests.

Other groups, such as the Karaz Ankor and Ulthuan embassies, have absolutely no knowledge of the events other than what one is likely to hear as rumours. These are dead-ends, though there is no reason for anyone associated with these groups to admit that fact.

Death of a Grand Theogonist

With so many conspiracies occurring in Altdorf, it is appropriate to sort out the sequence of events – as well as the involved players – that led to the death of the Grand Theogonist.

A Brother in Arms

As described in the earlier section on **The Purple Hand of Altdorf**, Brother Karl of Middenheim quickly took control of the Ordo Novitiae. Soon, he came up with an ambitious plan to subvert the cult of Sigmar from within. Ignorant that the Ordo Terribilis had already done so, Wasmeier spent the first half of 2513 I.C. absorbing all he could of the cult of Sigmar and other theological matters. He attended classes at the Collegium Sigismundae [location 18], as well as spend considerable time at the Library in the Temple of Verena [location 31].

It was during this time that Brother Karl learned about the Crimsonite Fraternity and its more committed offspring, the Magnærans (see above). Karl resolved to use his newfound knowledge as the avenue in which he would bring down the hated cult. It was during the planning stages that Tzeentch smiled down

upon Karl and brought him into contact with Gustav Fokker, leader of 12 Hexenstag.

The death of the Grand Theogonist was Herr Fokker's plan. Yet, he could not execute his plan without the inside help of the Brother Karl, the Crimsonite brother and confidante of the sympathetic Werner Stolz, High Capitular of Sigmar in Middenheim. Brother Karl provided some of the manual labour needed to quickly get the barrels of gunpowder into position and even left a couple of his men to see to lighting the fuses.

With the successful execution of Yorri XV, all that is left for Karl to do is to remove anyone who can tie him to the murder. First, he had to plant the evidence needed to remove his erstwhile ally, Herr Fokker, from the land of the living.

Sidebar: Who is Brother Karl?

The GM is left with two options as to the identity of Brother Karl.

One option is **Dr Karl Beier** who was one of three Magistri Novitiae in the Middenheim cell, while officially serving as a Reader at the Collegium Theologica. In Middenheim, one of his assignments included being the expert on the cult of Sigmar and its many internal factions, one that would serve him well in Altdorf. He escaped Middenheim minutes before the Schwarzmantel broke into his home to arrest him in the aftermath of the **Power Behind the Throne** scenario.

The other (more interesting) option is that Brother Karl is none other than the former Magister Magistri of the Purple Hand in Middenheim and Law Lord of Middenheim, **Karl-Heinz Wasmeier**. If Wasmeier managed to flee Middenheim alive at the end of the **Power Behind the Throne** scenario, we then assume he fled Middenheim for Altdorf. While in flight Wasmeier reflected on a group of transients, self-styled adventurers no doubt, who interfered with his careful plans. By the time he reached the Imperial capital, Wasmeier knew that the failure of his plan to replace Graf Boris Todbringer with a doppelganger was part of the larger schemes of his patron, the Great Mutator.

In either case, it should be clear why Karl sometimes finds it convenient to use the (somewhat uninspired) cover name Karl Meier.

Brother Karl, Purple Hand leader

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	45	42	4	5*	11	74*	1	53	58	69	56	57	38

Skills: Arcane Language-Magick, Cast Spells (Petty, Battle Magic 1-3), Charm, Daemon Lore, Evaluate, Herb Lore, Identify Magical Artefact, Identify Plants, Identify Undead, Law-Empire, Lightning Reflexes*, Magic Sense, Magical Awareness, Meditation, Prepare Poison, Read/Write (Reikspiel), Ride, Rune Lore, Scroll Lore, Secret Language-Classical, Secret Language-Guilder (Purple Hand Cult), Sixth Sense, Theology, Very Resilient*

Magic Points: 44

Spells: Petty: Curse, Gift of Tongues, Magic Alarm, Magic Flame, Magic Lock, Marsh Lights, Produce Small Animal, Reinforce Door, Remove Curse, Sounds, Zone of Cone, Zone of Silence

1st: Aura of Resistance, Cause Animosity, Fireball, Immunity from Poison, Steal Mind, Wind Blast

2nd: Cause Panic, Mystic Mist, Smash, Zone of Steadfastness

3rd: Animate Sword, Arrow Invulnerability, Magic Bridge

Equipment: Robes of the Crimsonite Fraternity, Sword, Dagger (S-2, I+10, Parry-10), 3 vials of manbane, 2 vials of Nightshade, sling bag of magical components, and purse (28 GCs, 15 shillings, and 12 pennies)

An Agitator for All Seasons

Mayer Gauss is an agitator who rants in support of an extremist Sigmarite view. His appearances near the University have been increasingly strident since the invasion of Ostland by Talabecland and Hochland (word reached Altdorf on 22 Sigmarzeit). Primarily, Mayer's tirades are directed to the timid Sigmarite leaders who are unable to see the cult of Ulric's continuing threat to the stability of the Empire and the welfare of its citizens.

It was after one of his more blistering attacks that Mayer met the sympathetic Brother Karl from Middenheim. Brother Karl confirmed the oppression Sigmarites faced from the tyrannical Ulricans in the northern provinces, as well as the nobility to which the Ostlanders faced their many enemies. Mayer knew from their conversations in the coffeehouses near the University that Brother Karl was a kindred spirit. It was Mayer who introduced Brother Karl to Gustav Fokker, though the agitator had

no knowledge of the murder Herr Fokker intended.

Mayer secretly cheered when word of the Grand Theogonist's death at the hands of the Ulricans spread shortly after the explosion shook the Great Cathedral. The night after the explosion, Gustav Fokker met with Mayer for a few moments to say he had been reassigned by his superiors to Nuln and bid his friend farewell. Gustav was not wearing his priestly robes.



After news of the arrest of the Ulrican conspirators leaked out, Mayer strongly advocated that Ulricans in Altdorf pay the ultimate price. As the chapel burned and while priests and initiates were lynched on 33 Sigmarzeit, word reached Mayer

that one of those arrested two days earlier was Gustav Fokker.

Realising it would be only a matter of time before Gustav talked, if he didn't already, Mayer fled his flat in the University district. He disappeared into the cellar of a nearby tavern, the Leaping Frog. Mayer send word to Brother Karl of his plight and asked if the Crimsonite priest could help him escape to Nuln.

If the PCs find Mayer before the agitator learns of Gustav Fokker's arrest, they will not be able to get any information out of him unless they resort to torture. If they do so, the agitator will quickly reveal himself to be less brave when faced with hot tongs and thumbscrews than he is standing upon a public platform spewing his message of hate and intolerance.

After 33 Sigmarzeit, Mayer is in desperate need of a sympathetic ear and a means of escape. If the PCs can provide these to Mayer, then after a couple of drinks they can get him to tell all he knows on a successful **Fel**+20 test (+10 for *Charm*, +10 for female PCs with *Seduction*). On the matter of Brother Karl, Mayer has no idea where the Sigmarite priest is staying. He can only tell the PCs that he met Brother Karl at the Starcrown Coffeehouse south of the University every other day at 9:00 PM. The last time they met was 32 Sigmarzeit.

PCs following up that lead will find nothing on Brother Karl other than his description (same as at the temple).

Responding to the urgent message, Brother Karl pays the anxious Mayer Gauss a visit on the night of 2 Sommerzeit. He poisons the agitator during their private meeting and uses his Magic Flame spell to burn an Ulrican symbol onto Mayer's chest. Near midnight, Brother Mayer drags the corpse out of the Leaping Frog and drops it into the Reik.

Should the PCs stumble on Brother Karl in the act, the dead Mayer is dropped and Wasmeier flees into the warren of streets. Unless the PCs have laid a well-planned ambush, Wasmeier

should be able to lose them on the streets with which he has become well acquainted in his time in Altdorf.

Death of an Engineer

Originally from Khazid Angaz (Iron Town) in Talabheim (**Warpstone #20**, pages 52-53), Batrek Steelfist is an Engineer with a grudge against Ulricans and an addiction to Ranald's Delight (**Middenheim: City of Chaos**, page 91).

Batrek had become a regular at Mayer Gauss' public speeches near the University when the Dwarf was not at the Engineers' Guild or Breasts of Myrmidia (where he would get his supply from the unscrupulous drug dealer, Otto Bebel). Batrek became a follower of the agitator, and soon Mayer introduced him to Brother Karl. The Sigmarite priest was very understanding of the Engineer's hatred of Ulricans, as well as his need for "medication." Brother Karl promised to help wean the Engineer from the powder since it was beginning to affect his work.

What Batrek did not know was that Brother Karl was mixing a more addictive drug in with the increasingly smaller dosage of Ranald's Delight. When the time came, Brother Karl was able to convince the Dwarf to steal some gunpowder from the stores of the Engineers' Guild on the night of 24 Sigmarzeit and load it on a cart driven by a black-robed Sigmarite priest (Gustav Fokker). Brother Karl informed Batrek that the gunpowder was to be loaded during the night on a waiting barge bound for Ostland in order to avoid the notice of Ulrican spies. Moreover, Brother Karl cautioned Batrek to stay away from Mayer Gauss for a few days as these same spies had noticed the agitator.

PCs investigating rumours of gunpowder being transported in the dead of the night from the Dwarf Engineers' Guild [location 62] will encounter problems when trying to talk to the Guildmaster. It will take some effort to gain an audience since the Dwarfs prefer to keep internal matters private. The PC doing the talking needs to pass a **Fel**-10 test (+10 for *Charm*, +10 for *Etiquette*, +20 if the speaker is a Dwarf, -20 if the speaker is an Elf, +20 if PC has experience as an Engineer, +20 if PC claims evidence indicates that

the missing gunpowder could have been used to kill the Grand Theogonist). After the third PC has failed to obtain a meeting, each succeeding effort will have an additional –10 modifier (cumulative) added to the **Fel** test. Once each PC has failed, this avenue of investigation has closed.

Should the Dwarf Engineers' Guild open its doors to the PCs, they are led straight away to the office of the Guildmaster, Vikram Greathammer. If Karstin Largsdottir arranged the meeting, the PCs are shown straight in.

In order to protect Guild secrets, the PCs must wear a blindfold until they are behind the closed doors. This is a condition on which the Dwarfs will not relent. Once the PCs agree, they are led to the offices without mishap (though Elf PCs might occasionally be “accidentally” bumped into walls or corners). Once the PCs reach the windowless room that serves as the Guildmaster's office, their blindfolds are removed. The only chair in the office is the one behind the desk and currently occupied by Vikram. The PCs can either stand or sit on the floor.

“Who are you and what do you want to know?” the Guildmaster asks gruffly. Vikram is direct and has little tolerance for anyone who employs flattery or inference in their speech. He knows the following:

- *Batrek is a gifted engineer who let his hatred of Ulrican occasionally interfere with his work.*
- *Batrek spent a lot of time at the Breasts of Myrmidia on the Street of a Hundred Taverns.*
- *Batrek had met with the drug dealer, Otto Bebel.*
- *Batrek had been attending the crazed rants of the disturber, Mayer Gauss. These were usually near the University.*
- *Batrek had told others he had befriended a Sigmarite priest from Middenheim. It was an unusual boast, but nothing that caused concern.*

- *Batrek has not been at work since the day after the explosion at the Cathedral.*
- *Batrek's last known place of residence was Fritz' Boarding House near the intersection of Volker Weg and Luitpoldstrasse.*
- *Four barrels of gunpowder were discovered missing on the morning of 25 Sigmarzeit. The Guild immediately began investigating the disappearance. None of the guild members, including Batrek, admitted to any knowledge of the theft.*
- *The investigation was looking for evidence of theft when the explosion occurred.*
- *Given the damage of the Cathedral, it was clear at least eight barrels of gunpowder had to be used. If the missing gunpowder from the Guild was used, the rest had to come from somewhere else.*

If asked why the Guildmaster did not report the theft, Vikram takes a deep breath and replies that one doesn't report such a theft without finding the guilty first. Not only is it a matter of honour, but also there is no one else who can be trusted to find the guilty.

Should the PCs follow the lead to the Breasts of Myrmidia, they will find that Batrek stopped patronising the establishment some days before the explosion. As far as Otto Bebel is concerned, the “merchant” was found dead in his flat on the morning of 26 Sigmarzeit. Apparently, the man poisoned himself when he sampled his own merchandise.

A visit to Fritz' Boarding House is more fruitful. If the PCs visit before the morning of 31 Sigmarzeit, the owner – Fritz Rilke – confirms that Batrek has rented a room upstairs, but he has not seen the Dwarf in some time. If the PCs convince Fritz they work for the cult of Mórr on a successful **Ld** test, he provides them a key to gain entrance into Batrek's room.

The door is locked and there is a faint odour coming from the room. When the PCs open the door, they see a paralysed Batrek lying – and slowly dying – on his bed. The smell comes from the Dwarf wetting himself in his helpless state. The paralysis prevents Batrek from moving and

renders him unable to utter anything above a whisper:

- If asked *what happened, the Dwarf forces out the response, “the bastard priest poisoned me. Left me to die.”*
- *When asked who, Batrek replies “Brother Karl.”*
- *When asked when, the Dwarf says “28th. Night.”*
- *Should the PCs ask why, Batrek forces out “He helped kill Yorri.”*

The effort in answering questions saps Batrek’s last ounce of strength and he lapses into a coma. The poison has been ministered long before the PCs arrived. It is too late for even the *Cure Poison* spell to work.

If the PCs arrive on the morning of 31 Sigmarzeit or latter, Fritz informs them Batrek was found dead in his room that morning. Word reaches the Dwarf Engineer Guild rather quickly and they arrive around noon on the 31st to pick up Batrek’s body for proper burial.

In the event they arrive before the Dwarfs, the PCs may be able to check the dead Engineer’s corpse if they sufficiently bribe Fritz (around 5 GCs as the owner is concerned about the Dwarfs’ reaction should they catch the PCs probing the dead Batrek). The stench of the corpse is fairly strong at this point given the bodily wastes and sweat. A PC with experience as an Herbalist can detect the slight scent of belladonna on a successful **Int** test. Should PCs skilled as Physicians examine the nose area, they will see the lesions near the nostrils. A successful **Int** test recognise these lacerations as indicative of heavy use of Ranald’s Delight.

Fritz stays with the PCs while they go about their business since he does not want to take a chance that the PCs might try to remove the body. Even if the PCs claim they are doing so with the warrant from the Temple of Mórr’s, Fritz does not want to get into trouble with the Dwarfs. He will delay the PCs long enough for the Dwarfs to arrive.

Five Easy Pieces

Udo Schwimmer was a local drunk who frequented the area around the dangerous Holy Hammer of Sigmar on the Street of a Hundred Taverns until about four weeks ago. At about that time, he met a man name Karl Meier (Brother Karl) who helped Udo overcome his dependency by showing him the path of righteousness. Udo was one of four such men to whom Karl taught the secret rainbow path.

One of Udo’s tasks was to listen to the rants of an agitator named Mayer Gauss in the Ruckusplatz at the University. Karl warned him that Mayer could be very persuasive, but Udo needed to keep his wits about him as the agitator was a tool of the enemy. When the time was right, Udo and the others would perform their duty for the Emperor and Empire.

The few who saw Udo before the day of the explosion report the wild-eyed man dropped hints he was running with a crowd that had “big” plans for a “dramatic act” which would take place during the Sigmarite conclave. Since Udo was given to flights of fancy, no one paid him any heed. There is a 75% chance that a bribe of 5 shillings will result in someone remembering Udo mentioned a name of Karl Meier, though he quickly fled when he realised what he said.

In his drunken days, Udo was oftentimes shirtless in warmer weather. Many who remember Udo recall unusual scarring on his torso to the left of his heart. There were two creases in front of his shoulder and a longer groove nearer the heart. Two puncture holes were located between the furrows. Since he found his “religion,” Udo would always be seen wearing a shirt.

Udo and the others delivered barrels marked as “pickled herring” to the Cathedral’s stores during the early morning of 27 Sigmarzeit. A couple of these were actually pickled herrings in case the guards wanted to inspect the shipment, the rest carried gunpowder. Wearing his dark red robes, Karl Meier talked to the guards on duty and helped Udo and the others gain entrance.

Later that day, Karl Meier convinced two guards to abandon their posts before ushering Udo and his

three comrades into the storeroom. He directed them where to place the barrels of gunpowder and what to paint on the far wall. Karl also provided the fuses to use on the explosives and told Udo the fuse would burn slow and give them fifteen minutes to leave the Cathedral. He instructed Udo to light these within five minutes of their departure, as the remaining ten

minutes would be enough time to get clear of the area.

In fact, the fuses had been specially treated to start as a slow burn, but then quickly accelerate so it would ignite the gunpowder within five minutes. Udo and the three others were blown to pieces.

Sidebar: Anatomy of a Murder

The most remarkable thing about the events that led to the death of the Grand Theogonist was the speed at which Brother Karl brought the whole thing off. One could say he was extremely lucky and his efforts inspired by something from the beyond. Some weeks before the death of the Grand Theogonist, Brother Karl was inspired to make arrangements for the delivery of gunpowder from Nuln, disguised as barrels of salted herring. The shipment was to arrive on 25 Sigmarzeit.

Karl met Mayer Gauss in the middle of the afternoon of 22 Sigmarzeit after one of the agitator's rousing tirades at the University. The two talked for about two hours at a nearby coffeehouse and then again shortly after dinner. Mayer believed the Priest was a man of integrity and vision.

So taken with their conversation, Mayer agreed to meet with Brother Karl again in the early afternoon of 23 Sigmarzeit and brought along Batrek Steelfist. The Dwarf engineer and Priest of Sigmar hit it off so well, that Mayer left the two of them after an hour. He promised to meet with Karl later around dinnertime. Karl convinced Batrek that he could help him with his "dependency" and arranged to meet with the Dwarf near midnight at a dingy tavern, "The Dark Water," near the Engineer's flat.

When Mayer returned to the coffeehouse, he brought Gustav Fokker. Once again, fortune smiled as Brother Karl was able to quickly reach a sympathetic bond with the leader of the 12 Hexenstag. Once again, Mayer departed leaving a friend to converse with the Sigmarite priest. After an hour or so of private conversation, Karl began to pull together his audacious plan. He laid out his murderous scheme to a receptive Gustav. However, Karl realised his shipment of gunpowder alone would not suffice for his scheme.

Thus, with one element secured, Karl went to an apothecary used by the cultists under his control in order to procure a tainted drug to "help" Batrek with his addiction. Through this substance and empathy for the engineer's anti-Ulrican views, Karl was able to recruit Batrek to obtain the remaining gunpowder needed.

Shuttering back and forth the next day between Gustav and Batrek, Brother Karl was able to make the arrangements to get the gunpowder to the leader of 12 Hexenstag on the nights of 24 and 25 Sigmarzeit. There it stayed until the early morning of 27 Sigmarzeit when the barrels of gunpowder were surreptitiously hidden among the many filled with provisions delivered to the Cathedral and packed into the storeroom.

Later, Brother Karl arranged to clandestinely bring his followers into the Cathedral to prepare the scene and set the treated fuse. These followers were never intended to survive the explosion, a proper sacrifice to the Changer of the Ways.

Once the Grand Theogonist was dead, Brother Karl moved to tie up the loose ends.

Breakdown of Order

The cold-blooded murder of the Grand Theonist is the catalyst that sets everything in motion and eventually brings the plans of two Purple Hand cells into conflict. Moreover, a Slaaneshi cult is making progress on its own scheme and its plans may well upset the Tzeentchian cults' plotting. The unknown ambitions of Brother Karl makes the situation even more challenging.

What the Dead Tell

The PCs should be able to make it for their noon meeting with Priestess Inga von Rabespeicher on 28 Sigmarzeit without too much difficulty. As they pass through Königplatz and other places of public gatherings (markets and squares), the PCs hear town criers announcing that martial law has been declared by proclamation of Emperor Karl-Franz I. Traffic leaving the city will be severely curtailed and a curfew is imposed from dusk to dawn until the perpetrators of the heinous crime of murdering the Grand Theonist are caught.

The route the PCs are likely to take passes by the ruined portion of the Cathedral. As they get close to the House of Sigmar, they notice a number of human and Dwarfen labourers on site clearing away the rubble as well as stonemasons looking for stones that could be reused in the reconstruction.

Should the PCs stop to talk to any of the workers, a large muscular man named Götz Toller tells them to move on. "Can't you see we have work to do?" he will retort.

When the PCs arrive at the Temple of Mórr, they are escorted immediately to the same room where they initially met the Indagatrix Grandis of The Raven Knights. Priestess Inga is there with pen and paper awaiting their arrival. "Please be seated," she says. "Sadly, my time is limited today, so we need to get to it. Please start at the point when I left your company."

As the PCs relate their activities, the priestess stops them from time to time to elaborate on a point or explain their thinking on a given line

of questioning. Once the meeting concludes, Priestess Inga looks over her notes and, if need be, might suggest different approaches to their inquiry. In essence, Priestess Inga's approach – which will also be used in any future meetings with the PCs – is intended to be the means for the GM to subtly help the PCs.

At the end, Priestess Inga thanks the PCs for their efforts and reminds them of their next scheduled meeting in three days time. She also assures the PCs that if something of importance comes up, they are welcome to leave word for her at the Temple should she be absent.

With the conclusion of the meeting at hand, the priestess reminds the PCs to stop by the Chapel of Mórr in the Morrwies district. She tells them the remains of the dead should be ready for them to view in the hope they can obtain some clue as to the victim's identities and, perhaps, gain a lead. Priestess Inga informs the PCs that the priest in charge of the chapel is Philipp Nachtrenner.

The easiest – and relatively safest – route to the Morrwies is to head to the Süderich district and cross Mourners' Bridge [location 1]. Once across the river, the PCs would turn right and head towards the southern wall. From there, the PCs would turn east and head straight for the Chapel [location 69].

The smell of aromatic incense hangs in the air within the Chapel. Shortly after PCs have entered, an initiate approaches them from a doorway near the altar. He introduces himself as Richard Dürer and asks if the PCs have come to pay their respects to someone they've lost. Once the PCs state their business, Initiate Richard leads them to the door from which he entered, around a turn in the hall and down the stairs (roughly 20 feet).

The room below is quite cool, and there are five slabs, four of which are occupied by body parts. As with the chapel above, the scent of burning incense permeates the room. There are two priests in the room along with two initiates. Having brought the PCs here, Brother Richard takes his leave and returns up the stairs. The eldest priest (a man in his late 40s) introduces himself as Philipp Nachtrenner and the others as Albert Schwarzrabe

(mid 30s), Jakob Albers (early 20s) and Stefan von Suttner (mid 20s).

“There’s not much to work with here,” states Priest Philipp as he sweeps his arm over where the bodies lie. “It’s like a puzzle in which many of the pieces are lost. Still, we have to do what we can in order to properly perform the funereal rites. We have a few more to try to match, so feel free to look about. There may be something of interest with that one.” The priest points to the fairly intact torso on the far slab.

PCs with little battlefield experience need to pass a **T+2** test (on a D10) in order to maintain their composure. If they fail, they become nauseous and somewhat distraught by the experience. Any who fail by more than 3 must scramble to lose their last meal in the corner of the room.

The torso of the late Udo Schwimmer has a purple hand tattoo on its left side near the shoulder, over some collection of birthmarks. If the PCs take a closer look at these, have the PCs make an **Int** test to see that the two marks closest to the shoulder look somewhat like eyelids and the larger crease nearer the heart much like a mouth. The two holes in the middle of these other features and the small, almost unnoticeable bulge in-between almost looks like a nose. Collectively, the whole arrangement looks like a face was beginning to shape from this part of the torso. Any PC coming to this realisation must successfully pass a **CI** test to avoid being distressed (-10 to **Ld**, **Cl**, **WP**, and **Fel** for the next D3 hours). Any who fail by more than 30 also picks up 1 **Insanity Point**.

Since Udo came under Wasmeier’s sway, he became more accepting of his mutation and was initiated into the Purple Hand (though Udo was not smart enough to understand the ramifications of his membership). The forming head died when Udo was blown apart. Other than his torso and some other bits (the odd finger and pieces of his arms and one leg), there isn’t much left of Udo.

Should the PCs call the Mórrian clergy over and show them the mutation, all but Priest Philipp blanch and make the sign of the raven in flight (right hand motions from left to right rolling up and down and then sharply up again to repeat the motion) to ward off the evil before them. Priest Philipp also makes the hand sign and remarks he must have been to occupied with putting body parts together and missed the sign of mutation. He notes these remains will need to be cremated. If asked why he did not react like the others, Priest Philipp replies he has attended to occasional mutation-bearing corpses over his many years, some with worse alterations than he sees here. After a while, he says with morbid humour, one loses the ability to be shocked by anything.

If asked whether he has heard of the “Purple Hand,” Priest Philipp simply says, “No. Should I?” Once the PCs explain what they know of the cult, the Mórrian priest simply shakes his head and says such secret organisations fall under the purview of the Church of Sigmar.

The PCs may inspect the other remains if they choose. There isn’t anything of interest that the PCs will uncover. There is even less of these other carcasses than found for Udo.

Someone is Watching

If the GM prefers, this event can be modified to occur at some other point within the first few days of the PCs’ investigations.

Finished with the remains of the dead at the Chapel of Mórr, the PCs depart they way they have entered. If one of the characters is the one resembling Kastor Lieberung, a PC with *Sixth Sense* becomes aware that the group is being watched after passing several intersections. Should the PC take a quick look around, the need to pass an **Observe** test (+10 for *Excellent Vision*, +10 for *Sixth Sense*) to spot the three men watching them from slightly behind and to the left. The three are watching the Kastor look-alike and stop whispering to one another once they have been noticed. After a pause, the three men scatter in different directions. As they have **M** 4 and **I** 41 characteristics and a lead of 10 paces, the PCs are going to have to react quickly to catch any of the three men.

The three men are members of the Purple Hand cult in Altdorf that had been involved with chasing down Kastor Lieberung in 2512 I.C. (**Death on the Reik**, pages 6-8). They have noticed that Kastor is back in the Imperial capital and are scrambling to bring word to their superiors. Having been seen, their first task is to escape any pursuit before they continue on their way to the hidden drops used to communicate with their superiors.

Should the PCs manage to trail one of the cultists unseen, they will see the quarry stop along the Sigmar Bridge [location i] just about where the river meets the quays. He stands on the rail with his back to the river and reaches in his pocket for a purple-dyed cork. The cultist then tosses the cork over his shoulder into the river. Unbeknown to the cultist, another man watches from down river and within sight of the bridge. His job is to see the purple cork float by and hurry off to inform his contact that a meeting has been requested at the Boatman Inn for 9:00 PM that night. The man hurries off without picking up the cork.

If the PCs manage to catch up with the cultist, he'll deny doing anything wrong. Asked why he ran from them, the cultist claims he feared the PCs would act like the Watch and rough him and his mates up for looking at them. Should the PCs rip the man's shirt, they'll find a small tattoo of an opened, purple hand of the left side of his chest. The man will claim it is only an innocent tattoo with no significance. While the PCs are distracted by debate, the man will try to bolt. If asked about the object the man tossed into the river, the cultist explains he only had trash in his pocket that he wanted to be rid of.

Under severe questioning (otherwise known as torture), the cultist breaks down quickly and tells that he recognised Kastor Lieberung, even if it had been nearly two years since he fled Altdorf. The cultist will also describe how the above detailed communication works. He will try to mislead the PCs into believing the meeting will take place at the Holy Hammer of Sigmar. Should a little more stress (pain) be

applied, the cultist will admit that the meeting is not there, but at the Boatman Inn.

PCs staking out the Boatman Inn are in for a disappointment. Paranoid like most members of the Purple Hand, the contact (Rudolf Mahler) sends in an urchin into the Inn to beg for money, all the while looking for those who may be out of place inside (outsiders as well as people dressed better or different than the local stevedores and boatmen). The urchin is quick to discern such and reports to the contact hiding in the shadows. The PCs will be spotted easily at this point and Rudolf simply fades away. The Purple Hand will now change their methods of communication.

Damaged, but not Broken

At some early stage of the investigation, the PCs may decide to pay a visit to Lector Nikolaus Auerbach from Wolfenburg. This assumes, of course, that the PCs met the Lector after saving him from the ambush at Tussenhof. If the PCs wait until 33 Sigmarzeit to seek out Lector Nikolaus, they will be too late. The Ostland contingent will depart from Altdorf in the early morning with the hope of making it home to Wolfenburg, though the fate of the war between Ostland and Talabecland is unknown to them.

The Pious Pilgrim's Boarding House is located east of the Cathedral near the Vagr Breughel Memorial Playhouse [location 15] and the Collegium Sigismundae [location 18]. Two Templars of the Fiery Heart stand guard outside the door, asking the names and the nature of the business of any – other than other Sigmarite priests – who seek to gain entrance. If asked their names, the experienced Templars (each in their mid 30s) refuse to answer.

In the event that the PCs show their warrant from Priestess Inga, the Templars take and read it carefully before opening the door and allowing the PCs entry. They instruct the PCs to turn right once they ascend the stairs to the door of the Ostland Lector's quarters.

Once the PCs reach their destination, they find that the door is closed. After they've knocked, a young initiate with a bandage on her head and darkened eyes (indicating a head wound) opens

the door. “May I help you,” she asks. When the PCs announce that they wish to visit with Lector Nikolaus, Käthe Ostwald stands to one side and motions them into the sitting room. After closing one door, Käthe walks to the door across the room, knocks thrice, enters, and closes the door behind her.

A moment later, Lector Nikolaus, left arm in sling, limps out. “Greetings, my friends,” the Lector says warmly, “I am sorry, my health is not as it was when we last met. It seems I have been favoured with ill luck these past few months.”

Should the PCs ask about Hals Damrosch, the Lector’s mood grows sadder. He tells of the young priest being close to the point where the explosion occurred. As a martyr, much like the late Yorri XV, young Hals has been given the honour of being buried in the catacombs beneath the Cathedral alongside the late Grand Theogonist and six other priests and initiates who also perished that day.

If asked about the events that occurred before the explosion, Lector Nikolaus replies what unfolded is still a fog to him. He vaguely recalls another day of emotional, sometimes heated, debate about what the Church of Sigmar should do in response to the incitement by the Ulrican extremists. One faction, led by Lector Manfred von Hindenstern of Middenland, advocated war as a means to demonstrate that the Church will not be cowed by those who use death and destruction to advance their own thirst for power. Johann Esmer of Wurtbad and his supporters advocated a more conciliatory approach in the belief that reasoned debate would lead to the end of support for the fanatics. Nikolaus relates the Grand Theogonist had begun his defence of Esmer’s arguments by presenting the current status of his talks with Ar-Ulric when the floor beneath Yorri’s feet exploded. Nikolaus tells the PCs everything went black until he found himself being treated by a Priestess of Shallya in his bed here at the Boarding House.

Other than hearing about the dead after he regained consciousness, Lector Nikolaus has no

idea about the whereabouts or activities of the other Lectors. He does mention he has received word of a meeting on 32 Sigmarzeit. The Ostland Lector doubts a Grand Theogonist would be named in this time of strife. He does believe the assembled Lectors and Arch-Lectors will name one of their own as Theogonist Locum Tenens (“locum tenens” in the classical language means “holding the place”), the man who will temporarily serve as head of the Church until the end of the war.

Should the PCs inquire about any groups of extremist Sigmarites, Lector Nikolaus studies them for sometime as if debating within himself. He then admits, rather sadly, there are a number of groups, the largest of which is known as the Magnærans, a branch of the Crimsonite Fraternity. Nikolaus can relate the information in the previous sidebar about the Magnærans as well as verify the information gained earlier about the Crimsonites. He believes the Magnærans would not resort to such violence, much less be behind the murder of the Grand Theogonist, but has no real proof one way or the other. Nikolaus knows nothing about the 12 Hexenstag.

Brother Marcus Returns

In the event the PCs have not encountered Lector Nikolaus at the ambush or they need another contact within the Church of Sigmar, Brother Marcus of Dunkelberg (**Power Behind the Throne**, pages viii – x) happens to be visiting Altdorf at this time. Brother Marcus was lecturing at the Collegium Sigismundae at the time of the explosion and has not been quite himself since he learnt of the death of his friend, the Grand Theogonist.

Since they are likely not to know the Sigmarite historian is in town, the PCs are likely to encounter Brother Marcus on the streets of Altdorf between the Collegium and the Cathedral of Sigmar. He recognises the PCs from their time on the trip from Kemperbad to Altdorf, as well as entrusting them to return the shard he had taken in his youth from the Shrine of the Shining Rock. Brother Marcus offers to buy them a meal at the Priest’s Rest Tavern [location 14] so he can catch up with them in the nearly two years since they met last.

Brother Marcus can provide the PCs with the same information as Lector Nikolaus. In addition, he knows there are violent offshoots of the Magnærans, small groups advocating a violent response against Ulrican and alleged Ulrican sympathizers. Brother Marcus knows of the formation of the 12 Hexenstag through rumour, but nothing of its membership or of any activities towards their goals.

If the PCs suggest the 12 Hexenstag was behind the murder of the Grand Theogonist, they will see the anger in Brother Marcus' eyes. He tells the PCs to bring him proof of their guilt and he will advocate the perpetrators be burned as heretics.

The PCs will have to be careful with Brother Marcus. First and foremost, his loyalties lie with the Church of Sigmar. Brother Marcus cannot conceive that anyone in the Church – other than few fanatics – could be involved in a plot against the Emperor. He will inadvertently block any lead that points to the Church and will always try to find an alternative explanation to any such evidence.

Looking for Herr Heinz

If Count von Walfen mentioned the resemblance of the Kastor Lieberung look-alike to Chancellor Johann Heinz, the PCs might try to pursue this lead. This could be difficult for the PCs early in the scenario since those with whom they have contact really don't know anything about the Herr Heinz other than he once worked for the previous Chancellor.

In the first days following the murder of Yorri XV, no one is allowed admittance to the Imperial Chancellery [location 5]. The Order of the High Helms (tall knights over 6 feet 6 inches tall, see **Shadows over Bögenhafen**, page 20-21) has been given the task of guarding this building as well as the Bitterhof [location 8], Judiciary Scriptorium and Secretarium (Magistratsamt) [location 9], and The Imperial Courts of Justice (Kaiserlicher Gerichshof) [location 10]. Their orders are strict; no unauthorised individuals are permitted to enter these premises. The unmentioned reason for such precautions is that no one

knows for certain whether there are other politically powerful persons targeted for assassination.

The PCs are turned away even if they present their warrant as agents employed by the cult of Mórr. Staking out the location in the hopes of finding and confronting Johann Heinz before Martial Law is lifted on 33 Sigmarzeit will end up frustrating the PCs. Since the death of the Grand Theogonist was not part of his own schemes, Johann has opted to be very cautious and wait for the situation to be resolved. His plans are too close to fruition for him to become careless now.

Establishing a stakeout will present the PCs with other problems as the imposed curfew applies to them as well. The PCs need to be smart and cautious as they do not want to be caught and dragged off to a cell at the Watch barracks. Patrols by the Watch, City Garrison, and the Imperial Guard have been increased during the night in order to reinforce the curfew.

To make matters more complicated, Johann will learn by 32 Sigmarzeit that his cousin, Kastor Lieberung, has been seen in Altdorf. Johann is uncertain why the former Magister Impedimentae of the Purple Hand should choose this time to return to Altdorf. In his mind, the timing is not coincidence as there is no such thing where the Great Mutator is concerned. So, Johann arranges for some members to shadow Kastor and his companions in order to learn of their intent.

At this stage, Johann Heinz decides against informing his fellow cultist Dieter Kucinich about this development. Johann senses that no good will come from prematurely alerting the principal aide of the Emperor's Court Lector to this unexpected development.

Requiem for a Martyr

At 8:00 AM on the grey, cloud-covered morning of 30 Sigmarzeit, the bells at the Cathedral of Sigmar and the Temple of Mórr toll in unison. The sound of the bells and its cadence signal a solemn occasion: the funeral of the Grand Theogonist and those priests that perished with him that day.



The procession assembles at the Kaiserplatz [location b] with the Lectors and the two Arch Lectors to lead the carriage carrying the remains of the late Yorri XV. This assembly is surrounded by Templars of the Fiery Heart, followed closely by Mórrian Temple Father Georg Knock and two Mórri priests. The Emperor's carriage and his Imperial Guard escort take their place next in the procession line with the High Priests of the other cults, the representatives of the various provincial Electors, and lesser priests of Sigmar bringing up the rear.

As the bells at the Temple of Mórri stop ringing (though those at the Cathedral of Sigmar continue throughout this ritual), the funeral procession departs southward across the Templeplatz [location j] and straight to the south wall. The route of the procession turns left at the south gate and follows a path around the walls of the Imperial capital. The march crosses the Reik at the Mourners' Bridge and continues along the wall until it reaches the River Talabec. There, the funeral procession turns towards and crosses at Eastender Bridge [location y] before turning to the wall again. This process is repeated at the Reik where the march crosses at the Emperor Karl-Franz Bridge [location c]. It continues along the wall until the South Gate is reached and turns back to the Cathedral.

This is the same exact route taken by the Church of Sigmar during its celebratory procession on 18 Sigmarzeit, the holiest day on the Church's calendar. Like that event, crowds gather to watch the procession, though its mood is more sombre this time. Many of the Altdorfers along the route break down in tears and weep at the passage of the Grand Theogonist.

Should the PCs be unsure of what is going on, any resident will tell them of the funeral procession and the closest location where the PCs could get a viewing. If the PCs hesitate, there is a rumour circulating that even the Emperor is in the procession, which is remarkable as he did not partake in the march marking Sigmar's holy day. Given their mission, this should be the spark the PCs need to find a place to observe the entire procession.

The death of the Grand Theogonist could not be more untimely to the plans of Johann Heinz and Dieter Kucinich to further isolate the Emperor until they could make their move. It took an extreme effort on the part the two to convince their respective "superiors" that the Emperor may be too ill to attend the pageant commemorating both the day Sigmar was crowned Emperor and his later abdication. The Emperor's advisors took a lot of criticism, particularly from the Church of Sigmar, for that decision. Now with the death of Yorri XV, the Court Lector Lothar von Metternich was most insistent that the Emperor make a showing today.

As the PCs watch the proceedings, they hear murmurs from the crowd when the Emperor's coach passes by. PCs successfully passing an **Observe** test (+10 for *Excellent Vision*) notice the man wearing the Emperor's regal attire looks like a man in his late 50s rather than a man of 37 years. Many in the crowd have seen the old man. A few make the sign of the hammer to ward off any possible evil while others pray to Sigmar and Shallya to heal whatever affliction ails the Emperor.

If the PCs position themselves to be near the front of any gathering of townsfolk watching the march, they risk (20%) Dieter Kucinich spotting the one who looks like Kastor Lieberung (as well as

Johann Heinz). Should this occur, any PC with the *Sixth Sense* skill may take an **Observe** test (+10 for *Lightning Reflexes*) in order to spot Dieter's surprised look before the "priest of Sigmar" regains his composure and turns away.

Once the procession makes it back to the Kaiserplatz, the bells at the Temple of Mórr begin to toll in unison with those of the Cathedral of Sigmar. The body of the Grand Theogonist and the deceased priests are then taken into the main sanctuary where the High Priest of Mórr and the Arch Lectors perform the funeral rites. The private service lasts over two hours and then the Sigmarite priests take the coffins to the final resting place in the catacombs below the Cathedral. Within minutes of the tombs being sealed, a signal is sent to silence the Cathedral bells. The bells at the Temple of Mórr continue to sound for another five minutes before it also becomes silent.

A light rain begins to cover Altdorf as if Sigmar himself is weeping over the loss of his earthly representative. The rest of the day is one for mourning for the people of Altdorf. Only when the toasting to the late Grand Theogonist takes place in the taverns will the spell of the dreary day be broken.

Throughout the following day, the various Sigmarite delegations go in and out of the Cathedral in private meetings and services. On the afternoon of 32 Sigmarzeit, the Ostland delegation joins those from the other provinces and city-states to appoint Arch Lector Kaslain of Nuln as Theogonist Locum Tenens.

Murderers Found

In defiance of the curfew, the PCs might decide to set up some sort of surveillance in the Oberhausen and Süderich districts. The two districts are less patrolled than the area near the Cathedral and Imperial Palace, so the chances that the PCs will be discovered are less likely. The only reason the PCs would set up shop here is that they are following up leads from other sources, such as from less savoury contacts along the Street of a Hundred Taverns.

At this point, the PCs may only know a few things about their quarry:

- One of the men seen observing the Cathedral before the explosion *returned to one of the southern districts – Oberhausen or Süderich.*
- *On 25 Sigmarzeit, smugglers off-loaded some barrels labelled "pickled herring" from a boat newly arrived from Nuln into a wagon bound for the districts on the other side of the Reik (perhaps Oberhausen or Süderich).*
- *The night after the explosion, the agitator, Mayer Gauss, met with someone near the University for a few moments. The man seemed agitated and made a comment about going to Nuln.*

With so little to go on, the PCs will have to be very creative or damned lucky.

The first starting place would seem to be the area where smugglers ply their trade. Unless PCs have experience as smugglers or belonged to a thieves' guild/crime organisation which included smuggling, they have virtually no chance of finding the likely location where the Nuln "pickled herrings" landed. Knocking heads might seem to be a good way of getting information, but the effort has greater probability of getting the PCs into trouble with the crimelords: Dieter Schneider, Francesco Sarducci, or Vesper Klasst. Using bribes in conjunction with **Fel** tests (with appropriate modifiers) is more likely to produce positive results – though these have a good chance of being misleading.

Most goods smuggled into Altdorf come through the Reikerbahn district. If the PCs are successful (and this should require a number of tests as well as the lightening of purses), they will eventually be passed along to a Viktor Kahl and Otto Bauer. The two men were involved with receiving and delivering the four barrels of "pickled herring" from Nuln. Should the PCs ask if the two thought such merchandise from Nuln was odd, the smugglers laugh at the PCs. "Sure, it was," one of the two would say, "So what? Our job is jus' to pass 'long the merchandise, you know? Not ask questions or check contents."

The PCs have to be careful as to how they approach their questioning. If too persistent, they may arouse suspicions that they are Port authorities, and the two men will scatter without warning. A continual flow of bribes would be needed to keep the two men talking, though the smugglers start passing along misinformation if they think the PCs are the gullible sort.

At some point (and many coins later), Viktor and Otto will give the PCs an address to where they delivered the barrels: a small building in the Süderich district between the Reikmarkt [location h] and Graustein Keep [location 28]. They pulled the cart into a side alley where they met a man who identified himself as Gustav Fokker and helped him cover up the cart and barrels. The mule was brought back to the docks at Reikerbahn because “one jus’ can’t trust the folk across the river,” as one of the two men reply with a grin.

Should they make their move before the early morning hours of 31 Sigmarzeit when the Templars of the Fiery Heart arrest the leader of the 12 Hexenstag, the PCs will find a fretful Gustav Fokker in residence with three of his followers: Thomas Carstens, Joachim Windaus, and Thomas Pauli. The flat where they reside is located just below street level with its entrance on the side alley.

Stealthy PCs with *Silent Move Urban* skill are able to get close enough to make a **Listen** test for soft noise (+10 for *Acute Hearing*) to listen to the men trying to plot their escape from Altdorf. Even though all talk about courageously facing whatever fate is in store for them if caught, it is clear that none relish the prospect. Should any of the PCs try to look in through the window, they will need to successfully pass a **Hide** test since one of the trapped men will periodically peek through the window in the hope that no Templar or Soldier is coming to arrest them. In the event the PC succeeds, he will see the four men are armed with swords and three are wearing what appears to be a chain shirt under their tunic. If nothing else, the men look as if they are ready to sell their lives dearly.

The PCs have several options at this point. One option is to wait and keep the group under surveillance. The problem with this option is that the Templars of the Fiery Heart will arrest the four after a brief battle and take them to the interrogation room beneath the Cathedral. This event also denies the PCs a chance to talk to the conspirators since the Church of Sigmar does not recognise the authority of the Mórr cult in matters of the Church’s affairs.

Another option for the PCs is to break into the house and confront the foursome. This would certainly result in a fight, which is rather tight given the size of the flat (three rooms and a water closet, none of which is more than 10 feet by 8 feet). The four will try to battle their way past the PCs and escape whilst screaming “murderers!” in the faint hope that either the Watch or Garrison will appear and intervene to the PCs. This would hopefully allow the foursome to escape in the night. Under a previous agreement, the four will rendezvous at the Imperial [location 24] several hours after their escape.

Even if Fokker and his followers are subdued by the PCs in the flat, there is a reasonable chance (60%) that someone nearby will have heard the commotion and summoned help. Should this occur, the PCs could use the warrant from Priestess Inga (+20) to test against either their **Ld** (+10 for *Acting*, +10 for *Public Speaking*) or **Fel** (+10 for *Bribery*, +10 for *Charm*). If successful, the summoned patrol leaves the PCs to their business. Should the test fail, the patrol moves to arrest them all. The PCs have one more chance to test against their **Fel** with the above modifiers to convince the patrol they should all pay a visit to the Temple of Mórr so that Priestess Inga could vouch for their authority (which she will do convincingly if it comes to this). One more failure means the Watch Barracks.

A third option would be for the PCs to pose as being sympathetic to the cause, at least long enough to get in the door. This gets tricky since the men inside are not expecting anyone other than known accomplices – most of whom are hiding elsewhere in the city – and Brother Karl, who they have not seen since the explosion. The PCs best chance of gaining admittance is to pose as

individuals who have been recruited by Brother Karl to help the four men leave Altdorf. This would require successful **Bluff** tests (+10 for *Acting*; +10 for *Charm*; +10 for *Etiquette*; and for female characters, +10 for *Seduction*).

Once they are inside, the PCs could either continue their charade in the hope they could gain more information or they can try to subdue the foursome. Whether the PCs coax the information or torture the four men, they can learn the following (some of which bear no resemblance to reality):

- *The Grand Theogonist is actually a Todbringer and, thus, an agent of the vile cult of Ulric.*
- *The Church of Sigmar is destined to be the one religion for the Empire and all others should be proscribed.*
- *There are many in Nuln who will support the death of the Grand Theogonist and the crushing of Sigmar's enemies.*
- *Brother Karl was the key for the realisation of the plan.*
- *Mayer Gauss, a Sigmarite agitator who frequently speaks at the University, introduced Gustav and Brother Karl.*

- *Though a Middenheimer, Brother Karl had been working on support in Nuln.*
- *Brother Karl is a member of the Crimsonite Fraternity.*
- *Court Lector Lothar and Arch Lector Aglim of Talabheim are also (believed to be) members of the Crimsonite Fraternity.*

If the PCs do not turn the four traitors in, the Templars of the Fiery Heart arrive in the morning hours of 31 Sigmarzeit. "Brother Karl" anonymously tipped them off to the location of the "Ulrican" conspirators. The Templars arrive in force and quickly subdue the traitors. The four conspirators are taken away and tortured to reveal the identities of their co-conspirators, all of whom are rounded up over the next two days. Not surprisingly, any attempt to find Brother Karl is unsuccessful.

News of the arrests circulates around the Imperial capital on 33 Sigmarzeit. The conspirators are tried and found guilty in secret. They are then drawn and quartered in the prescribed manner for traitors before a cheering crowd in the Kaiserplatz on 2 Sommerzeit. Crown Prince Wolfgang Holswig-Abenauer is also in attendance that day.

Gustav Fokker, 12 Hexenstag leader

In his late 30s, Gustav knew that his meeting with Brother Karl was the sign from Sigmar that the time for compromise was over and that the new dawn for the glory of his god would commence with the Grand Theogonist's death. Gustav was not deluded to believe that the Church hierarchy would immediately embrace him. No, Gustav and his followers would need to make their way to Nuln where he knew there were other, more connected sympathisers to their cause. The problem was that response to the explosion was too swift and escape from the city not possible. Now the threat of capture has shaken Gustav as he waits for an opportunity to quit the Imperial capital.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	39	3	4	9	42	2	32	46	35	44	47	44

Skills: Arcane Language-Magick, Cast Spells (Clerical 1), Disarm, Dodge Blow, Meditate, Public Speaking, Read/Write (Reikspiel), Scroll Lore, Secret Language-Battle, Secret Language-Classical, Street Fighting, Strike Mighty Blow, Theology

Magic Points: 8

Spells: 1st: Aura of Resistance, Cure Light Injury, Fire Ball, Steal Mind

Equipment: Sword, Travelling Clothes, Iron Medallion of Hammer, Sling Bag of Ingredients, and Purse (14 GCs, 10 shillings, 18 pennies)

Thomas Carstens, Joachim Windaus, and Thomas Pauli, Rebels

All three are young (early to mid 20s), restless Reikland gentry who have come to believe that compromise with the old religions was wrong. They are ardent followers of Gustav, but the tension of the current situation threatens to shatter their belief in Gustav's plans.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	39	3	4	9	43	2	41	43	32	43	32	43

Skills: Blather, Charm, Disarm, Dodge Blow, Etiquette, Heraldry, Luck, Read/Write (Reikspiel), Ride, Secret Language-Battle, Street Fighting, Strike Mighty Blow, Wit

Equipment: Mail Shirt (1AP body), Sword, Travelling Clothes, and Purse (24 GCs, 16 shillings, 12 pennies)

Burning Down the House

As news spreads about the arrest of the Ulrican assassins and details of the Blackpowder Plot emerge during the morning of 33 Sigmarzeit, a large crowd starts gathering at the chapel of Ulric near the Königplatz chanting anti-Ulrican slogans. "Death to the false Wolf worshippers" and "May Sigmar and Mórr curse them all" can be heard from the increasingly hostile crowd. The chapel is close to the PCs' townhouse so the PCs should not miss this event unless they are elsewhere.

Around noon, an agitator appears and begins to rail about the crimes – real or imagined – that the cult of Ulrican has perpetrated against Sigmarites. Alleged massacres and persecutions of Sigmarites in Middenland, Hochland, Nordland, and Talabecland are featured in the agitator's inflamed rant, including several references to the Bösel massacre. The agitator leads the demand for their Emperor to make a presence and vanquish the Ulrican bandits across The Empire. The mob cheers in response.

If the PCs are attending the denunciation of the Ulricans, they will easily note the temper of the mob is rising to fevered pitch as the agitator continues on. Murmurs from the crowd indicate this gathering is heading towards violence. The PCs should also be aware (a timely **Int** test might be required) that any overt move to remove the agitator could place them in danger.

Any PC with the *Public Speaking* skill has a chance to turn the crowd away from violence by appealing to their common heritage as Sigmar's people or other similar approaches. The PC in question will have to work hard at this, testing against their **Fel** (+10 for *Charm*, +10 for *Public Speaking*, +10 for *Wit*) and trying to overcome that of the agitator, Mayer Gauss (who gets an additional +10 modifier since he has been working the crowd for some time now). Should the PC fail miserably in this contest (lose to Mayer and miss the **Fel** test by 30 or more), then the crowd starts shifting some of their hostility to the PC thinking him a sympathiser (or worse, an agent) of the cult of Ulric. If this were to happen, the PCs should think of a quick retreat, possibly with a mob of 2D6 +10 hostile townsfolk on their heels for D6+2 turns.

The PC-turned-agitator will have to best Mayer for three tests out of five to settle the ground down and avert violence. If the PCs succeed, Mayer uses the milling crowd to make good his escape from the area. The PCs can give chase or follow Mayer discreetly until they can nab him. This may require testing against **I** by either party since Mayer is always wary of being followed. Should the PCs catch up to Mayer at any time, they can gain information as described in the section **An Agitator for All Seasons** above.

If the PC fails to best Mayer as described above within 10 tests, the enraged mob – led by Mayer Gauss' demands for a message to be sent to the wolf worshippers in Middenheim – will storm the

chapel, drag out the one priest and two initiates within, hang the three, and set fire to the building. PCs who try to physically stop the violence will get trampled upon by the crowd and sustain 1D6+3 S4 hits from any violence.

The mob stops its rampage once the people realise the danger they created when several other nearby buildings also catch fire. Many of the assembled people flee while others scramble to form a fire brigade. The slow reacting Watch (who were not in evidence while the mob gathered) appear to help stop the flames from spreading. Buckets appear and water is pumped from the newly installed (in the last year) water pumps in the square. The Altdorfers are able to stop the fire after a

handful of buildings are burnt down. Luckily, the fire is extinguished before it gets close to the PCs' residence.

If the PCs are watching Mayer during the destruction of the chapel and the execution of its attendants, they note that in the middle of the carnage a man approaches the agitator and whispers in his ear. Mayer's expression quickly changes from one of grim satisfaction to one of panic. He quickly looks around to see if anyone is coming for him before leaving his place of persuasion and disappearing down the alleyways back to the area of the University. The PCs have the same chance as described above for catching Mayer.

Mayer Gauss, Agitator

Mayer is a former student of history at the University of Altdorf who felt that recent troubles in the Empire could be traced to hostility the Ulricans caused when they embraced the doctrine of the Sigmarian Heresy. From that point on, Mayer took to his new calling – the denunciation of the Ulrican cult – with the fervour of a true believer.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	41	39	3	3	7	44	1	32	45	46	46	35	48

Skills: Arcane Language- Magick, Blather, Dodge Blow, History, Public Speaking, Read/Write (Reikspiel), Secret Language- Classical, Silent Move Urban

Equipment: Sword, Leather Jack (0/1AP Body/Arms), and Purse (2 GCs, 12 shillings, 14 pennies)

Unwanted Attention

A few hours after the event at the chapel of Ulric has settled down, the town criers of Altdorf announce in the various squares and markets that the curfew has been lifted as a result of the arrest of the Ulrican sympathisers. Some celebrations take place that night, but there is a subdued atmosphere in Altdorf. News of Middenland's mobilisation and intentions has finally reached the Imperial capital.

It is also at this time that the PCs will have received some unwanted attention. By now, Johann Heinz and Dieter Kucinich have come to the realisation from reports by the low ranks of their Purple Hand Ordo that the PCs'

activities might pose a threat to their plans for exerting more control over the enfeebled Emperor Karl-Franz. Still, they have no idea where the PCs are in their investigations and need information. To this end, members of this cell of the Purple Hand start to shadow the PCs and watch their every move.

The cultists have an elaborate method of communication; either using drops to send written information or making blind contracts. In the latter case, the cultist may rely information to someone via a hole in a fence or open window so they cannot see to whom they passed their report. Such activities are not without risk as the person on the other side of a wall might be a Watchman or, worse, infiltrators from rival cults.

Given the paranoia of the Purple Hand cells, methods of passing along information frequently change. If they are lucky, the PCs might even catch a break and intercept reports about their own activity. They could even use the Purple Hands' methods against the cult by posing as one of the blind contacts and passing along whatever information the PCs deem appropriate. Of course, the PCs run the risk of alerting the Purple Hand members that their communication method has been compromised.

Should the PCs manage to capture one of the cultists, they will have their interrogation work cut out for them. Purple Hand cultists are not likely to talk, as they are more fearful of Tzeentch's wrath than anything the PCs could do. If the cultist does break down, their information is of little use other than relating their instructions and the location of where they pass along what they have learned. Individual cultists shadowing the PCs know nothing about their superiors' long-term plans.

Standard Purple Hand Cultist

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	20	3	3	7	40	1	35	30	30	25	30	20

Skills: Concealment-Urban, Disguise, Dodge Blow, Follow Trail, Read/Write (Reikspiel), Secret Language-Guilder (Purple Hand Cult), Shadowing, Silent Move Urban

Equipment: Hand Weapon (Sword or Club), Leather Jack (0/1AP Body), Clothing with some purple colour, and Purse (3 GCs, 10 shillings, 22 pennies)

A New Kid in Town

During mid-morning on 1 Sommerzeit, the sound of horns blaring can be heard from the Upper River Gate. The horns signal the arrival of five ships bearing the flags of Crown Prince Wolfgang Holswig-Abenauer. The ships dock at the wharf just located north of Three Toll Bridge to the cheers of Altdorfers as the entrance the Crown Prince and his entourage from Castle Reiksgard to Altdorf takes the Imperial city by surprise.

If the PCs happen to be nearby, they can see there is commotion near the Imperial Palace. Servants in the livery of the Imperial Court are scrambling about in response to the barking orders of a gruff, old man (the Lord Chamberlain, perhaps?), trying to assemble an appropriate manner to convey Crown Prince Wolfgang from where his ships landed to his apartments in the Palace. The arrival of the Crown Prince was clearly an unexpected development.

Things are just as hectic nearby at the Imperial Chancellery. Should the PCs have this location under surveillance, they see

Chancellor Johann Heinz in his official attire hurriedly walking with his entourage of fifteen men-at-arms and a number of bureaucratic underlings jostling for favoured positions following. If any of the PCs remember the face of Kastor Lieberung, they will have no difficulty identifying the Chancellor.

In the event the PCs have secured a vantage point near the wharf where the Crown Prince's ships are moored, they can watch the heir of Karl-Franz disembark. Given his attire, there is no mistaking the rather pudgy and quite unremarkable Wolfgang Holswig-Abenauer. The man looks to be in his mid-twenties with mousy brown hair, limpid eyes, and rather pale skin. In contrast, the man standing next to him is a picture of a Sigmarite warrior: tall, well built, and wearing the regalia of the Captain of the Guard. As with other nobility, the Crown Prince is followed by an entourage of men-at-arms and advisors.

In due time, the Imperial coach arrives along with a procession of the Imperial Court to escort the Crown Prince across the Reik. A number of townsfolk gather to cheer the newcomers along

the route. If they choose, the PCs are able to discreetly follow the assemblage to the Imperial Palace.

Later that afternoon, the town criers read aloud the following proclamation in the various squares and markets throughout Altdorf:

“Gentles and Townsfolk of Altdorf”

“By the Grace of Sigmar on this day, 1 Sommerzeit, in His year of 2514, His Imperial Majesty Emperor Karl-Franz I, Grand Prince of the Reikland and Beloved of Sigmar, has bestowed upon His Imperial Highness, Crown Prince Wolfgang Holswig-Abenauer, the title and duties of Lord Protector of Altdorf for as long as the Imperial City is under threat from Her Enemies.”

“As his first act as Lord Protector, His Imperial Highness has directed Reikmarshall Götz von Bock to forthwith lead the heroic army of Altdorf forward to engage the craven Middenland forces in the field of battle.”

The announcement leaves the atmosphere in Altdorf mixed between the relief that something was done to defend the Imperial capital and the despair of unwanted war thrust upon the people of the city.

Interview with a Court Lector

Any attempt the PCs may have undertaken to see the Court Lector, Lothar von Metternich, in the early stages of this scenario (prior to 31 Sigmarzeit) should have been rebuffed. Only when certain individuals have noticed their investigative work will the doors to the powerful begin to open just a little.

One way the PCs can make their case for such a meeting is to ask Priestess Inga for her assistance in arranging it. This can be done if

the PCs have uncovered enough information to show there are elements within the cult of Sigmar – Brother Karl, the Magnærans, 12 Hexenstag – that are behind the death of the Grand Theogonist. Should the PCs suggest a meeting with the Theogonist Locum Tenens instead, Priestess Inga suggests it might be easier to meet with the Court Lector.

The PCs could opt to spare their patroness by sending a letter of introduction to the Court Lector in his offices at the Imperial Palace. The PCs would have to arrange for a courier (or masquerade as one) to deliver the letter to the Imperial Guards on duty there. There is a chance (20%) the letter would not be delivered unless it was written on stationery bearing the heraldry of a noble house. How the PCs could obtain such stationery is best left to their ingenuity.

Once the PCs’ activities have become known to Brother Dieter Kucinich, the aide of the Court Lector, he will also do what he can to smooth any request the PCs’ or their patroness have made concerning a meeting. In Dieter’s estimation, he has more to gain than lose from such a meeting by learning what the PCs’ know since the Court Lector knows nothing about Yorri’s death.

A sealed invitation would be sent to the PCs via Imperial courier once Court Lector Lothar agrees to the meeting with the time and date. Such information is up to the GM, but it is suggested the meeting takes place in the morning following the delivery of Lothar’s response.

When the PCs arrive at the Imperial Palace, they should have their invitation in hand to present to the Imperial Guards at the entrance. If the Court Lector’s invitation is missing, the PCs will not gain admittance no matter how many **Fel** tests are attempted. No invitation, no admittance. Upon presentation, one of the Imperial Guards will look the invitation over, checking the seal and the embossed heraldry on the letterhead (twin-tailed comet followed by a star) before checking the signature and text. Satisfied that the invitation is authentic, one of the guards turns toward another,

out-of-sight guard within the Palace and informs him to summon a detail to escort the PCs to His Eminence, the Court Lector. The PCs are expected to wait outside for the several minutes it takes the escort of six guards to appear.

Instead of taking the PCs through the main entrance near the Kaiserplatz, they are led to a side entrance across from the Imperial Chancellery. Once in, the PCs are then escorted two flights up a nearby staircase and a short way down an opulent hallway. The lead guard then knocks on a door. Within moments, a priest of Sigmar opens the door. The guard announces the individuals in their care have an invitation to visit with the Court Lector. The priest nods and motions the PCs to enter Lothar von Metternich's suite.

The PCs enter the well-furnished parlour. The priest introduces himself as Brother Dieter. In the event he hasn't been informed of the PC resembling Kastor Lieberung, Brother Dieter is momentarily surprised when he glances at that PC. PCs looking at the Sigmarite Priest need to make a successful **Observe** test (+10 for Sixth Sense) to catch Brother Dieter before he quickly regains his composure. Should the PCs inquire about his reaction, Brother Dieter briefly hesitates and then simply states the PC reminded him of someone he knew who passed away a few years back. The Priest refuses to elaborate any further.

Brother Dieter asks if the PCs would like a glass of wine (Bretonnian claret) while they wait for His Eminence. As he pours the wine, Brother Dieter asks the PCs their names and how they came to be in Altdorf. Brother Dieter does not plan to ask the PCs' any follow-up questions since he does not want to arouse suspicions at this time.

If the meeting with Lothar takes place from 31 Sigmarzeit to 2 Sommerzeit, he enters the room relaxed and quite friendly, if not reserved. Should the meeting take place after these dates; the Court Lector will be somewhat distraught and fidgety. As soon as

Lothar enters the room, Brother Dieter bows to the Lector and PCs before withdrawing to another room (other than the main entry, there are three other doors exiting the parlour). Brother Dieter plans to eavesdrop on the conversation unless the PCs find some way to politely urge Lothar to send him out so they can discuss confidential matters.

Since the Emperor's failing health – both physical and mental – has been an overriding concern to Lothar (though he will not share this information), the Court Lector has not followed the investigation of the Grand Theogonist's death closely. The Inquiry from within the Church itself has not released any information about their investigation to anyone other than the Theogonist Locum Tenens and the Grandmaster of the Fiery Heart. The Court Lector has no way of knowing the Inquiry has actually gained less useful information than the PCs have gathered.

Lothar's intent at this time is to learn whatever details the PCs have already gathered. If the PCs have asked Priestess Inga to help arrange this meeting, the Court Lector and Brother Dieter both know the PCs are in the service of the cult of Mórr. While this assures Lothar of the PCs' intentions, the knowledge of the involvement of the Mórrians causes grave concerns for Brother Dieter.

As they relate their investigation thus far, the PCs need to be careful not to divulge more about themselves than their cover story. If the PCs mistakenly reveal they have worked for the Todbringers or are members of the Knights Panther, then Lothar's look of concern hardens to anger and he demands the PCs leave immediately. Quick-thinking PCs will realize the mistake they have made and it will require a good explanation and a successful **Fel** test (+10 for *Charm*, +10 for *Etiquette*) for the PCs to convince the Court Lector that his anger is misplaced and they are no longer working as Knights Panther or agents of the Todbringers.

While he listens dispassionately to the PCs, Lothar straightens up with interest should the PCs mention the Crimsonite Fraternity, the Magnærans, 12 Hexenstag, or Brother Karl. The

Court Lector asks very pointed questions – such as “How do you know that this Brother Karl is truly a member of the Crimsonite Fraternity?” – to get to the heart of the matter. Lothar’s overriding concern is whether there is truly a conspiracy within the Sigmarite Church.

At the end of the audience, Lothar thanks the PCs and tells them he would be most grateful if the PCs would come to him with anything else they might uncover. He then opens the door and asks the guard detail waiting outside his apartments to escort the PCs out, after which he then gives the PCs Sigmar’s blessings so that they can continue their efforts on behalf of the Church.

How much Brother Dieter is able to hear through the closed door is up to the GM. Suffice it to say; he’s heard enough to worry that the PCs might be on to something.

Should the PCs promptly set up surveillance outside the Palace door they have exited, they will notice Brother Dieter departing the Palace about an hour after their meeting with the Court Lector concluded. The Sigmarite priest makes straight for the Imperial Chancellery across the street and is quickly admitted by the Imperial Guard on duty. Brother Dieter remains there for the better part of an hour before returning to the Palace.

Things Lurking in the Dark

A young courier brings a message to the PCs’ townhouse around dinnertime on the day they have met the Court Lector. The girl wears the livery of the Altdorf Couriers whose offices are adjacent to the Altdorf Council Hall [location 44]. If the PCs aren’t in, she hands the sealed message to their valet, Simon Helmholtz, and waits for the customary shilling before departing. As the envelope is addressed to whichever PC did the most talking during the meeting with Lothar, Simon does not open it though he pays the girl.

If the PCs do not return before Simon can hand them the letter, he will leave it in plain sight where the PCs could find it upon their return to the townhouse. The letter states:

*****Handout #6*****

Rumour has it that you’re looking for information about the death of the Grand Theogonist. Meet me at Warehouse number 3 at midnight this evening. The rear door will be unlocked so come in through that way. And bring about 10 gold crowns. I’ll want some money for the information I have.

Should the PCs receive the letter directly, they could quiz the girl about the person who brought this message to be sent. The girl, Amalie Bäcker, will tell the PCs all she knows is that her boss, Herr Fichte, asked her to deliver the message. She will also mention the one shilling if the PCs have not paid it.

In the event the PCs decide to pursue the matter with Herr Fichte, they will have to wait until morning, as the office is closed by the time the PCs arrive. When asked the next day, all Herr Fichte recollects is the man had the look of a tradesman from the Docks area. The man did not give his name nor was it asked. Herr Fichte explains it is not a requirement for a person using the service to provide his name.

If the PCs suspect a trap, they have good reason to do so for that is what it is. Moreover, a fog has arisen this night covering the areas within 200 yards of the rivers.

Warehouse number 3 is located along the River Talabec east of the Reik-Talabec Trading Company [location 54]. The double doors facing the wharf area are locked from inside and all windows shuttered. Whether the PCs arrive at the designated time or earlier, they find the

back door facing the alleyway is unlocked just as the message said it would be.

When the PCs open the door, they can see a lit lantern in the centre of the warehouse. They also note that stacks of crates are lined up against the walls, except where the doors are located. At the far edge of the light, the PCs can make out the silhouette of a man leaning against some crates. PCs with *Night Vision* cannot make out any more details since the light from the lantern interferes with this ability.

Before the PCs could move into the shadows, they hear the man in the darkness say, “So good of you to come. Do you have the money? Please step forward so I can see it.” As the PCs step forward, those who have *Sixth Sense* realise there are others in the room. Before they could get out a warning, 12 Pink Horrors leap out from behind the crates and attack.

While the Pink Horrors create a diversion, Brother Dieter backs away from his position behind the crate that helped prop up a corpse and slips down a trap door leading to a smugglers’ tunnel where he joins another 6 Purple Hand cultists. He hopes the Lesser Daemons of Tzeentch could bring an end to the PCs’ meddling, but does not plan to stay and watch. He must hurry back to his flat near the Pious Pilgrim's Boarding House in order to make sure he has an alibi.

The Horrors have been summoned 6D10 minutes before the PCs’ arrival (they were expected to be early). The summoning spell lasts a total of two hours, so the PCs won’t get any help from Instability until the turn after Brother Dieter departs from the warehouse. Should the PCs try to retreat (run away), the Horrors follow them until death, Instability, or the end of the spell overtakes them. When dealt a killing blow, a Pink Horror does not die, but splits into two Blue Horrors. When a Blue Horror is slain, its body evaporates as it returns to the Realm

of Chaos. Nothing remains of the dead Daemon except for the damage it left in its wake.

Once the fighting is done, the PCs find the corpse that was propped up to fool them. If the PCs inspect the gaping hole in its chest, they find that the heart is missing from the corpse. Should the PCs search the area behind the dead man, they will find eleven dead beggars (mixed males and females) with a similar hole in their chest and blood pooled all around them. All the victims look as if they have been ritually sacrificed.

Given that they work for the cult of Mórr, the PCs need to inform the priests of the dead bodies here. The PCs may even need to pass an Int test (+10 if they have experience in the Watch) to know that going immediately to the Watch will bring unwanted complications at this time.

The PCs will also want to report the details of the ambush to Priestess Inga first thing in the morning. Should that occur, the Priestess advises the PCs she will not report anything to the Witch-Hunters of Sigmar at this time. She believes the PCs must be getting close – even if they do not realise it – since someone decided to take a very risky course of action to eliminate them. In addition, Priestess Inga cautions the PCs to be careful.

When the PCs return to their townhouse, there is a note tied to their doorknob. It’s addressed to Herr Lieberung (or “Herr Lieberung’s Associates” if the character resembling Lieberung has died before the PCs arrived and there is at least one PC who has been involved with the events in **Death on the Reik**). The Purple Hand leaves the note.

*****Handout #7*****

You may have forgotten us, but we haven't forgotten about you.

Get out of Altdorf while you still can.

Horrors, Lesser Daemons of Tzeentch

Horrors (Tsani'kchami'i) come in two distinct forms - the Pink Horror and the Blue Horror. Pink Horrors are magically fashioned slaves of the Lord of Change, essentially mere automatons to be expended as part of their carefully wrought plans. Horrors do not have solid material bodies since they are formed from pure Chaos. Thus, they sometimes take on a discernable form, sometimes blur into a frantic little mass of pinkness or blueness as they dash and scamper about. In the formal state, Horrors usually appear as creatures with exceptionally long arms and short legs erupting from a huge head and gaping maw.

Because they are made of raw Chaos, Pink Horrors can cast spells. The casting of spells fills them with increased joy as evident by their high-pitched squeals of laughter, sometimes becoming an ecstatic cackle, which sounds like the braying of a lunatic. Even death seems to delight them. When dealt a mortal blow, a Pink Horror does not die, but turns into a blob of gyrating pink energy. This changes to blue and then reforms into two Blue Horrors with a characteristic whoop of glee.

The second type of Horror is the Blue Horror. It is almost identical to the Pink Horror, but it is blue rather than pink. Moreover, its temperament is quite different as Blue Horrors wear perpetual frowns and are thoroughly bad tempered. These daemons sneer and grumble, muttering in a low whining voice. In combat, their normal noise gives way to a snarling outburst of rage.

Pink Horrors:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	45	4	3	5	60	2	90	90	90	90	90	01

Blue Horrors:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	25	3	3	5	70	1	90	20	20	20	20	01

Psychological Traits: Horrors are immune to all *psychological* effects, except those caused by any god, Greater Daemon, or Daemonic Prince.

Magic: A group of Horrors (at least nine, Tzeentch's number) always has one spell, randomly chosen from any type of Magic. The spell might be utterly inappropriate to the given situation, but the Horrors will cast it anyway.

Special Rules: The Pink Horror has 2 *claw* attacks. When reduced to 0 Wounds, a Pink Horror is not slain, but divides into two Blue Horrors instead. The Blue Horror has 1 *claw* attack. Once a Blue Horror is slain, it does not split as a Pink Horror does, but disappears with a bright blue flash. Lesser Daemons cause *Fear* to creatures under 10 feet tall and are subject to *Instability*.

Chaos Attributes: A Pink Horror may be granted up to 9 Chaos Attributes. Blue Horrors retain these attributes.

Imperial Coup d'État

Starting on 2 Sommerzeit and continuing over the next several days, Altdorf is thrown into political crisis. Proclamations issued from the Imperial Palace in the name of Crown Prince Wolfgang reveals his move to bring the entire province of Reikland including Altdorf under his rule. The Crown Prince's first step is to re-impose Martial Law (with curfew starting one hour after dusk and lasting until dawn) and proclaim himself Elector of the Reikland during his uncle's illness. The next follows the day after, when Wolfgang forbids his uncle's Imperial Court from certain areas of the Imperial Palace and brought in his own advisors to usurp the role of the Court. Separate calls by the Court Lector and Chancellor for meetings with Crown Prince are declined.

These acts led to the following rumours circulating about the city:

- *They say that the Emperor is gravely ill and will last for only a few days.*
- *I tell you, something doesn't smell right. First the Grand Theogonist and now the Emperor. How are we supposed to deal with Middenland marching against us?*
- *Sigmar's favour has left us.*
- *All this turmoil means that the price of the harvest, whatever there will be, has jumped up again.*
- *Rumour has it that a growing number of Reikland nobles, including senior Sigmarite priests, support Crown Prince Wolfgang to replace the ailing Emperor now.*
- *Does it really matter who runs the province? One Blue Blood is the same as another.*
- *You know what this means, don't you? More taxes. Never fails.*
- *Who will take care of our ailing Emperor now?*
- *Perhaps things will return to normal now that the Altdorf army bested Middenland in combat near Rottefach.*

- *I hear that the courtiers and diplomats are discussing whether Karl-Franz should abdicate. Can you image that? The man's taken ill and they want to turn him out.*
- *Can you believe that one victory against Middenland has the Crown Prince now publicly advocating military assistance to Ostland and even an invasion of Middenland? Prices will get worse before they get better.*

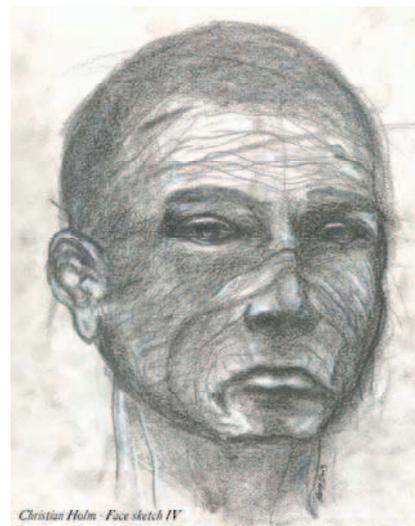
The Crown Prince is making his move on the advice of two men: Erwin von Mühlerberg, Captain of Castle Reiksgard, and Martin Fechner, Secretary to the Crown Prince. The two men are ambitious and see Wolfgang's rise as a means for their own personal goals to come true. The problem is that these objectives do not coincide.

As explained in the introduction to this adventure, Captain von Mühlerberg is a leader of one small cell of the

Purple Hand, though he is unaware of the schemes of the bigger Altdorf cell and their efforts to bring about the Time of Changes.

Even if he knew of these other schemes, the Captain fully understands that the Great Mutator will only reward the one who succeeds and not the failures.

In Herr Fechner's case, it is a simple matter of power, which should enable him to turn the tables on the Cult of the Scarlet Member and destroy them once and for all. The problem is he needs to be very crafty so he does not alert his assistant of his intentions. If Greta were to discover his plans, he could be ruined. The problem for Herr Fechner is that Greta Cranach is already advancing her own agenda.



Sidebar: The Scarlet Member

The Scarlet Member is a Slaaneshi cult from Altdorf. The cult has recently initiated its own plans for corrupting Crown Prince Holswig-Abenauer. The secretary to the Crown Prince, Martin Fechner, is a man with rather eccentric tastes when it comes to fulfilling his carnal desires. He recently became compromised by the Slaaneshi cult and was threatened with exposure if he did not agree to advance their schemes.

Secretary Fechner took on a cultist, Greta Cranach, as his assistant. Her goal is to convert the Crown Prince into the ways of her deity. Cranach knows she must tread carefully as any discovery could mean the plans of her cult would be uncovered. Cranach does not fear execution, yet though the thought of being impaled somehow thrills her.

On the evening of 2 Sommerzeit, a message is sent to the PCs' townhouse bearing the seal of the Temple of Mórr. The message is from Priestess Inga requesting the PCs meet her first thing in the morning, around 9:00 AM.

At the meeting, Priestess Inga expresses her concerns that things are spiralling in directions unforeseen when the PCs first met with her. The Priestess of Mórr is unsure as to where this may eventually lead, but she is concerned that it is not good for the stability of the Empire. The Crown Prince's actions are without recent precedence, but there's not much that can be done under the circumstances. Priestess Inga believes the key is the Emperor's recovery from whatever ails him.

If asked what the Priestess knows, Inga can only say that she saw the Emperor during the funeral procession for the Grand Theogonist and concluded he seems to be suffering from wasting malady. The Indagatrix Grandis of The High and Chivalric Order of Deserved Rest pauses in thought for a moment. She then looks at the PCs and suggest they pay Frau Doktor Silma Dönitz a visit at the Collegium Medicinae [location 27]. Priestess Inga comments that Doktor Dönitz was one

of the physicians who had a chance to examine the Emperor fairly recently and may have some idea as to what might be happening. The Priestess tells the PCs she will give them a letter of introduction to help them gain an audience.

House Call

The Collegium Medicinae is an impressive building with a colonnade façade with bas-reliefs of owls and doves signifying the guild's associations with the cults of both Verena (knowledge) and Shallya (healing). Entrance to the physicians' guild (for that is what this Collegium truly is) is relatively easy.

The guild's guards are mostly positioned to deal with any unsatisfied clients rather than limiting those visiting the guildhall. Each guardsman wears a band on his left arm with the guild's coat of arms (red sign of the hammer on a white background). Any guard or member of the guild can direct the PCs to Doktor Dönitz' office on the second floor. There is a staircase nearby that leads up to the three floors of the building.

In order to see the Frau Doktor, the PCs must present the letter of introduction to her secretary, Wenzel Albers. He examines the seal on the letter and then asks the PCs to wait for a few moments. Wenzel knocks on the closed door three times, enters the room and closes the door behind him. Minutes later, Wenzel opens the door and motions the PCs to enter.

Doktor Dönitz' office has stacks of papers and piles of books strewn about her office. She apologises for the mess and informs the PCs she can only give them a few moments of her time. Wenzel exits the office at this time and closes the door behind him.

If asked about the Emperor, Doktor Dönitz replies she has only seen the Emperor for a brief moment. Dönitz relates that the Court physicians were stumped about the decline of his health and asked her to take a look to see if she could help with the diagnosis. Frau Doktor informs the PCs she asked if the illness could be magically induced, but was told that the Supreme Patriarch could not find anything to suggest that possibility. When she could find

anything to explain the loss of the Emperor's vigour, Doktor Dönitz was told to keep whatever she learned confidential since the security of the Empire is at stake should information about Karl-Franz spread.

Silma Dönitz kept her word even after the Grand Theogonist's funeral when the Emperor's health was displayed – in a fashion – for all to see. With the Grand Prince's proclamation, Doktor Dönitz no longer feels compelled to hold her tongue.

Doktor Dönitz has been researching the Emperor's symptoms since she examined him (around 22 Sigmarzeit, if the PC must know). In her judgment, it seems his humours have tilted too much towards black gall, yet this does not entirely explain his mental state. Frau Doktor believes the Emperor does not exhibit a melancholic state, which would be one of the symptoms for which she would be looking. The Emperor's mind appears to have been dulled, though Silma Dönitz noted his eyes would sharpen for a brief moment or two before his look became more glazed.

Not wishing to look foolish to her colleagues, Dönitz kept her peace as she began her research. She tells the PCs she has confided in the PCs only as a favour to Priestess Inga. Should the PCs go public with what she has told them, Doktor Dönitz promises she will deny everything. She then bids them good day and good luck.

Mind Games

Another trick the PCs might try is to send the Chancellor a message using the Altdorf Couriers letting him know that Herr Kastor Lieberung is back in town (or some similarly phrased letter). They could time the arrival to take place some time after they have set up surveillance to watch the front of the Chancellery. After 4D6+6 minutes of the arrival of the message, a young lad wearing the livery of the Chancellor's office hurriedly departs and makes his way to the part of the Imperial Palace where the Court Lector has his apartments.

It does not take terribly long for the courier to return to the Chancellery. The PCs might try to intercept the young man at some point in his errand, but they will need to be careful doing so. Should the lad, Paul Mendel, believe he is about to be assaulted on the streets, he will begin shouting for the Watch before running away from the PCs. In other words, Paul creates a scene that the PCs hardly need.

Should the PCs succeed in escorting Paul for a private discussion elsewhere, they can easily bribe him (for about five or more shillings) into revealing that he delivered the message to a Sigmarite priest named Brother Dieter. In the event the PCs intercepted Paul before the message was delivered, the courier is willing to let them look at the sealed letter (without an official stamp) if they pay him at least 5 GCs and can reasonably reseal the letter. If this is done, the PCs can read the following letter:

*****Handout #8*****

Kastor Lieberung has contacted me. I need to see you immediately as we need to discuss how to deal with this new complication. I am not sure hat he wants, but I fear that his return to Altdorf after a two-year absence doesn't bode well for our plans, especially in light of the problems wrought by the Crown Prince's declarations.

The PCs may inquire as to who gave Paul the message to deliver. For another monetary consideration of roughly 4 shillings, Paul replies the Chancellor himself gave him the letter. Should the PCs inquire as to whether the lad would swear to this information before a magistrate, Paul starts to become nervous, as he fears he may be released from his job if his role in this sordid affair became known. He explains Chancellor Heinz is a man who would seek retribution upon those he sees as betrayers.

Should the PCs be short of funds, they could certainly get the information from Paul by threatening violence. Of course, taking this

approach means that the PCs are going to have to imprison Paul somewhere to ensure that he cannot betray them to the authorities.

If the PCs do nothing more than watch, they will see Brother Dieter approach the Chancellery around 10-15 minutes after Paul's return. The Sigmarite priest looks about warily in the apparent hope he has not been followed. Brother Dieter will remain within the Chancellery for about three hours before the Chancellery guards escort him to his flat. The PCs may follow discreetly so they may learn where the Sigmarite priest – if that is what he truly is – lives.

This Masquerade

If the PCs have been clever, they may have observed the Chancellor from a distance several times. Johann Heinz has come out from hiding in his offices since the execution of Gustav Fokker and his fellow conspirators, but has been more frequently seen since Wolfgang's apparent coup d'état as he continues to move from his offices to the Imperial Palace in the hopes of gaining an audience.

Should the PCs have the Chancellor under surveillance, they will note he generally spends several hours in the Imperial Palace apparently awaiting the Crown Prince's pleasure. In the event the Kastor Lieberung look-alike is still among them, the PCs might boldly decide to have that character impersonate the Chancellor in order to gain access to his offices and, hopefully, any secret files or communications he has in his possession.

The first thing the PC would need to do is attempt to meet the Chancellor in the hope of gaining some knowledge to the layout of the Chancellery and location of his office. This could be done successfully if the PCs (without the Lieberung look-alike) enter the building with the goal of meeting Johann Heinz without an appointment or invitation after the Chancellor has departed for the Imperial Palace. The PCs could get far with a successful **Bluff** test (+10 for *Acting*, +10 for *Charm*, +10 for *Etiquette*, +10 for *Wit*) until they reach the

Chancellor's secretary, Herbert Krebs. Herr Krebs would put a stop to the PCs' wanderings and firmly (in a rather condescending tone) tell them there can be no appointment without a letter of introduction from a noble or reputable member of the Altdorf establishment. Though rebuffed, the PCs have gained the knowledge needed to reach their goal.

The next item the PCs need to obtain in order to assist in their masquerade is clothing fit for a Chancellor. This could get rather pricey and requires the PCs to be willing to part with some money (say, on the order of 80 GCs for the fine velvets and fashionable silks). Some of the clothiers in the Oberhausen or Obereik districts are able to meet the PCs' needs. One well-known clothier for the wealthy is Marx and Spengler near Reichenhall Mansion [location 1] in the Obereik district.

When he is so attired, the impersonating PC may time his entry into the Imperial Chancellery shortly after Chancellor Heinz has departed to the Imperial Palace. The PC may be unsure how to react, but it should be a fairly simple guess to assume the Chancellor deals with his underlings harshly while acting like a toady around his betters. This means the PC will need to rely on **Ld** tests (+10 for *Acting*, +10 if PC has experience as a lawyer or noble) rather than **Fel** when dealing with the Chancellor's staff. Of course, there is the matter of sounding like the Chancellor, which the PC might be able to pull off if he has gotten close enough to hear the Chancellor speak (during one of his earlier sojourns to the Palace since there is usually a lackey to order about as he crosses the street) and has the *Mimic* skill. If need be, the PC could just growl at the subordinates since those other than sycophants would rather avoid the attention of the Chancellor.

Should the masquerading PC march to the Chancellor's office as if he is the agitated Chancellor, he would easily gain admittance. Even Herr Krebs knows better than to bother an angry Johann Heinz.

Once inside the office, the PC has limited time to rifle through the files looking for incriminating evidence. The office is finely furnished with a

plush couch and several armchairs for entertaining the powerful and influential. There is one desk near the picture window facing the front of the building and overlooking the buildings across to the Palace. The drawers are locked (**CR 5%**) and, assuming the PCs can open it, contain the Chancellor's personal diary and other official papers. If the PCs take the time to go through the items they have found, they will find nothing incriminating. The information contains notes of official meetings and appointments with other members of the Court.

Before searching the office, the PCs might wish to position one of their number close to the window in order to keep an eye out for the returning Chancellor. Things would get awfully complicated should he return while the PCs are ransacking his office.

Should a PC successfully pass a **Search** test, they will find a wall safe (**CR 25%**) behind a picture of the Emperor on the wall to the right of the window. If the PCs can gain access, they will find a locked journal (**CR 20%** and with *Magic Lock* cast upon it) containing coded passages. A PC with the *Cryptography* skill quickly realises they will need some time with the book, probably more than the PCs have

before the Chancellor returns. If the PCs take the book and leave the office in the condition they found it, it will take Johann Heinz about 2D6 hours to discover the journal's disappearance.

The Chancellor returns to the Chancellery within one hour of the PCs' entrance into his office. In the event the PCs are still within, they will get a chance to make good their escape as Brother Dieter meets the Chancellor in the street just outside the Chancellery for a brief exchange of words. If need be, there is a back staircase that leads out of the building to the southwest street.

Should the PCs wait to try to ambush Johann Heinz in his office, they do not get the chance. Before he could enter, the Chancellor is stopped by his bewildered secretary and asked how he managed to depart his office without being seen. The Chancellor replies he had left well over an hour before and mentioned it to Herr Krebs as he left. The Secretary states he saw Chancellor Heinz return to his office an hour ago. As a result of this exchange – most of which the PCs can hear if they put an ear to the door – the Chancellor quickly retreats to get an armed guard detail (D6+2) to enter his office and arrest anyone within. He then quickly departs for the safety of the Imperial Palace.

Standard Chancellery Guard

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	39	4	3	8	41	2	30	38	29	42	33	31

Skills: Disarm, Dodge Blow, Secret Language-Battle, Strike Mighty Blow, Strike to Stun

Equipment: Sword, Mail Shirt (1 AP body) under surcoat with the coat of arms of the Chancellor's office, and Purse (1D6 GCs, 2D6 shillings and 3D6 pennies)

Breaking the Code

If the PCs were clever as well as lucky, they will have made it back to the relative safety of their townhouse with the Chancellor's secret and encrypted journal. A PC with the *Cryptography* skill would need 1D6+4 hours of uninterrupted study in order to have a chance (**Int** test) to crack the encryption. The

PC gets three attempts, though each attempt requires another roll to determine the additional hours of study.

Should none of the PCs have the appropriate skill or they have failed all three of their **Int** tests, their only option is to take the book to Priestess Inga. Though there are few Mórrians

who have the skill, the Indagatrix Grandis sets up a meeting with Count von Walfen and hands over the book to him with the proviso that he informs her of the essence of the book after his own men decipher it. Priestess Inga will relay what she learned to the PCs, but it will take some days.

The following handout consists of a few notable entries in the journal. This should be given to any PCs who have the *Read/Write* skill so they can attempt to break the code. The GM should only allow those PCs with the *Cryptography* skill to take the appropriate test. It is assumed that the PCs will not get a hold of this journal until after 2 Sommerzeit.

*****Handout #9*****

<p><u>Geheimnstag 2510</u> soqd qdi lupqokc ub uan jek ok qdi ydanyd qu eppopq qdi kis hiyqun si eni now in lupoqouk qu xicok qdi cnezaeh yunnalqouk ub qdi heizin. qdi qoji ub yhekcip op yujokc.</p> <p><u>30 Pflugzeit 2512</u> fapq e znul ub qdi yunnalqokc yukyuyqouk ok soki dep qdi ziponiz ibbiyq. qdi kis izoyq op yeapokc juni yukpqineqouk qdek si deri duliz.</p> <p><u>5 Jahrdrung 2513</u> sunz dep yuji qdeq qdi ikijv dep ynappiz qdi yihhp ok suhf yoqv ekz jekv jixinp eni joppokc. qdi cneiq jaequn ukhv nisenzp qdupi soqd qdi jupq yakkokc.</p> <p><u>29 Pflugzeit 2513</u> eqqijq xv ikijv qu niyukyohi beohp. qdi ikijv qegip ekuqdin pqil qu sen.</p> <p><u>22 Kaldzeit 2513</u> ku pock ub yhekcip uk qdi heizin viq. di jev viq payyajx xaq akqoh qdik di op ub api qu qdi cneiq yeapi.</p>	<p><u>12 Sigmarzeit 2514</u> qdi heizin op jezi ub pqink pqabb. pqohh ku pock ub yhekcip qu dop linpuk. dop jokz ekz diehqd deri ziyhokiz pokyi si xicek ezjokopqinokc qdi yukyuyqouk xaq di oiijp qu deri pqexohopiz ok qdi hep qdnii jukqdp. ukyi di uaqhorip dop apibahhkipp dop zupeci sohh okyneipi.</p> <p><u>21 Sigmarzeit 2514</u> kisp ub qdi uaqxnieg ub sen ok qdi iepq nieydip qdi yoqv. oq dep xicak. qdi qoji ub yhekcip op ehjupq aluk ap.</p> <p><u>29 Sigmarzeit 2514</u> itlhupouk eq ydanyd gohhp docd lnoipq ub qdi eyynapiz nihocouk. kuq pani shu yujjoqiz qdop eyq xaq oq ezrekyip uan lhekp.</p> <p><u>2 Sommerzeit 2514</u> qdi pkorihhokc ynusk lnokyip ziyheneqouk ub dop okqikq qu qegi qdi qoqhi ub uan qenciq sep akitliyqiz ekz aksihyujiz. si eni bunyiz qu yiepi soqd qdi phus luopukokc ub qdi heizin akqoh si yek ziqinjoki uan kitq yuanpi.</p>
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Should the PCs be successful in determining the cipher, they find that vowels are shifted by a factor of one to the right (thus, “a” becomes “e”) while consonants shift three to the left (“b” becomes “x”). In addition, any capitalisations

or punctuation marks other than a period are ignored. Dates remain unchanged so as not to easily give away the encryption. The following may help the GM:

Letter	Encrypt	Letter	Encrypt	Letter	Encrypt
A	E	J	F	S	P
B	X	K	G	T	Q
C	Y	L	H	U	A
D	Z	M	J	V	R
E	I	N	K	W	S
F	B	O	U	X	T
G	C	P	L	Y	V
H	D	Q	M	Z	W
I	O	R	N		

Once deciphered, the text reads thusly:

Geheimnstag 2510

With the posting of our man in the Church to assist the new Lector, we are now in position to begin the gradual corruption of the Leader. The Time of Changes is coming.

30 Pflugzeit 2512

Just a drop of the corrupting concoction in wine has the desired effect. The new Edict is causing more consternation than we have hoped.

5 Jahrdrung 2513

Word has come that the Enemy has crushed the cells in Wolf City and many members are missing. The Great Mutator only rewards those with the most cunning.

29 Pflugzeit 2513

Attempt by Enemy to reconcile fails. The Enemy takes another step to war.

22 Kaldzeit 2513

No sign of a change on the Leader yet. He may yet succumb, but until then he is of use to the Great Cause.

From the text, it should be easy to figure out that the Chancellor is behind a plot to corrupt the Emperor. The problem is that there is no proof that the locked journal is his, though the active *Magic Lock* spell and last entry indicates that the journal has been fairly recently opened. There is no name in the book and the block printing partially disguises the writer's identity.

12 Sigmarzeit 2514

The Leader is made of sterner stuff. Still no sign of changes to his person. His mind and health have declined since we began administering the concoction, but he seems to have stabilised in the last three months. Once he outlives his usefulness, his dosage will increase.

21 Sigmarzeit 2514

News of the outbreak of war in the east reaches the city. It has begun. The Time of Changes is almost upon us.

29 Sigmarzeit 2514

Explosion at Church kills High Priest of the accursed religion. Not sure who committed this act, but it advances our plans.

2 Sommerzeit 2514

The snivelling Crown Prince's declaration of his intent to take the title of our target was unexpected and unwelcome. We are forced to cease with the slow poisoning of the Leader until we can determine our next course.

If the PCs also have the message sent by the Chancellor to Brother Dieter, they can compare the writing style and see some similarities.

The PCs will need to get more proof in order to tie the Chancellor and Brother Dieter to the conspiracy. Even Priestess Inga will point this out to them.

Late Night Visit

Should the PCs find themselves at a point where they have no idea where to go next, the GM can help by bringing in a character from the very beginning of **The Enemy Within** campaign: Doktor Quintus Fassbinder from the University of Altdorf. Alternatively, they may have approached his office at the University, which will prompt this visit as well.

Doktor Fassbinder is a scholar whose research into hidden cults had brought the Purple Hand to his attention over two years ago. He assisted Adolphus Kuftsos' failed quest to bring the Magister Impedimentae, Kastor Lieberung, to justice. Since the Bounty Hunter's death and the subsequent odd behaviour by the object of the hunt, Doktor Fassbinder has gathered enough information to conclude that following the activities of Herr Lieberung would lead him away from the Purple Hand. He has since redirected his investigations.

By the time the PCs return to Altdorf (or arrive, if no PC from the earlier parts of TEW survived), Doktor Fassbinder has reached the conclusion that the Purple Hand has infiltrated the Chancellery and Church of Sigmar. He doesn't know who the agents are, but his views are supported by the fact that only the Chancellor and Court Lector have been rumoured to have access to the Emperor.

The activities of the PCs have also come to Fassbinder's notice, though he will not let the PCs know how this came to pass – the good Doktor uses informants, some of dubious character. Masquerading as a physician, Fassbinder comes to the PCs' townhouse late one night on the pretence to see an ailing individual. When the PCs answer his knock, the 50ish, thinly built Doktor passes them a card while in a clear voice stating he has been summoned to see a person suffering from an uncertain ailment. If the PCs look at the card, they see:

*****Handout #10*****

I have some important information to discuss with you. Please play along as we are being watched.

Once inside, the PCs might ask why he would seek to talk to them, if they did not approach him earlier themselves. In this case, Doktor Fassbinder tells them he has learned of their investigation (through a contact in the Graukappen that he will never divulge), which coincides with his own. In the event the PCs did go look for him at the University, he will just state his identity. He is hoping perhaps they can mutually benefit from one another. To this end, Fassbinder suggests they continue their discussion in one of the upstairs rooms, preferably the one in the back since it is harder for those lurking in the darkness outside to get a good view.

As a show of good faith, Fassbinder introduces himself if necessary and reveals his role in assisting Adolphus Kuftsos two years in the past (**Shadows Over Bögenhafen**, page 40). If the PC who resembles Kastor Lieberung is still among the group, Fassbinder turns to him and apologises for having mistaken him for one of the Purple Hand leaders. The Doktor states it was only his reflections upon the PC's behaviour since then that led to realise the PC must be a different person.

Fassbinder is willing to start if the PCs agree to alternatively exchange information with him. The scholar is willing to divulge the following bits of information and reasoned speculations:

- *The decline of Emperor Karl-Franz' health is unnatural. Outwardly, the Emperor has aged about 20 years in the last two.*
- *Court physicians and wizards have been unable to ascertain the cause of the Emperor's illness.*
- *Given the inability of the two groups to uncover the nature of the ailment, the Doktor believes – without any proof – that a pinch of Warp dust might be involved. Its chaotic nature might allow it to go undetected by even a Detect Magic spell.*
- *He suspects that the Purple Hand has infiltrated the Chancellery and Church of Sigmar, though he has no direct proof of their identities.*

- *Only the Chancellor, Court Lector and – he assumes – their aides have had recent access to the Emperor.*
- *Other advisors of the Emperor have not been able to meet privately with Karl-Franz since over one month prior to the death of the Grand Theogonist.*
- *In addition, the Purple Hand also infiltrated the cult of Ulric and one individual, Reinhardt von Kutenholz, managed to penetrate the Sons of Ulric.*
- *The 12 Hexenstag had not been infiltrated as such, but the alleged Brother Karl is likely to have been a member.*
- *The move by the Crown Prince to take over for the ailing Emperor likely took the Purple Hand unawares.*
- *It is rather likely that the Purple Hand has someone on the Crown Prince’s staff, though they may not be working in concert with other Purple Hand leaders.*
- *If asked about Günther Kohl, Fassbinder will respond that Kohl was suspected of affiliation with the Purple Hand but disappeared sometime around 2507 or 2508, possibly in connection with an internal feud of the Altdorf cell.*

Should the PCs ask why the Doktor is willing to risk himself to help them, Fassbinder smiles and replies that – as corny as it sounds – he does not wish the Empire to fall into Chaos. “This is a great nation,” he explains. “Those who seek its destruction should meet that same fate.” From Fassbinder’s view, the PCs seem to be open to information, no matter the source, that would help them with their effort. Many other groups would prefer to dismiss information from an old scholar.

As the meeting comes to an end, Doktor Fassbinder warns the PCs to tread carefully as contacts of his, including a small number of the Empire’s finest spies, have disappeared recently – some of them turning up dead in the Reik. “Indeed,” Fassbinder says, “opponents of the cultists of chaos are getting increasingly

rare here in the capital.” He smiles and continues, “Your arrival has certainly been well timed. I wish you good hunting for the beasts amongst us,” after which he turns to leave. If the PCs inquire as to whether Fassbinder needs an escort back to his residence, the Doktor smiles and replies he will be fine as no one sees a 50ish scholar as a threat, not even crazed Chaos cultists. He then tells the PCs that there comes a time for bold action. “The time will present itself,” Fassbinder says, “and then you must seize the opportunity to do something unexpected.” With that the Doktor leaves.

Abduction

On the morning of 6 Sommerzeit, word reaches the Imperial capital about the defeat of the Altdorf army across the Reik from the Furdienst and the death of Reikmarshall von Bock. Panic spreads across the city since many believe nothing is left to block the victorious Middenlanders from racing to sack Altdorf. No one knows Reikskapitän Kurt Helborg has managed to pull back the defeated Altdorf army in good order.

As with any panic situation, mobs gather demanding unreasonable answers to difficult questions. This eventually leads to rioting and looting. With forces spread thin, the authorities of the city are unable to quell the unrest. Their first priority is to protect the important personages in the city and the wealthier neighbourhoods. Several districts east of the Reik depend on private militias to try to keep order.

With the situation on the streets in disarray, the PCs should conclude that this is an opportunity to make a bold step. To help them along in their endeavour, a note mysteriously appears under the door to their townhouse. It was slipped under approximately three hours before dawn and states:

*****Handout #11*****

Brother Dieter, aide to the Court Lector, is a man with secrets. He lives near the Pious Pilgrim Boarding House in the Domplast District and scurries to the Imperial Palace around noon. He may be your key.

Though there is no way for the PCs to know this, the information is being passed to them by one of Count von Walfen's men (in fact, Simon Helmholtz, who has been recently updated on the PCs' activities though he will not admit to any such thing). This information may confirm the PCs' suspicions, or arouse their concerns that their investigations have been compromised. In the event the PCs search the area across the street from where the Purple Hand cultists have been observing the townhouse at night, they will find some blood on the ground, which streaks away as if the still bleeding body was dragged away. Following these marks leads the PCs to a sewer grate where the corpse was tossed. The blood is sticky and almost dry having been spilt just before the message was delivered. Should the PCs open the grate and look down with a lantern, they will see a dead man with a slit throat lying in the sewer as if dropped from above.



Should the PCs decide to abduct Brother Dieter in order to make inquiries of him in private, the upheaval of the day will provide them with the best cover. The priest makes his way without any escort since many would only see him as a lowly priest. If the PCs make the same mistake, they may find their assumptions blow back at them.

The PCs should try to get themselves in position well before Brother Dieter leaves his residence. The plan must be swiftly carried out and afford the target no opportunity to react, much less scream out for help. Given their warrant as agents of Mórr, the simplest method is to come up from behind the priest, quickly place a bag over his head and muffle him with a gag, and then lead him away claiming to anyone seeking to intervene (few

would at this time) that the man must be questioned about "rumoured" necromantic activities in the Great Forest. Allow the PCs a reasonable chance if they can find some other creative way to pull this off. Should they fail to plan, the GM should make this endeavour proportionately difficult.

Only the occasional Watch patrol would stop the PCs as they escort Brother Dieter to a place of questioning and they can be easily persuaded by the PCs' official position with the cult of Mórr (assuming the PCs don't panic). Given the time for planning is likely to be short, the PCs have no choice other than the cellar of their townhouse. There is a chance (20%) that a member of the Purple Hand will observe the PCs enter their premises with the captive should they return straightaway. This will increase by 5% per hour after mid-afternoon should the PCs dally elsewhere. By evening, Chancellor Heinz realises Brother Dieter is missing and starts considering drastic action to rectify the situation.

The PCs face a dilemma: how to effectively break Brother Dieter without killing him? If any of the PCs has experience as a Torturer, they know of several non-lethal manners of coercing information, though these methods do take time to become effective. PCs without this type of experience may stumble on such methods if they think on it. [GM Note: Allow the PCs to discuss at some length before allowing them an **Int** test to help them through this]. Since the PCs would reasonably expect Brother Dieter to be able to cast spells, they should know through experience they should keep him tied, gagged and hooded.

Of all the non-lethal forms of torture, sensory deprivation is one of the best approaches. If the PCs succeeded in preventing Brother Dieter from seeing their identities when they kidnapped him, the Purple Hand cultist is already experiencing fear. He has no idea how he was uncovered or by whom. Several covert organisations will come to his mind, none of which are known for their subtleties or restraint from doing violence upon a captive.

If the PCs approach Dieter too soon, he will be defiant, demanding in the name of Sigmar to be

released. Should the PCs wait three or more hours before attempting to question the captive, Dieter will become more pleading than demanding with his request to go free (-5 modifier to Dieter's **WP**). Letting the captive sit alone with his fears for over six hours makes him more frightened by his unknown fate. The PCs find their captive's resolve much weaker at this point (**WP**-10), though he is still unlikely to confess to any charge the PCs put forth.

The PCs could help themselves if they make their presence known before Dieter falls asleep, especially if they keep their silence. This increases the captive's anxiety and can work wonders on his determination if coupled with the PCs nudging him awake over the course of the next few hours (**WP**-20). The PCs might want to start their questioning at this time. As the hours roll by, the GM might elect to add whatever other modifiers they feel necessary to the PCs' **Ld** tests.

Of course, PCs with the *Torture* skill might opt for a course of action that would bring quicker results. Blankets or draperies should be hung near the door of the cellar to help muffle the noise so as not to disturb the neighbours. Any nearby rioting or other loud noises would certainly have the effect of drowning out any of Dieter's screams if timed correctly. The trick is not to allow Dieter to die as this may complicate the PCs' relationship with the cult of Mórr.

Dieter will try to mislead the PCs into believing that other groups, such as the Graukappen (Count von Walfen's spy organisation) and the Schattenaugen (Graf Otto von Bitternach's men), are behind the Emperor's declining health. Aggressive questioning and pressure (think good cop, bad cop techniques) cause the Dieter to stumble over the inconsistencies of his story, revealing its falsehoods. This gives the PCs the tools they need to further break down Dieter's will.

One option may be to strip Dieter of his clothing. The PCs might try this to expose Dieter's purple hand tattoo, which is located under his left armpit. Instead, the PCs get a bonus: they will find purple scales on Dieter Kucinich's back, Tzeentch's gift for the cultist's loyal service. The exposure of his mutation Dieter to the edge of confession (**CI**-30 test to continue his defiance). If he is still not broken at this stage, the slow removal of his scales would cause Dieter enough pain that it only takes the removal of ten to finally break him down.

Once broken, Dieter tells the following, mixing truth with lies in the hope of being freed, as well as to create doubt in the PCs' minds:

- *He is a member of the cult of the Purple Hand and serves a high-ranking member of the Church of Sigmar, the late Yorri XV.*
- *He was involved with using a pharmaceutical substance to bend the Emperor to the will of the Grand Theogonist.*
- *The death of the Grand Theogonist caused other leaders of the Purple Hand to re-evaluate their plans and goals.*
- *The drugging of the Emperor continued until the arrival of the Crown Prince, who has also come to join the Purple Hand.*

If the PCs asked Dieter to sign a document detailing his confession, the Purple Hand cultist willingly agrees, perhaps too eagerly. PCs with the *Torture* skill may make an **Int** test (other PCs with a -30 modifier) to determine Dieter's will isn't so broken that he would not lie at this stage.

Should the PCs bring forth proof of the Chancellor's involvement, have them make an **Observe** test (+10 for *Lightning Reflexes*) to catch the look of surprise on Dieter's face before the false Sigmarite priest can regain what is left of his composure. The PCs can then use this reaction to finally crack Dieter (**WP**-30, another -10 if questioner has *Torture* skill) into confessing all he knows.

Dieter Kucinich, High-Ranking member of the Purple Hand, Level 2 Daemonologist

The outwardly very affable Dieter Kucinich made rapid progress in his studies of theology and was consecrated a priest within a year. Skilfully, Kucinich was able to earn the trust of his patrons and soon found himself promoted over several more senior members of the clergy to positions of responsibility. In the year 2510, Kucinich became the principal aide of the Emperor's new Court Lector, Lothar von Metternich.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	38	4	4	10	55	1	44	46	58	47	45	36

Skills: Arcane Languages (Daemonology and Magick), Astronomy, Cast Spells (Petty, Battle 1&2, Daemonic 1&2), Daemon Lore, Evaluate, Herb Lore, History, Identify Plants, Identify Undead, Magic Sense, Magical Awareness, Meditation, Read/Write (Reikspiel), Rune Lore, Scroll Lore, Secret Language-Classical, Secret Language-Guilder (Purple Hand Cult), Theology

Magic Points: 25

Spells: Petty: Cunning Hands, Curse, Magic Alarm. Magic Lock, Mend, Open, Sleep, Stealth
1st: [Battle] Cure Light Injury, Fleetfoot, Steal Mind; [Daemonic] Dispel Lesser Daemon, Summon Daemonic Creature
2nd: [Battle] Aura of Protection, Mental Duel, Steal Magical Power; [Daemonic] Stop Daemonic Instability, Summon Lesser Demons

Disabilities: Disfigurement (Purple Scaly Back), Insanity (5 pts)

Equipment: Priestly robes (Order of the Torch), Medallion of a Hammer, Dagger (S-2, I+10, Parry -10), and Purse (8 GC, 15 shillings, 10 pennies)

Whether or not the PCs kidnap Dieter, the Chancellor makes his own bold move for the night of 6 Sommerzeit. As he knows of the PCs' investigative activities by this time, Johann Heinz sends a group of cultists along with the anarchist, Oskar Forssmann, to firebomb the PCs townhouse and burn them all to the ground. Unbeknownst to the cultists, Johann Heinz also hires an assassin to murder one of the PCs, preferably the one who resembles Kastor Lieberung. In case that character is not available, then the targeted PC will be the one whom the Chancellor believes is the group's leader.

If the PCs did kidnap Dieter, Johann Heinz also assumes they are likely behind his ally's disappearance.

The attack on the townhouse begins around midnight and may interrupt the PCs'

interrogation of Dieter at a crucial moment. Any PC on watch will easily notice the gang of nine approaching the townhouse. If the PC also passes an **Observe** test (+10 for *Excellent Vision*, +10 for *Night Vision*), bottles with pieces of long cloth stopping the tops are noticed in the hands of the nine. The PC has two rounds to shout a warning before the first of these bottles are lighted and hurled at the front windows and door.

Incendiaries burst into flame 50% of the time and cause 2D4 points of damage per round. The burning oil sticks to skin, clothing, and anything it spills on. This type of fire is hard to put out. Such damage can be reduced by beating (1 point per round for each character) or dowsing with water (1 point per bucket). Only reducing the damage to zero in a given round puts out the fire. Once the damage in a round reaches 16, the fire is out of control.

There is no attempt to rescue Dieter Kucinich. As far as Chancellor Heinz is concerned, if the PCs have Dieter in their townhouse, then he can die with his captors. Once the house is clearly on fire, the arsonists flee. Meanwhile, the assassin waits for the targets of choice to appear. If these do not appear in a round or two, Anika fires her crossbow (the tip of the bolt coated with one dose of deadly snake poison) at any target of opportunity that presents itself. She withdraws once the Watch and others arrive to put out the fire.

If the PCs know of the secret door to a section of abandoned sewers, they can use this as an escape from the townhouse instead of fleeing

out the windows or back door. Whether they take Dieter or not is up to them. If they do not, he will burn up with the townhouse. If they take him with them, the PCs will have to find a place to stash Dieter until they can contact Priestess Inga. The abandoned sewer ends at a ladder which leads to a concealed door emptying onto an alley near Hengt's Book Shoppe [location 56].

The PCs may use the fire as a motivation for Dieter to give them a reason to rescue him from a fiery doom. If they have not learned what Dieter knows when the fire started, he will tell them all they want to know if they agree to get him out of the burning building. Of course, the PCs are under no obligation to keep their word.

Oskar Forssmann, Anarchist and Fire Bug

Oskar is an anarchist who is clearly insane. Once he starts a fire, Oskar needs to make a **WP** test to withdraw to a safe location to watch his accomplishment. If he fails, Oskar stays rooted in place and watches until someone in authority calls out to him. At that point, Oskar flees in hope of escaping arrest.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5*	42	45	4	3	8	43	1	32	30	29	35	34	28

Skills: Concealment-Urban, Fleet-Footed*, Silent Move-Urban, Specialist Weapon-Incendiary, Strike to Stun

Equipment: Sword, Leather Jack (0/1AP Body), 3 Incendiaries (R 2/6/10, ES Fire), Tinderbox

Insanity: Pyromania

Anika Heisenberg, Assassin for Hire

Anika is a depraved person who enjoys killing. She is a freelancer who will take any job unless too risky (such as killing a prominent noble or cleric in front of witnesses). Those seeking to hire her can leave word at the Holy Hammer of Sigmar.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	65	66	4	5	13	63	4	62	50	56	55	54	50

Skills: Concealment-Rural, Concealment-Urban, Disguise, Follow Trail, Marksmanship (Crossbow), Prepare Poison, Scale Sheer Surface, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapon- Fist, Specialist Weapon- Lasso, Specialist Weapon- Net, Specialist Weapon- Parrying, Specialist Weapon- Throwing Knife, Strike Mighty Blow

Equipment: Sword, Mail Shirt (1AP body) under black tunic, Crossbow (R 32/64/300, ES4, 1 rd to load, 1 rd to fire) with ammunition, 4 Throwing Knives (R 4/8/20, ES C), Garrote, Grappling Hook and 10 yards of rope, Five Dosages of Poisonous Paste (Snake Poison, **WFRP**, page 82)

Standard **Purple Hand Cultist** with Incendiary

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	20	3	3	7	40	1	35	30	30	25	30	20

Skills: Concealment-Urban, Disguise, Dodge Blow, Follow Trail, Read/Write (Reikspiel), Secret Language-Guilder (Purple Hand Cult), Shadowing, Silent Move Urban

Equipment: Hand Weapon (Sword or Club), Leather Jack (0/1AP Body), 1 Incendiary (carried for anarchist), Clothing with some purple colour, and Purse (3 GCs, 10 shillings, 22 pennies)

Another Murder or Two

After the assault on their townhouse, the PCs are likely to be without a base of operations, even if they saved the townhouse from destruction. The incident with the incendiaries demonstrates that the PCs' efforts are making certain people nervous. With few allies in town, the PCs are probably going to make their way to the Temple of Mórr to consult with Priestess Inga.

If the PCs are without Dieter, they can get to the Temple without too much difficulty. If they have Kucinich, the PCs are going to have to take a more circuitous and slower route. There may be people looking for the missing "priest," especially those members of the Church of Sigmar concerned about their own. Should the PCs have not bound, gagged, and hooded their captive; they may be in for a surprise in the event Dieter decides to escape.

No matter what time they arrive, the PCs will find the doors of the Temple opened. Any follower of Mórr or PC with the *Theology* skill knows this is quite normal for any sanctuary of Mórr. Whether Dieter is in their custody or not, the PCs must request the initiate on duty to inform Priestess Inga of their unannounced arrival. Within a few minutes, the initiate returns and – in the case of Dieter's presence – asks if the PCs have stopped up the ears of their "guest." If they admit to not doing so, the initiate puts a heavy robe over Dieter's head (even if there is a bag already in place) before informing the PCs the Priestess is ready to receive them in the usual

place. The initiate then turns to lead the PCs to her.

When the PCs arrive, Priestess Inga quietly instructs the accompanying initiate to lead the captive to her "Inquiry Chambers" with two other Brothers in assistance in order to secure her new "guest" in the manner of past "visitors". Once Dieter is led away, the Priestess' attentions are turned towards the PCs so they can relate all that has happened since they last spoke.

By the time the PCs have finished, Priestess Inga's mind is racing. She will tell the PCs they will have to stay somewhere else since it is too risky to stay at the Temple. The Priestess suggests the PCs stay with the Chapel at Morrries until she can make further arrangements. She will also advise them to stay out of sight for a day in order to let things cool off. Priestess Inga concludes with a wily smith that if nothing else, it may give the enemy a false sense of security which could work to their benefit.

The authorities in Altdorf work the entire day of 7 Sommerzeit to calm the agitated populace. If the PCs have holed up in the Morrries district, they will know of none of this since the Crown Prince's authority has not reached the nearby areas of the Imperial capital.

Instead of waiting for things to settle down, the PCs might decide to pay Doktor Fassbinder a visit at the University of Altdorf. They may reason that he could have learned about the attack on their townhouse and worked to uncover the identity of the perpetrators. Though there is

still tension in the streets, the people milling around seem calmer than the day before. If the PCs ask about, they learn there is some relief that the Middenlanders are not already surrounding the city walls. By the time the PCs have reached the Königplatz, there is a rumour circulating that sizeable reinforcements from Bögenhafen have joined Reikskapitän Kurt Helborg down the Reik from Rottefach.

If the chapel of Ulric had been burned down days before, its ruins are still evident. No one has made an effort to rebuild on the charred remains. If the PCs have not been at Fassbinder's office already, they will have to ask around for directions as described in **Word of the Wise** above. Once they reach the closed door in the dimly lit basement Hall of the College of Imperial History, the PCs are allowed an **Observe** test to notice a dark coloured fluid beneath the door with Doktor Fassbinder's name on it. Closer inspection reveals that the sticky fluid is mostly dried blood. The PCs might wisely exercise caution here and try the doorknob carefully. The door is not locked, so the PCs should be able to enter without difficulty.

The office is in complete disarray with a mutilated corpse in the middle of the floor. What was once human is now a bloody mess. The face is utterly destroyed as if a pistol was placed under its nose and discharged. The torso has been cut opened from stem to stern with the lungs and intestines pulled out. The top of the head is sheared off and long strips of the arms and legs are cut. The corpse has no clothes on it. The murder of Doktor Fassbinder looks like the work of either a deranged individual or a crudely ritualistic one.

Though the PCs will conclude the corpse is Fassbinder, the fact is the good Doktor knew someone would be hired to kill him after he visited the PCs. The scholar had his flared pistol ready with shot when the assailant slipped into Fassbinder's office to murder him. Instead, the assassin became the victim as Fassbinder came out from behind a secret door and surprised the would-be killer. Splatter marks on the ceiling shows the angle of the

shot and the fact that the assassin was standing when he was killed. Fassbinder intended that the dead man would be mistaken for him.

Once the man was killed, the Doktor staged the murder scene to look like the killer was crazed. He used some of the paper to clean off the soles of his boots and stuffed these in with other bloody items. He then travelled down the passage behind the secret door to the sewers. Fassbinder knew the sludge would clean the gore from his boots as effectively as scouring them with soap and water. PCs making a successful **Search** test can find a partial bloody boot print that leads towards the secret door. Fassbinder was somewhat in a hurry to escape in case someone heard the noise and came to investigate. A loose brick near the secret door (on its left) conceals the catch on this side of the door. Should the PCs enter the passage with a lantern or torch, they will notice tracks leading to the sewers. The tracks end at the ledge and there's no telling whether the person making the tracks went right or left in the muck.

At noon on 8 Sommerzeit, the bells at the Cathedral of Sigmar ring out. Town criers announce in the squares and markets around the Imperial capital that Reikskapitän Kurt Helborg defeated the army of Middenland in a battle downriver from the village of Rottefach. In the name of the Emperor and his appreciation of this valiant deed, Kurt Helborg has been elevated to the post of Reikmarshall and the entire Reikland army has been placed under his command. The criers conclude the proclamation with "May Sigmar give the Reikmarshall the strength to send the cowardly Middenlanders back to their lands."

The mood of the city remains celebratory for the rest of the day. Rumours circulate that the Crown Prince plans a ball at the Imperial Palace in order to meet the high society of Altdorf. By late afternoon, Priestess Inga sends word to the PCs to meet her at the Temple at sunset.

When the PCs arrive, they are ushered quickly to Indagatrix Grandis. She greets the PCs and asks them to take a seat. Priestess Inga tells the PCs she has met with Count von Walfen to discuss the changing situation at the Imperial Palace. She tells the PCs:

- *The Emperor's Court has been restricted to certain parts of the Palace.*
- *None of the Emperor's advisors have been allowed to meet with the Crown Prince.*
- *Both Chancellor and Court Lector have demanded an audience, but were turned down.*
- *Access to the Emperor has also been limited to the Crown Prince and his advisors.*
- *The Crown Prince is having a ball this night to celebrate the victory over the Middenland forces.*
- *No doubt Crown Prince Wolfgang wants to demonstrate to Altdorf's nobility that he has now usurped the Emperor's title as Grand Prince.*

The PCs might ask for any information on Brother Karl assuming they reported what they have learned on the man earlier. If so, the Priestess tells them the man – whoever he is – remains a mystery. Though she does not doubt what the PCs have reported, Princess Inga says such a Sigmarite priest from Middenheim could not be located. There was a small contingent from the City of the White Wolf, but none were members of the Crimsonite Fraternity and no one was named Karl. The only thing Priestess Inga could conclude was whoever impersonated a Sigmarite priest was very familiar with some of the deeper aspects of the Church.

In the event the PCs have turned over a captured Brother Dieter, the Priestess has nothing new to report unless the PCs' attempt did not reveal much information. Should the PCs not have learned much, Priestess Inga fills in the blanks for them. She also tells the PCs Count von Walfen had a session with the fake Sigmarite priest, but will/can not reveal what he was told.

If the PCs did not kidnap and interrogate Dieter Kucinich, the Priestess Inga informs the PCs the body of Brother Kucinich was found floating in the Reik near the docks. He was

stabbed to death by daggers and most of the skin on his back had been largely sliced off. While she watched the body prepared for burial, Priestess Inga noticed what looked like three purple scales located near where he was skinned. She concluded he must have been a mutant. This bit of information has not yet been shared with the Church.

Moreover, Priestess Inga informs the PCs that the cult has arranged lodging for them at the Imperial [location 24] in the Oberhausen district. Since the inn services a higher clientele than the neighbourhood where they had their townhouse, Priestess Inga expects the PCs to be on their best behaviour. She even smiles when she tells them they are not to bring any unexpected visitors into their rooms.

Meanwhile, the increasingly desperate Chancellor is hatching his own schemes. If Dieter Kucinich has not been kidnapped by the PCs or somehow escaped, Johann Heinz has decided that the fake Priest has outlived his usefulness. Besides, he reasons, there should only be one person reaping the rewards the Great Mutator is likely to bestow.

In addition to this effort, the Chancellor needs to remind the Sigmarites that their real enemy remains the Ulricans. Johann feels the focus on the religious strife may be slipping a bit with the victory against the Middenlanders, so he redirects an assassination plot from the enfeebled Emperor to his clearly ambitious heir. A strike against the usurper by an apparently deranged follower of the Wolf God should be the tonic for the exuberance overcoming Altdorf. After all, there are a few assassins within the ranks of the Purple Hand who are willing to give up their lives to advance the schemes of Tzeentch.

Just before midnight, the assassin makes his move. Dressed as an Imperial Guard, the killer slits the throat of the knight on duty with him at one of the lesser-used entry doors outside the ballroom. Knowing the relief detail would not appear for another two hours, the assassin makes his way inside and proceeds slowly towards the Crown Prince. Once in position behind Wolfgang, the assassin screams out "Hail to the Wolf, death to the Sigmarites" and stabs at the spinning Crown

Prince. The graceless Wolfgang slips from his quick turn and, thus, saves his own life. The assassin's blade deeply cuts the Crown Prince's left arm, but the wound is not fatal. The crowd panics and the assassin kills two more people seeking to intervene and save Wolfgang. By that time Captain Erwin von Mühlerberg has rushed to protect the Crown Prince. Realising he has failed to kill his target, the assassin unstops a small tube and drinks down the deadly poison (Nightshade if one needs to know). Before the fatal dosage ends his life, the assassin calls out again "Hail the Wolf!" He then drops to the floor dead.

Although the Crown Prince survived, the assassin's attempt achieved its goal. The celebratory mood that victory over Middenland brought to the Imperial capital, however premature, was broken and the hatred of the Ultricans reinvigorated. The shaken and angered Crown Prince Wolfgang Holswig-Abenauer will no longer tolerate Ultricans in the city or anyone else he sees as his enemy.

Crush the Wolf Worshipers

On the following morning, 9 Sommerzeit, word of the assassination attempt on Wolfgang Holswig-Abenauer's life spreads throughout the city like wildfire. On the heels of the rumours, town criers read the new proclamation, which declares Ultrican worshippers and their sympathisers as enemies of the state. The proclamation goes further by claiming that lists of names are being drawn up for arrest warrants apprehending and imprisoning all suspects. In conjunction with this act, a dusk to dawn curfew will immediately be enforced and all gates will be closed so those responsible for the heinous act will not escape the Emperor's justice.

In anticipation of the planned arrests, labourers are quickly constructing gallows in the Kaiserplatz, Königplatz, and Reikmarkt. The atmosphere is tense in the Imperial capital since no one is certain whose names will be on Wolfgang's lists.

A courier arrives at the Imperial mid-morning with an urgent message for the PCs to meet

Priestess Inga at the Chapel of Mórr in Morrwives. The message is short and to the point; it should give the PCs the impression something is amiss.

When the PCs arrive at the chapel, they see two knights wearing black armour with a device of an attacking raven standing attention at the entry. One of the Raven Knights informs the PCs to state their name and business before they can be admitted. Once the PCs have complied with the request, they are informed the Indagatrix Grandis awaits them in the Preparation Room at the bottom of the stairs.

As they enter the room, the PCs see Priestess Inga in her full regalia as Grand Inquisitor of the cult of Mórr and Raven Knight. Priests Philipp and Albert bow their heads to the Priestess – as well as the PCs – before ascending the stairs to the chapel above. If the PCs start to ask questions, Priestess Inga holds up her hand to silence them. When she is satisfied no one else is in earshot, she motions the PCs closer to her.

The Priestess tells the PCs, "The situation in Altdorf is teetering on the brink of disaster. Crown Prince Wolfgang Holswig-Abenauer is not ready to succeed his uncle. The attempt on his life has unnerved the Crown Prince and I fear many innocents will die before he is satisfied that his enemies – real or imagined – are vanquished. Consistent with this view, I've learned through a reliable source that the Crown Prince Wolfgang has suspended all covert activities against 'imagined' enemies of the Empire – such as those you've encountered – and redirected them to root out Ultrican heretics and sympathisers. I believe he will include those close to the Emperor, even individuals who have had no access to Emperor Karl-Franz for months. Of even greater concern is the potential of harm coming to the Emperor during the purge that is certain to take place.

"At this moment, plans are being drawn up that involve your active participation. I cannot go into any details now since I have no idea of what these are. Once I have been given the details, you will be informed immediately. It will most likely be by written correspondence without signature or a stamp on the sealing wax. I have little doubt you will be acting on your own and the task will be

very dangerous. Keep to yourselves this night and take care that you are not followed to the Imperial. We do not want whoever burned the townhouse to try again at your current lodgings.

“I doubt if we will meet again. So, let me express my gratitude to all of you for your past efforts on behalf of the Empire. I know words are of little comfort to you after all your risk and sacrifice. May Mórr and Sigmar watch over you and grant you whatever rewards you have earned. Now I must bid you farewell. I have a feeling the Crown Prince’s men will soon visit me. Wait fifteen minutes or so after my departure before doing likewise, in case this chapel is being watched.” With this, Priestess Inga bows her head and then departs up the stairs.

The Mórrian priests above will wait for about twenty minutes before they return to their

duties. If the PCs are still in the room below, Priest Philipp will advise them there is work to be done and requests they please depart.

The PCs have much to ponder. If the PCs head straight back to the Imperial across the Mourners’ Bridge and stay put until contacted, they will escape the notice of those wishing them ill. Should the PCs decide to wander about the city before returning to the Imperial, there is a cumulative 5% chance per hour that the PCs will be spotted by Purple Hand cultists. The cultists have been given the description of the PCs by their superiors and know a rich reward awaits those who can kill a PC, particularly the one resembling Kastor Lieberung.

The PCs will have to find a way to deal with this group before they reach the Imperial. Luckily, there are many dark and dangerous alleyways in Altdorf. All the PCs have to do is make sure that their action is quick and fatal.

Standard Purple Hand Cultist

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	20	3	3	7	40	1	35	30	30	25	30	20

Skills: Concealment-Urban, Disguise, Dodge Blow, Follow Trail, Read/Write (Reikspiel), Secret Language-Guilder (Purple Hand Cult), Shadowing, Silent Move Urban

Equipment: Hand Weapon (Sword or Club), Leather Jack (0/1AP Body), 1 Incendiary (carried for anarchist), Clothing with some purple colour, and Purse (3 GCs, 10 shillings, 22 pennies)

Desperate Acts

Late in the evening of 9 Sommerzeit, a man in a hooded black cloak enters the common room of the Imperial. He walks to the bar and signals the innkeeper to come to him. The man exchanges quiet words and several coins pass from the stranger to the innkeeper. The man then takes a key and ascends the nearby stairs.

If the PCs are in the common room, the innkeeper, Amschel Lenard, walks over to the PCs with several pints of ale. As he passes the tankards to them, Amschel quietly tells

the PC closest to him the man who came in awaits them in room 3 upstairs. He suggests they drink some of the ale first so as not to arouse suspicions of anyone in the common room. Amschel means the discreet advice as a courtesy and not because he knows something is going to occur.

If the PCs are in their private rooms, Amschel approaches the one closest to the stairs and carefully knocks on the door. When the door is opened, he tells the PC that a man in Room 3 wishes to speak to the PCs. Amschel then departs waving off any inquiries about the man or the

matter about which he wishes to speak to the PCs. Amschel doesn't know the answers and does not presume to intrude on his guests' business.

The PCs may be concerned that one of their enemies have come to challenge them. The man waiting to meet the PCs is Priest Philipp who is dressed in the attire of a townsman and not a priest of Mórr. After he admits the PCs into the room, Philipp apologises for the manner in which he was required to approach them. He tells them Priestess Inga suggested this skulduggery in order to protect the cult of Mórr as well as the PCs. He then hands the PCs a sealed letter (no crest impression on the wax) and asks them to retire to their rooms if they choose to discuss its contents. He knows absolutely nothing about the message and has been told he shouldn't learn about it. Philipp tells the PCs he will depart within an hour in order not to give away his mission. He then smiles, shows them the door and bids the PCs farewell.

The letter to the PCs reads:

*****Handout #12*****

Please forgive the theatrics. Many of us concerned about the state of the Empire – and, more specifically, the well being of the Emperor – will likely be arrested over the course of the next few days. Given the desperate situation we find ourselves in, your continual effort is urgently needed. Go to the back of Graustein Keep in the Süderich district near the south city wall two hours before dawn. There is a back door to the prison recessed in an alcove. Wait there for further instruction. The contact will recognise you.

May all the gods of the Empire bless you in this endeavour.

If the PCs are concerned about being kept in the dark, this is intentional. Priestess Inga sent the unsigned message after her meeting with Count von Walfen. Once the Crown Prince arrived in Altdorf, Count von Walfen began to work on contingencies to rescue the Emperor from a life-threatening situation. As cousin to both the Emperor and Crown Prince, von Walfen has suspicions that the ambitious Wolfgang would prove to be easily managed by the unscrupulous schemers and opportunists with which the Imperial capital was rife. Count von Walfen set elements of his Graukappen organisation to the task of making the necessary arrangements to the dangerous task of rescuing the Emperor from the Imperial Palace and having him escorted to a place of safety. The PCs were to be the instrument of the rescue attempt.

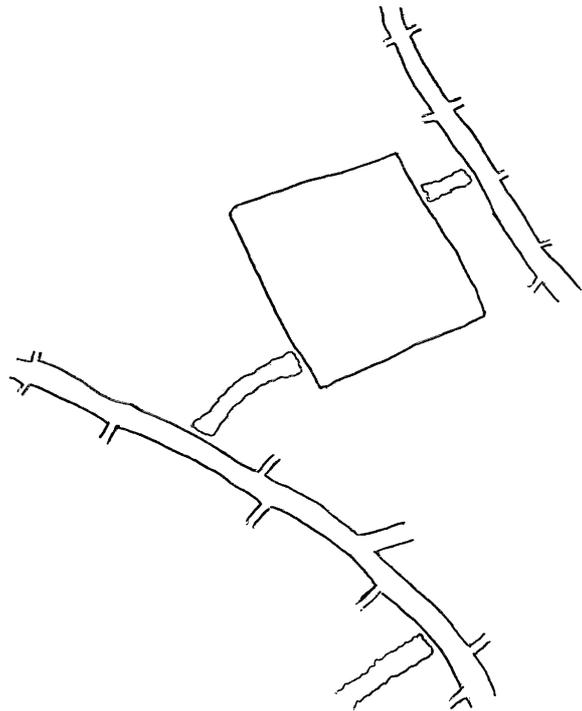
Should the PCs fail to act, Count Siegfried von Walfen will be arrested as “an Enemy of the State and Ulrican sympathiser” and sent to the dungeons beneath the Palace on 10 Sommerzeit. There is not much the PCs could do on his behalf as any such act would confirm the charge against the Count. Within a matter of days, other influential individuals, such as Priestess Inga, will share the same fate as the Count. Only few people in the Graukappen are aware of the PCs and their intended role. One of these, Simon Helmholtz, will attempt to contact the PCs at the Imperial if they do not appear at Graustein Keep by dawn.

In the event the PCs make it at the appointed time, they are forced to wait for several minutes so Simon can determine if they have been followed or otherwise compromised. As the door has a spy hole, Simon can make some sense of the situation depending upon whether they try to hide in the shadows or conspicuously wait in the open. Unless they specifically declare they are examining the door and successfully pass a **Search** test (+10 for *Night Vision*), the PCs will not notice the spy hole as the door is in the shadows. Simon first knocks softly from the inside of the door so as not to startle the PCs.

Once he has their attention, Simon slowly opens the door and whispers his name to them. He'll tell the PCs to enter the door so as to get out of sight in case someone stumbles by. As soon as Simon feels the situation is controlled, he hands the PCs a piece of paper and outlines the following plan:

- *The map represents a route through the sewer system to the Imperial Palace.*
- *He has brought clothing and lanterns for them so the PCs can dress as sewer jacks.*
- *He suggests that the PCs turn over clothing and personal effects would not fit with the gear of normal sewer jacks.*
- *Simon will have these items taken to Sigmund Beere, Innkeeper of the Seven Stars in Hartsklein, where the PCs can retrieve their possession.*
- *From the sewers, the PCs can enter into the Palace through a series of secret doors.*
- *Inside the final secret door will be clothing and trappings that are more appropriate to the Palace. The PCs are to discard the sewer jack gear, as these are likely to be covered with effluence from the sewers. There will also be perfume to help mask any other odour.*
- *The secret corridor will take the PCs to the Emperor's bedchamber. Essentially, the PCs task is to spirit the Emperor out of the Palace and Altdorf.*
- *Horses will be waiting for the PCs at a farm on the Bögenhafen Road, outside the West Gate and near the Little Reik. The man holding the horses is Erich Alder of Alder Stables.*
- *The PCs are to ride hard to the village of Hartsklein on the Weissbrück Canal to pick up their gear.*
- *From there, the PCs are to go straight to the village of Walfen and the field headquarters of Reikmarshall Helborg, where the Emperor will be protected.*

*****Handout #13*****



Looking at the map with the PCs, Simon explains the following:

- *The entry point to the sewers is through a secret passage from the courtyard behind the Chancellery. The door can be found behind a statue dedicated to Emperor Wilhelm II, Karl-Franz' great-great grandfather. There is a brick jutting out just inches from the wall, which needs to be pushed down, then in, in order to open the door. Once inside, the PCs should close the door until it clicks.*
- *The rough passage winds down to the sewers on the lower left, ending in the back of another secret door. The door can be opened easily from the passage side and comes out on one of the support pillars. A release behind a loose stone on the pillar's right opens the door from the other side.*
- *Another secret door can be found on the other side of the channel at the fifth support pillar from where the PCs entered the sewer.*
- *The catch of this secret door operates like the one they've passed through.*

- *The secret passage leads to yet another secret door that enters the Palace's aquifer, a large Dwarf construct – approximately 40 feet across and 65 wide with a 15 foot vaulted ceiling – from the time of Emperor Wilhelm II the Wise.*
- *Here the secret door, like the other on the opposite corner, opens next to a support column with the hidden catch located under a loose stone on the floor before the door.*
- *Not shown on this map is a secret door in the middle of the secret passage to the upper right of the aquifer. This second passage leads to the antechamber of the Emperor's private chambers.*
- *The PCs need to push a large rock, barely jutting out from the wall, up and then in, in order to open this door.*

Simon tells the PCs there are several escape routes. The major sewer channel on the right of the map eventually leads to a grate emptying into the Reik near the city wall. The sewer on the left empties to a culvert which channels any overflow of the Reik – in case of floods generally – to the Little Reik. If the PCs feel rather emboldened, they could always try to bluff their way past the guards at the West Gate or try to scale the walls. Simon adds that, with the Reiksmarschall defending the whole city from von Bildhofen's army, there aren't many people left to guard the city. Finally, Simon tells the PCs of a little used, barred and locked (CR 25%) postern gate between the West Gate and North River Gate. Should the PCs ask for a key, Simon tells them one could not be obtained in the short time they have to act without rousing suspicions.

Should the PCs ask how Simon comes by this information, he tells them he is a member of the Graukappen, a small organisation dedicated to protecting the Emperor and the Reikland from hidden enemies. The problem is the higher echelon of the city knows of the Graukappen and resources have been spread too thin, especially with the increasing strife in nearby provinces. Simon confides that the PCs are essentially outsiders who are likely to be

largely unknown to the enemies of the Empire. This gives them more freedom to operate and their particular talents makes it harder for those opposed to anticipate the PCs' actions. If asked, Simon will confirm a handful of casualties with the Graukappen in Altdorf, but refuses to elaborate.

Simon tells the PCs that, if they are going to be successful, they need to act now. He says the closer it gets to daylight, the harder it will be to accomplish this risky task. Simon reminds the PCs that if they are caught, their lives will be forfeit. If need be, Simon also advises the PCs that, should they choose to flee the city and the Emperor is killed by his enemies, there will be no place in the Empire where they can escape from the Graukappen or the Schwarzmantel.

The Sewer Jack trappings include a leather jack (0/1 AP body), blue and red armband with the device of the Altdorf Sewer Watch, and lantern. Simon figures that the PCs would want to keep their own hand weapons and possibly a crossbow or two. He will tell the PCs any other weapon should be put aside as it may expose their impersonation. Once everything is ready, Simon bids the PCs good luck.

If all goes well, the PCs will be on their way with an hour or so left before dawn. The PCs will only have a 15% chance of running across a Watch patrol if they can get behind the Chancellery before dawn breaks. In these cases, the PCs can take a **Listen** test for normal noises (+10 for *Acute Hearing*) to hear the patrol before seeing them. Should the PCs begin after dawn, there is a 30% chance of encounter with such a patrol. GMs are encouraged to have some townsfolk up and moving about in the early hours, such as tradesmen hurrying to set up at the Reiksmarkt or servants heading to their masters' home before the family awakens.

PCs reaching the sewers before dawn also have a 15% chance of encountering a Sewer Jack patrol. If this happens, the chances of avoiding the patrol are pretty much limited to zero unless the PCs come up with a crafty manner of doing so. In such an occurrence, the PCs best chance is the **Bluff** (+10 for *Acting*, +10 for *Charm*, +10 for the patrol

being close to the end of their shift) their way past. If the PCs failed the **Bluff** test, they can still attempt a **Bribery** test (minimum of 1 GC per person in the patrol) to get the patrol to “forget” what they have seen. If the PCs have started later in the day, the chance of running into a sewer jack patrol increases to 30%.

The sewers in this part of Altdorf are much the same as those described in **Shadows over Bögenhafen**, pages 73-76. The major sewers have narrow walkways following the effluence channels with minor sewers periodically dumping out their contents in a gutter cut on the walkway. Periodically, one can come across iron rungs hammered into the sewer walls and leading up to a chute with a manhole cover at its top. The wooden covers are flush with the street above. Any PC suffering from Claustrophobia needs to make a **CI** test to enter the sewers as well as the secret passages.

Following the directions, the PCs can find their way easy enough. They should be cautious enough to close the secret doors behind them. If not, an alarm is likely (60%) to be raised if the sewer jacks do not follow through the door instead.

The Palace aquifer is a large Dwarf construct carved out of the bedrock to ensure a constant supply of water to the Imperial Court. Occasionally, but not today, a Dwarf Engineer makes the rounds inspecting the walls and the elaborate filtration system using charcoal to cleanse the incoming water from the Reik and various cisterns. The Dwarf Engineers know of the secret doors, but are bound by oath to the Emperor not to reveal these. If the PCs enter before dawn, there is only a 5% chance of a detail of Palace Guards walking on the narrow walkway surrounding the reservoir. If the PCs pass through here later in the day, the chance of encounter increases to 15%. These guards will sound an alarm if the PCs are spotted in the aquifer. There is a normal door at the furthest corner near the next secret door.

As expected, there is a change of clothing behind the last secret door, including new boots, a surcoat halved in blue and red with the

Emperor’s coat of arms and a helmet. If the PCs have seen the Palace Guards, they will recognise the attire. A bottle of perfume with the scent of lilac is there to cover the stench of the sewer. The PCs should leave their sewer jack clothing in good order in case they have to return this way again.

The narrow passage leads to stairs that wind their way upward to the level above the ground floor of the palace. The PCs will have to carry their lanterns for a longer period since there is no light in the staircase. The climb is arduous, but the PCs eventually arrive at the top, which ends in a doorway. If the PCs have not done so before now, it would be a good idea for them to listen at the door for noises before passing through. If the PCs have started as planned, the Palace is only now awakening and there will be no activity in the Emperor’s chambers other than Karl-Franz sleeping and the two Imperial Guards standing alert at their post outside the double doors.

The secret door enters into the antechamber next to a statue of a noble warrior holding his sword upright in front of him as a salute. The statue is embedded in the wall. The antechamber is actually a sitting room about 12 feet wide and 10 feet deep when standing at the double doors. Across the secret door is a fireplace with only glowing embers. A large sofa is positioned near the middle of the room facing the fireplace with two chairs flanking it. Across from the double doors is an ornate single door with a large cushioned chair – presumably the Emperor’s given its high back and insignia of the House of Holswig-Schliestein – on the fireplace side of it. Tapestries hang on either side of the fireplace with alcoves behind them. The tapestry to the left of the fireplace shows scenes from the life of Emperor Magnus the Pious. The other depicts events from the reign of Emperor Wilhelm II the Wise. The ceiling is high, roughly 16 feet.

If the PCs have reached this point around dawn, they will hear a noise on the other side of the double doors shortly after they have closed the secret door (though it could be slightly ajar). The PCs have 4 rounds to hide before the Imperial Guards outside the double doors open one of them to admit a small elderly woman dressed in white robes and wearing a pendant of amethyst shaped

as a dove in flight. She is carrying a tray of hot broth, a small loaf of bread, wedge of cheese and cut apples. Should the PCs make a reasonable attempt at hiding, the Imperial Guard opening the door will not notice them since he doesn't really look into the room.

In the event the PCs stand in the open, the Imperial Guard notices them with his peripheral vision and turns towards them. As he grips his weapon, but before he can sound an alarm, the elderly woman says to the PCs, "Aw, you are still on guard. Good. I trust the Emperor did not have any further difficulties during the night?" Turning back to the Imperial Guards at the door, she states with a smile, "I'm sorry you weren't told by your fellows I brought these guards to help me administer to the Emperor earlier in the evening. His Imperial Majesty had broken out in a fever and I needed someone to watch over him while I rested my weary bones. I'm not as young as I used to be." She then closes the door behind her.

If the PCs are hidden when the door closes, the elderly woman looks around the room with a mischievous smile and, in a soft voice, asks them to come out. Before they can utter a word, the woman in white tells them quietly to keep silent and open the door to the Emperor's bedchambers for her. She then motions them to enter with a tilt of her head.

Should the PCs arrive later in the day, the elderly woman is already in the Emperor's chambers. She comes out to the antechamber after the PCs have closed the door. She quietly tells them they are late and to follow her into the room.

The Emperor's bedchamber is a large room, easily 12 feet wide and 30 deep. A large fireplace flanked by more tapestries is positioned on the same wall as the one in the antechamber. A large window opposite the door opens to an inner courtyard within the Palace complex. Across from the fireplace is a large, four-poster bed with canopy, a small table next to it, and two padded chairs on the

side of the bed opposite the entrance door. The Emperor is asleep on the bed.

Setting the tray down, the elderly woman introduces herself as Eva Herzberg, a lowly servant of Shallya. She then asks the PCs their names, village of their birth, and who sent them. The PCs might hesitate, indicating that they are unsure of how to proceed. Eva smiles and points out she could easily scream out for the guards, but she decided she could trust the PCs. She comments the PCs should be able to extend some level of trust as well. If the PCs don't name Priestess Inga, Count von Walfen, or the Graukappen, Eva reminds the PCs that it is courtesy for them to answer truthfully.

If they level with her, Eva tells the PCs:

- *Eva was assigned by the Temple of Shallya to attend to the Emperor shortly after the Crown Prince's arrival on 1 Sommerzeit.*
- *The Emperor has been recovering from whatever ordeal he was suffering once the Crown Prince prohibited the Court from seeing him.*
- *Eva is unsure of the nature of his ailment, but she is certain that the Emperor has great inner strength.*
- *Eva knew that with the recent attack on the Crown Prince – which did inflict a small flesh wound – the Emperor's life would be in danger.*
- *She is not certain about the Crown Prince since his behaviour seems erratic, even by the standards of the nobility.*
- *Eva sensed that someone at the Court would attempt to rescue the Emperor from his imposed isolation.*
- *The Emperor is still rather weak, but he needs to get to safety.*

Once she tells them what she knows, Eva asks the PCs how they plan to make good their escape. If they balk, she tells the PCs she is not going with them; but they will need someone to stay behind to buy the PCs time to make their escape. In addition, Eva tells the PCs if she knew of their

escape route, she could send anyone questioning her in a different direction. She does caution the plan they have discussed has a number of uncertainties.

While the conversation is going on, the Emperor awakens, but feigns sleep. He is listening to the conversation with interest. Though still fairly weak, Karl-Franz' has been growing more aware of things in the past week. If the PCs saw the Emperor at the Grand Theogonist's funeral, any who look upon him now will note his improved appearance: he now looks like a man in his early 50s and his hair seems to be growing back in a healthier colour.

If the PCs suggest just walking out of the Palace with the Emperor as if his guard detail, the Emperor answers, "That would not be a good idea." He sits up and tells the PCs he is a prisoner within his own Palace. Karl-Franz believes that, should he be caught alongside the PCs, they would be considered as kidnappers – no matter what the "sickly" Emperor says – and face execution. Other than Eva's ministrations and periodic visits by the Crown Prince's secretary, Martin Fechner, no one has been allowed to see him nor has his requests to visit his gardens been granted. Karl-Franz knows he has been declared too ill to resume his authority and could likely be disposed should his usefulness come to an end. Though weak, he knows he must get out of the Palace and to a place of safety as quickly as possible.

The Emperor continues, "We've been told of the attempt on Wolfgang's life. Our heir is not naturally bold, though he is arrogant of his status. We have no doubt that ambitious and

strong-willed men control him. If he hasn't yet, Wolfgang will soon move against our strongest supporters, including our cousin, Siegfried von Walfen. We must get out of the Palace and the city unseen. Unfortunately, we do not have any attire for travelling."

Eva tells the Emperor that before he can "run off" he needs to eat what she's brought. "It will do you no good to slip out without eating first, Your Imperial Majesty," Eva playfully reproaches him.

The PCs should recall there is an extra set of clothing behind the secret door leading to the aquifer and sewers. They may smell somewhat awful, but these will do in a pinch.

At this time, the PCs might be concerned about two other problems. The first is how to open the secret door leading into the antechamber if they shut it without propping it opened earlier. If their distress becomes obvious, Eva tells them to turn the pommel of the sword the statue is holding upright until they hear a click. The second problem is the manner in which Eva explains how the Emperor was able to get past the two Imperial Guards once his disappearance is discovered. Eva smiles and replies she will blame foul sorcery knowing that many still harbour suspicions about wizards.

Should the PCs continue to dally, the Emperor points out that further delay makes the task unnecessarily riskier. If the PC resembling Kastor Lieberung is present, the Emperor comments on the likeness to Chancellor Johann Heinz and asks if they are related. Though left unsaid, Karl-Franz has become suspicious of the Chancellor over the past week and is wary of a possible betrayal.

Standard Palace Guard

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	35	3	3	8	40	2	29	39	29	29	29	29

Skills: Disarm, Dodge Blow, Secret Language-Battle, Street Fighting, Strike Mighty Blow

Equipment: Sword, Helmet (1AP head), Mail Shirt (1 AP body) under surcoat halved in blue and red with the coat of arms of the Emperor, and Purse (1D6 GCs, 3D10 shillings)

Standard Sewer Jack

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	39	4	3	8	41	2	30	28	29	30	30	28

Skills: Orientation (underground only), Strike Mighty Blow, Strike to Stun

Equipment: Club, Sword, Leather Jack (0/1 AP body), blue and red armband with device of the Altdorf Sewer Watch, Lantern, and Purse (1D6 GCs, 2D6 shillings and 3D6 pennies). One in a patrol will have a Crossbow (R 32/64/300, ES 4, 1 round to fire, 1 to load) and ammunition instead of a club and lantern.

Escape from Altdorf

No matter which course of action the PCs decide, the reasonable starting point would be descending the stairs behind the secret door from the antechamber. From there, they could decide their course of escape. No matter which route the PCs choose, the Emperor's current health is slowing their progress.

One possible route would require a return to the aquifer and possible advance through the door leading to the Palace with the hope for reaching the kitchen area and the door where supplies come to the Imperial residence. The PCs may hope the confusion that accompanies the arrival of foodstuffs and other provisions might be enough to provide them cover. Should they ask the Emperor about the odds, he replies that he is unsure. The whole area of provisioning fell to his seneschal who did not bother him with the details. Moreover, the Emperor is unsure about that part of the Palace complex and would be of little help guiding the PCs to the outside. The Emperor is fairly certain there is also a high probability he would be recognised by the valets, servants and scullery maids [GM Note: base chance of 85% since many have seen the Emperor even if he did not notice them].

The PCs might wish to proceed on the assumption they could make better time on the streets of the city rather than its sewers. They may not realise that, with the coming of dawn, the city has awakened and there are many more people on the streets. The PCs may need to pass an **Int** test to understand their chances of

getting caught are greatest the closer they are to the Palace.

As a foretaste of the difficulties that await them, there is a detail of four Palace Guards patrolling the aquifer at the moment the PCs reach the secret door leading into that vaulted room. If the PCs pause at the door and **Listen** (for normal sounds, +10 for *Acute Hearing*), they have a chance of hearing the patrol making their rounds. Should the PCs enter the aquifer at the same time without taking any precautions, the Palace Guards will spot them immediately (after all, one needs a lantern to see in this dark chamber) and demand to know who they are and how they have come to this place. If the Emperor is within sight but outside of the guards' lantern and behind some of the PCs, there is a base 65% chance he'll be recognised. If so, two of the Guards run towards the door to sound the alarm that the Emperor has been kidnapped while the other two keep the PCs from pursuit (the walkway is only two and a half feet wide and the reservoir is 15 feet deep).

If the PCs fail to silence the guards before one of them escapes through the door, they had better kill the remaining guards and retreat to the sewers. Understanding what is at stake, the Emperor grimly looks on the scene, but remains silent. In the event the PCs avoid the patrol by waiting for them to finish their routine check of the aquifer, they should conclude that attempting to sneak through the Palace would not be a wise course. The best course would be to continue through one of the two branches of the major sewers to its respective end or journey long enough to find a manhole which they can safely ascend and is far enough away from the Palace.

Should the PCs insist on going through the Palace, the door leaving the aquifer leads to a corridor. To the right the hall leads to stairs that ascend to the kitchen areas in the northeast corner of the Palace. To the left the corridor leads to the Lord High Jailer's office. This corridor is not the main entry into the extensive dungeons built into the bedrock beneath the Palace, but it is the one the Lord High Jailer travels through on the rare times he visits his "domain."

It is more likely the PCs will proceed through the sewers, at least for a time. No matter which major sewer they take, the PCs will come across a patrol of Sewer Jacks soon after they have closed the secret door behind them. Unlike the ones the PCs might have encountered earlier, these men have just come on duty and are not likely to let someone they don't know go unchallenged, especially if any of the PCs or the Emperor wears the attire of a Palace Guard. In this case, the PCs may need to **Bluff** their way past the patrol. Should this fail, bribes will be costlier (starting at 2 GCs per Sewer Jack) if the PCs want to avoid any delay in their escape. There is a small chance (10%) that any of the Sewer Jacks recognise the Emperor. Should the PCs attack, one or two of the Sewer Jacks in the back run away in order to sound an alarm.

If the PCs decide to climb to the street level after travelling for some distance in the sewers, there is a 35% chance a Watch patrol will stumble upon them exiting from below. The Watch patrol will rib the PCs if they are in Sewer Jack attire, referring to them as "muck rats," "mole men" and similar derogatory names. Should anyone wear the trappings of a Palace Guard, the Watch will start asking pointed questions since there is no reason for such a person to be traipsing in the wastes below. Once again the PCs have to **Bluff** or **Bribe** their way past the Watch. There is the additional risk (35%) that one of the Watchmen recognises the Emperor. The Watch's reaction is to take the whole bunch to the barracks for questioning. In this case, the PCs can try to **Bluff** with a -20 modifier (+10

for *Charm*). If the test is failed, an alarm is sounded, bringing another patrol in 2D6+2 rounds to help arrest the PCs.

To make matters worse, the situation in the Palace has changed. Within half an hour after the PCs depart with their charge, Eva takes her leave of the Emperor's chambers. She tells the Imperial Guards on duty the Emperor is taking a nap and should not be disturbed. Fifteen minutes later, Martin Fechner and his aide, Greta Cranach, come to visit the Emperor. Though the guards initially rebuff them, Herr Fechner produces a signed order authorising their interview with the Emperor. The guards then allow the two representatives of the Crown Prince to enter the private chambers. A moment later, the two alert the guards that the Emperor is missing. After a quick search, the two guards scramble to inform their superiors.

Imperial Guards and Palace Guards are quickly dispatched to the city gates to augment the guards there. The problem for the Crown Prince is that any attempt for a large-scale search is inhibited as the Palace does not want it known they lost the Emperor. Still, word has been dispatched to the various Watch and Sewer Jack patrols to keep alert for anything looking suspicious and report it back through their superiors.

By the time they reach the city walls – either above or below ground – a number of groups are looking for either the PCs or something odd. If the PCs have encountered either a Sewer Jack or Watch patrol in the manner described above, these patrols will report their encounter to their respective superiors. This will give the security forces the information needed to hone their search and reinforcements are quickly dispatched.

If the PCs have reached the postern gate, they need to be wary. The risk here is that a Watch patrol may pass by (25% chance) during the time the PCs spend trying to unlock and unbar the gate to escape. Since the Watch has been alerted to pay particular attention to anything unusual, they will take note of the PCs.

Should most of the PCs be dressed as Imperial Guards, the Watch patrol will ask some perfunctory questions, even though they expect the surly guards to threaten them in some manner befitting their “higher” status. If the Watch is met with some courtesy, they will be taken aback and become slightly suspicious. In the event the PCs do not give them cause, the Watch patrol eventually departs. Before then, there is a small chance (20%) that one of them recognise the Emperor since none of the Watch expected to encounter the Emperor on the streets with his personal guards and entourage. Should this happen, the Watch will move to make arrests while blowing on their whistles to summon additional help.

If the PCs are dressed more like Sewer Jacks, the Watch will challenge them to explain themselves (the Watch have higher status here). In this case, there’s a 30% chance of the Emperor being recognised (many of the Altdorfers have not seen the Emperor close enough to identify him in unusual attire) since they are looking to see if they can identify any criminals among the PCs. Should an alarm be sounded, another patrol will arrive in 2D6+2 rounds to help arrest the PCs.

In the event the PCs make it through the postern gate with the Emperor, they will have to literally carry him away as they flee. Karl-Franz is still too weak to keep up and will need some rest soon. Their only hope is to

make it to the marshy land surrounding the Little Reik and make their way through the reeds and tall grass to the place where Erich Alder is waiting with their horses. Any Watch patrol seeing the PCs flee through the postern gate will pursue while their fellows run to report the PCs’ escape to their superiors. The one potential benefit for the PCs is there are few horses in Altdorf with which their pursuers could follow them as most of these mounts have been sent to fight as part of Reikmarshall Helborg’s cavalry.

If the PCs were lucky to choose the sewer that led them straight to the Little Reik, they can follow the course of the sluggish waterway upriver to their meeting with Herr Alder. It will take the authorities in Altdorf some time to realise their quarry has escaped the city. By then, the PCs will be well on their way to the village of Harts Klein.

Should any of the PCs allow themselves to be arrested, their part in the mission to rescue the Emperor has failed and they will find themselves locked away in the Palace dungeons as traitors. The only respite they will get from the dank and darkness is their session with the Emperor’s torturers.

If the PCs are able to escort the Emperor to their rendezvous with Erich Alder, they will obtain the horses to make good their getaway. The threat of possible (or actual, in case the PCs’ escape did not go unnoticed) pursuit should spur the PCs on.

Standard Imperial Guard

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	62	59	5	5	14	61	3	50	55	49	52	53	51

Skills: Disarm, Dodge Blow, Etiquette, Heraldry, Read/Write (Reikspiel), Ride-Horse, Secret Language-Battle, Specialist Weapon- Two-Handed, Strike Mighty Blow, Strike to Stun

Equipment: Sword, Halberd (WS-10, S+2, I+10 [for first round and if “winning”]), Helmet (1AP head), Sleeved Mail Coat and Plate (2 AP body, 1AP arms and legs) under surcoat with the coat of arms of the Emperor, and Purse (3D6 GCs, 2D6 shillings)

Standard Garrison

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	35	3	3	8	40	2	29	39	29	29	29	29

Skills: Disarm, Dodge Blow, Secret Language-Battle, Street Fighting, Strike Mighty Blow

Equipment: Sword, Helmet (1AP head), Mail Shirt (1 AP body) under surcoat halved in blue and red with the coat of arms of Altdorf, and Purse (1D6 GCs, 3D10 shillings)

Standard Watch

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	39	4	3	8	41	2	30	28	29	30	30	28

Skills: Strike Mighty Blow, Strike to Stun

Equipment: Club, Mail Shirt (1 AP body), blue and red armband with device of the Altdorf Watch, Lantern on a pole, and Purse (1D6 GCs, 2D6 shillings and 3D6 pennies)

Standard Watch Sergeant

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	51	49	4	4	10	51	2	40	38	39	40	40	38

Skills: Disarm, Dodge Blow, Secret Language-Battle, Street Fighting, Strike Mighty Blow, Strike to Stun

Equipment: Sword, Mail Shirt (1 AP body), blue and red armband with device of the Altdorf Watch, Crossbow (R 32/64/300, ES 4, 1 round to fire, 1 to load) and ammunition, and Purse (2D6 GCs, 3D6 shillings)

War!

One way or another, the PCs have finished with the situation in Altdorf. Instead of reaping their just desserts, the PCs find themselves pressed into service with the task of bringing the opposing sides together before The Empire is fractured beyond repair. Before they can accomplish their task, the PCs will need to have a final reckoning with the remnants of the Purple Hand as well as the Sons of Ulric. Once they get through these final battles, the PCs will have to deliver letters to the warring parties on the east and then return to take their place at the

truce negotiations. There, the PCs come face to face with one last horror.

Restoration

Whether the PCs rescued the Emperor or failed in the attempt, there is movement to restore the Emperor to his throne (see also the Triumphant Return below). The impending, sudden collapse of the invading Middenland army exposes von Bildhofen's weak leadership as well as the lack of

conviction with which the province went to war. In particular, the merchants of Carroburg use their economic and political clout to undermine von Bildhofen's authority.

With the bulk of the Reikland army under his command, Reikmarshall Helborg makes a fateful decision...

Arrival of the Emperor

If the PCs have successfully reached their horses with the Emperor in tow, they can reach Harts Klein with little problem. Unbeknownst to the PCs, there is no pursuit coming after them. Once the Emperor was found missing, Grand Prince Wolfgang Holswig-Abenauer was beset by doubt and inaction. Captain Erwin von Mühlerberg directed the recovery effort while the PCs were still within Altdorf and its immediate environs, but Secretary Martin Fechner (and, no doubt, his slut of an aide, Greta Cranach) undermined his efforts.

Still, many of the Emperor's advisors – including the Court Lector, the Chancellor, and Count von Walfen – have been arrested and incarcerated in the Palace dungeons. There is still a list of others to be “questioned,” but many of these will have to wait until the Emperor's fate becomes known. The Crown Prince has proven quite “uncomfortable” to make that decision.

By late afternoon, the Crown Prince decides to dispatch a sealed letter to Reikmarshall Helborg informing him of the disappearance of the Emperor at the hands of Ulrican extremists and order him to send scouts searching the immediate border with Middenland for the criminals. Crown Prince Wolfgang also instructs the Reikmarshall to hang the perpetrators without trial.

If the PCs started the rescue attempt before dawn of 10 Sigmarzeit, they should be able to reach the village of Harts Klein by way of Gluckshalt around mid-afternoon. As expected, Sigmund Beere, Innkeeper of the Seven Stars, has the equipment the PCs left with Simon. Sigmund also has a change of clothes for the Emperor. If they have been quick about it, the

PCs could reach the village of Walfen within three hours and before the Crown Prince's dispatch reaches Reikmarshall Helborg.



A mile outside Castle Walfen, which lies to the south of the village, seven horsemen in white liveries ride towards the PCs. The PCs will notice the oncoming horsemen at a distance on a successful **Observe** test (+10 for *Excellent Vision*). The PCs might want to turn back to the forest about a mile away and try to lose these riders within the woods. One of the men in white is an expert tracker, so any retreat by the PCs will only delay the inevitable.

Should the PCs wait for their escort, the seven horsemen ride up to about fifty yards and demand the PCs to identify themselves. So long as the PCs are honest about the situation, they will be escorted directly to Reikmarshall Helborg at Castle Walfen.

If the PCs attempt to fabricate some story, the exhausted Emperor looks up at them, but says nothing. In the event the PCs continue to pursue their charade, one of the men in white recognises the Emperor. Drawing his sword, the man cries out, “They have the Emperor!” The others do likewise and start to move in an attempt to surround the PCs. Watching the situation unfold, Karl-Franz will intervene if the PCs try to run. He will command all to “Stop!” in a voice many have not heard in a long time. The horsemen stop and bow their heads. “We wish to see the Reikmarshall.”

In the event the PCs have undertaken the job of rescuing the Emperor later in the day, the Reikmarshall will have received the Crown Prince's missive and has a number of patrols

looking for the Emperor. The three paragraphs above will apply to this situation as well with the additional of another patrol of five horsemen coming up unseen on the PCs' rear when the latter have their encounter with the first patrol. This move will preclude the PCs attempting to retreat back to the forest.

The ride to the castle goes without incidence. The Reikland horsemen ride in silence and announce the arrival of the Emperor when they reach the gatehouse. Grooms are called to take the horses to the stables and valets are instructed to escort the PCs to private chambers where they can wash up. After several hours, a manservant appears with an armed escort to inform the PCs that Reikmarshall Helborg requests their presence immediately.

The PCs are escorted to the Great Hall of Castle Walfen. Seated in the great chair is the Emperor. There are two men – one on each side – next to the Emperor. One is seated on the Emperor's right while the other stands behind and to the left of His Imperial Majesty. The one seated next to the Emperor motions the PCs to seat themselves in the seats arrayed before the three men. Should the PCs look around, they will not see any guards around.

Once the PCs are seated, the man who motioned them to do so introduces himself as Reikmarshall Kurt Helborg and the man behind the Emperor as Ludwig Schwarzhelm, His Imperial Majesty's newly-appointed Champion. He informs the PCs he has heard smatterings of recent events in Altdorf and would like them to tell all they know. The Reikmarshall is a very shrewd judge of character and will be attentive to the narrative the PCs present. Helborg will be quick to question the PCs about any inconsistencies in their story.

Silence greets the PCs when they finish their tale. The Reikmarshall looks at them for a few moments, weighing what he has learned. He then holds up a dispatch with the Imperial Seal and states he received this message from the Crown Prince before the PCs were called forth to present their case. Helborg informs the PCs

the Crown Prince has commanded they be summarily executed.

With a wily smile, the Emperor smiles and notifies the PCs that "we have countermanded that order. We have decided you could be put to better use as our honour guard. To ensure all goes as planned, we have placed you under Herr Schwarzhelm's command for our return to Altdorf and our Imperial seat." The Emperor then advises the PCs to get some rest. The return to Altdorf will commence in the morning, two hours after dawn.

In through the Out Door

In the event one or more of the PCs were captured in rescuing the Emperor, the remaining PCs might wish to make an attempt to rescue their companions now that His Imperial Majesty has been brought to safety. This assumes, of course, the PCs have an idea on how to reach the dungeons beneath the palace without being seen. Reikmarshall Helborg suggests the PCs wait until the morning to return with the Emperor. Once Karl-Franz has regained his throne, those illegally held captive will be freed.

The PCs may accept this course of action as the wisest. Still, they may feel the compulsion to do what they can to save their friends from the Imperial torturers. After all, the status Count von Walfen has granting him immunity from the torturer's tender mercies does not extend to those indirectly working for him. The only oath the Reikmarshall demands from the PCs is that they do not divulge any plans to return the Emperor quickly to Altdorf. He does not want whomever is influencing the Crown Prince to know what will occur.

Before the PCs depart, Reikmarshall Helborg asks them what plan they have to enter Altdorf. If the PCs advise they plan to retrace their steps through the sewers, Helborg will comment that their path of departure may have become known and the authorities could have a trap set for them. Should they be interested, the Reikmarshall suggests the PCs travel in disguise in one of his boats. He needs to send a messenger to convey the current situation on the front and the PCs could tag along as part of the boat's crew. Helborg firmly believes the PCs have a good chance of going unnoticed

since no one would suspect them to be travelling under his flag. Moreover, journeying upriver would be quicker than by road and it would give the clearly exhausted PCs a chance to rest.

If the PCs agree, they can reach Altdorf before 12 midnight. Should the PCs decide to continue with their plan, they are unlikely to return to Altdorf before 2:00 AM on the morning of 11 Sommerzeit. In the second scenario, the PCs will be very tired given the long day they had rescuing the Emperor from the Imperial Palace and bringing him to his army. Their fatigue will affect them in the following manner: **WS-10, BS-10, T-1, I-5, Dex-5, Ld-5, Int-5, WP-5, and Fel-5.**

PCs intent on rescuing their companions may try to retrace their path in the hopes of sneaking back into the Imperial Palace. The PCs will find the postern gate and outlet to the Reik are now guarded by a detail of four garrison guards. The outlet to the Little Reik is still opened, but a Sewer Jack patrol of six have been given the undesirable duty of guarding the place where the city's sewer empties into the underground culvert. The PCs can either fight their way through (and chance an alarm bringing more guards) or they can turn back and try another way. The darkness would provide the PCs with enough cover to watch the city walls for a time and find a place to scale that is relatively unguarded.

If the PCs travel by boat, the guards who appear when the boat arrives at the river gate ignore them. The guards permit the boat to enter the city and dock once the messenger tells them of his mission. Two guards remain behind to check the boat for smuggled goods (and find none), while the other two escort the messenger to the Palace. The guards do nothing more than glance at and ignore the PCs.

No matter how they arrived at the streets of Altdorf, the PCs can easily make it back to the place where they first entered the sewers, assuming they can manage to avoid being found in violation of the curfew by Watch

patrols. Since the PCs did not return this way, the authorities do not know about this entrance (unless the PCs somehow left their map behind; in which case, there will be a guard detail below waiting for them).

Should the PCs have had the misfortune of being seen entering the aquifer through any of the secret doors earlier, then these doors will have been boarded up and the Palace reservoir guarded by a detail bored with their duties. Careless PCs may find themselves stumbling upon this patrol and having to fight their way to freedom: an unlikely outcome. Should the PCs have exercised caution earlier, the large room will be empty and the way clear to reach the dungeons.

The PCs will still have to exercise caution, however, as the corridor leading to the dungeons below through the Lord High Jailer's offices also ascends to the kitchens in the opposite direction. The PCs need to exercise care to avoid being discovered. As the servants above may be sleeping, the PCs must move as quietly as possible so as not to wake them. Turning towards the left from the aquifer, the corridor curves gently to the right and continues without interruption for 30 feet. It ends at a locked, oak door (**CR 5%**).

Although the Lord High Jailer is not in attendance at the ungodly hour the PCs arrive, Axel Quidde, night jailer, is using the office to catch up on some sleep. The prison guard detail is maintaining their vigil at the main entrance to the Emperor's prison since no one expects a rescue effort to come through the little-used and little-known rear. If any PC puts an ear to the door, allow them a **Listen** test for normal sounds (+10 for *Acute Hearing*) to hear Axel snoring away. The Jailer is deeply asleep and his noise



covers any lock-picking activity. Should the PCs try to break the door down, the noise will wake Axel who scrambles out of the Lord High Jailer's padded chair. Axel demands that the servant disturbing his contemplations identify himself. The PCs may play along with this opening in order to get Axel to open the door. GMs might wish to have the PC make a **Fel** test (+10 for *Acting*, +10 if the PC talking is female, +10 for *Seduction*) with additional modifiers for roleplay to succeed.

The PCs can quickly overpower Axel and will need to secure him somehow. Though he may promise to be good, Axel will try to escape at the earliest (and safest) opportunity to sound an alarm. One option is to fashion a leash around the jailer's neck, tie his hands up, and gag him

so he can take the PCs to the cells where their fellows are kept with little chance to do something he will regret. Axel is passively uncooperative initially ("Ah cannot remember any prisoner here matchin' dat description"), but several good slaps to the head or threats of bodily harm will cure him of that affliction.

Anyone handling Axel has a 10% chance of picking up some of his fleas. Infestation could periodically lessen a character's **WS** and **I** by -5 at the GM's choosing for D6 rounds.

Axel will be unable to take the PCs to von Walfen or other high-class prisoners. These individuals are kept in more posh accommodations elsewhere in the dungeon.

Axel Quiddle, Jailer

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	41	28	4	5	9	28	1	30	27	28	29	38	24

Skills: Immunity to Disease, Immunity to Poison (Manbane, Beastbane, Spider Venom), Palm Object

Equipment: Club, Ring of Keys, Bottle of cheap wine, and Fleas.

Imprisoned!

Those PCs captured in the attempt to rescue (or kidnap, from their captors' perspective) the Emperor will not have an easy time of it. They are handled very roughly and all their possessions stripped from them. With only their shirts and any underwear they may have been wearing as their apparel, the captured PCs are tossed into separate, dark cells. The temperature is quite cool, and the PCs soon find themselves shivering. For convenience sake, the PCs could be tossed into adjacent cells so they can communicate in the gloom.

Time passes, though without reference the PCs do not know how much time. At some point, four rough guards appear with the purpose to escort one of the prisoners to an appointment with the Imperial torturer. The guards are more likely to select those PCs who would be considered as easier to break: rogues, scholarly types, townsfolk, and wizards. Warriors and

Dwarfs would likely be passed by as they are perceived to be tougher targets to soften up for interrogation.

If the GM is so inclined, they could put the PC through the paces of the torture (stretched on the rack, clamp squeezing the head, or knots on a rope putting pressure on their eyes as it is tightened). Otherwise, it might be simpler to inform the PCs that everything was a blur to the pain they were feeling. The end result is the tortured PCs would have their **W** reduced to 1 or 2, coupled with a temporary reduction of their **T** by 1 and **Cl** and **WP** by 10. The wounds can be regained at the normal rate while the other three attributes can be recovered with a full day of rest in a place other than the prison cell. The GM can decide (using **WP** tests if need be) whether the PCs resisted answering the torturer's questions or blurt out all they know. Crafty (and tough) PCs might attempt to pass off half-truths and lies to minimize their discomfort.

After their session with the torturer, the exhausted PCs are (literally) tossed back into their cells with no illumination, no food, and filthy water from which to drink. Without an ability to see, the PCs are unable to discern the source of the creaking, shuffling sounds they hear. GMs should play up this aspect of the PCs' confinement.

Eventually arriving at their companions' cells, the PCs will be unable to find the imprisoned PCs' clothing or equipment as these possessions have long since been divided up by the guards who captured them and those defending the dungeons. Though Axel may try fumbling his keys in hopes the night guards will appear (unlikely as they are sleeping off the cheap wine one of them procured before coming on duty), the jailer finds the right keys in due time.

Once the comrades are free, the PCs would be wise to render Axel unconscious and toss him into one of the cells. They could then retrace their steps to get free of the Imperial dungeons. The problem for the PCs then becomes where to go with some of their number so under-dressed. Staying in the sewers is one solution, but they may be eventually caught, especially if the authorities become aware of their escape.

A more intelligent decision is to make their way past the pre-dawn Watch patrols to get to the Temple of Mórr. Priestess Inga von Rabespeicher was not yet been arrested, though she feels such is inevitable. Should the PCs arrive at the Temple, the Initiate on duty quickly awakens the Priestess and informs her of the PCs' arrival and their present condition. Priestess Inga has the Initiate fetch some Mórrian robes as she meets with them. In addition to asking the PCs about their recent activities, she informs them as to the arrests of von Walfen and the Chancellor. As dawn approaches, she tells the PCs to go to the Chapel in Morrweis at first light and hide them until she can safely summon them. She instructs the PCs to leave Altdorf and flee to Nuln if they don't hear from her by the end of the day.

In the event all the PCs were caught and imprisoned, having failed to rescue the Emperor, all is not lost. Unfortunately, the PCs will have to undergo another day of torture which could (at the GM discretion) result in some minor injuries such as dislocated fingers, broken toes, cracked teeth and unsightly bruises.

Luckily, Count Siegfried von Walfen is a very thorough man. Knowing his arrest was eminent and uncertain the PCs would undertake, much less succeed, in the task appointed, the Count had a member of the Graukappen leave Altdorf in disguise with an urgent message for Reikmarshall Helborg. In an encrypted message, the Count laid out the recent events and the Emperor's predicament, as well as anything the PCs had previously reported to Priestess Inga. The message reached the Reikmarshall in the early afternoon of 10 Sommerzeit.

Triumphant Return

Emperor Karl-Franz sleeps well at Castle Walfen after a hectic day of flight from his imprisonment in the Imperial Palace. His room is well guarded and no one other than the Reikmarshall and the Emperor's new Champion are allowed to visit Karl-Franz.

The next morning, Reikmarshall Helborg assembled the knights of the Reiksgard and High Helms to form an honour guard to escort the Emperor back to Altdorf to regain his throne. If the PCs are there, they are given a prominent position among the honour guard. The Reikmarshall plans to make a big show of the strength in returning the Emperor to Altdorf. Helborg gives command of the Reikland army to Reikskapitän Baldur Klasen so that he, himself, can lead the escort on the road to Altdorf. The route the Reikmarshall chose was the one through Harts Klein, essentially following the escape route planned for the PCs.

The entourage of sixty armed men takes approximately five hours to arrive at the West Gate. A herald blows on his horn to announce the arrival of the Emperor. The guards at the gates do not challenge the entourage and open the gates to allow them entrance. As the honour guard leads the Emperor to the Imperial Palace, rumours of the

His Imperial Majesty's appearance quickly spreads across the city. Crowds quickly gather along the route, cheering a healthier-looking Emperor and his victorious Reikmarshall. PCs hiding in the city will hear the rumours, but they may not make it in time to see the Emperor enter the Palace with his escort.

The unfolding of events takes a different turn if the PCs failed to rescue the Emperor. With Count von Walfen's missive in hand, Reikmarshall Helborg takes a substantial number of his overall army and moves in a two-prong path to Altdorf. Reikskapitän Baldur Klasen was ordered to oversee the erection of defensive earthworks to protect the cannons, harquebusiers and crossbow troops. These forces, along with pikemen, Expatriate Dwarf infantry and light cavalry, are placed to repulse any possible Middenland attack.

Elite food soldiers, particularly the Reiksgards, are travelling by river under the command of Ludwig Schwarzhelm. Included among the troops are sappers who will breach and advance through the sewer outlet to the Reik. Reikmarshall Helborg leads the heavy cavalry – including the Knights of the Fiery Heart and High Helms – on the road to the West Gate of Altdorf. The Reikmarshall expects to gain entrance to the city, but is ready to fight his way in, if need be.

Whether the Emperor escaped his captivity or not, Crown Prince Wolfgang understood his dilemma. To oppose the on-coming forces could have a tragic consequence for Wolfgang's future as Elector and Grand Prince of the Reikland. He would likely be considered a traitor and Wolfgang was very familiar with the fate of traitors. In addition, the Crown Prince knew from Captain Erwin von Mühlerberg that the forces left to keep order in Altdorf were hardly capable of standing against even this small portion of the Reikland army. The Crown Prince also swept aside the recommendation of retreat advocated by the nervous Secretary Martin Fechner as it would give the impression Wolfgang had other motives for assuming the throne in place of his ailing uncle.

Helborg deploys some of his troops around the Imperial Palace and then leads the rest inside, along with the rescued Emperor. If the PCs are with the Reikmarshall, they are allowed to accompany the Emperor and his champion inside. The Crown Prince welcomes the Emperor back to his Palace, but the greeting looks very formal, even unemotional. The Emperor thanks his heir for his efforts on behalf of the Empire, but announces he is fit to return to his throne. The moment is hardly noteworthy.

If the PCs are watching the Crown Prince's aides, they notice a striking woman (the shapely, raven-haired, green-eyed Greta Cranach) near a rather plain-looking bureaucrat whom Wolfgang introduced to the Emperor as his secretary, Martin Fechner. Female PCs will notice a look from the woman that can be easily seen as contained rage. Male PCs can only spot the woman's peculiar look on a successful **Observe** test (+10 for *Excellent Vision*, +10 if PC is an Elf), but they will not know the meaning behind her expression.

Count Siegfried von Walfen is released from his cell immediately, although Chancellor Heinz remains confined. Any PCs who were imprisoned are released in the mid-afternoon, worse for the wear.

No matter their situation (part of the Emperor's escort, hiding in the city, or recently released from the dungeons) the PCs are summoned to meet Count von Walfen in one of the Palace's chambers. He thanks them for their effort on behalf of the Emperor, the Empire, and himself. The Count then tells the PCs their task is not yet done. They have proven themselves to be resourceful, cunning, strong of will, and rather unconventional. He has little doubt that they will soon be asked to risk their lives to help the Emperor overcome the war raging to the east. Until then, the Count tells the PCs they should rest at the Imperial, as lodging has been arranged at the establishment for the PCs at the Emperor's expense.

Should the PCs inquire about the Chancellor, Count von Walfen tells them that their effort helped uncover evidence of the Chancellor's schemes as well as his affiliations. He will add

that it may be some time before the Chancellor will see the light of day. Herr Heinz apparently has many questions to answer before he can receive his well-earned end. With that, the Count informs the PCs he has some work to do and excuses himself. The PCs should take this as a sign that they are dismissed.

Sidebar: Of Mice and Men

As discussed in the introduction, and important aim of this adventure is to bridge the setting of WFRP version 1 with that of version 2. Thus, we rely on Count von Walfen and other good men to save the day, in case the PCs fail to fulfil the role we have given them; e.g., exposing the illegal activities of Chancellor Heinz, and successfully assisting the Emperor in his escape from the palace. However, if you as GM are willing to allow marked deviations from the official setting, interesting situations can arise if, say, Johann Heinz is not exposed. Alternatively, we can only imagine the look of the players' faces, if their PCs utterly mess up the rescue mission and watch Karl-Franz die in their arms! At the end of the day, if you as GM want to punish PCs for making bad calls along the way, you will have to incorporate such plot developments on your own.

Resting at the Imperial

The innkeeper, Amschel Lenard, greets the PCs when they enter the Imperial. "Your rooms are just as you have left them, only cleaned up a bit," Amschel tells them smiling. "Here is your key, and there are some things left for you within."

If the PCs have lost equipment along the way, especially if they were taken prisoner, they will find replacements (except magical components, the PCs will have to replace these on their own) within their rooms. Should the PCs have all their possessions, there will be a fresh set of travelling clothes for them, such as boots, cloaks, etc.

In the event the PCs are nursing injuries from their imprisonment, they soon hear a knock at their door. A young, plain looking woman in

white introduces herself as Sister Eva from the nearby Hospice Priory of Shallya [location 29]. She was instructed to provide her healing skills for any PC requiring such assistance. If asked about the elderly Eva Herzberg, Sister Eva looks at the PCs quizzically. She answers there is no other Shallyan sister with that name in Altdorf. This may puzzle the PCs, but Sister Eva continues to administer healing to the injured.

Purple Rain in Altdorf

The PCs may conclude that Purple Hand operations in Altdorf have been disrupted with the incarceration of the Chancellor and the imprisonment/death of Brother Dieter. In this, they are wrong. Two senior Purple Hand leaders will try to fill in the void created by recent developments: Brother Karl and Captain Erwin von Mühlerberg.

Into the Void

During the events of the preceding ten days, Brother Karl has been infiltrating the Altdorf chapter of the Purple Hand in order to learn the weaknesses of their leaders. In doing so, he has come to learn more about the PCs – whose activities have especially caught his eyes if they were also involved with crushing his plans in Middenheim – and the one who resembles Kastor Lieberung.

With his own schemes coming close to realisation, Karl has taken the precaution of arranging for the PCs to be followed should they return to Altdorf after 10 Sommerzeit. Karl is content to have the PCs watched for the moment and does not intend to provoke them into moving against him. At least, not until he is ready.

In contrast, Captain Erwin von Mühlerberg comes to learn of the Purple Hand plot late. He had no idea the erstwhile Chancellor was the leader of the Altdorf cell until the Emperor inadvertently mentioned it to the Crown Prince, from whom von Mühlerberg learnt it. Late one night, von Mühlerberg steals into Heinz' cell and, after exchanging secret greeting signs and code words, learns all he can of the Purple Hand's activities from the captive. Moreover, the Crown Prince's

aide de camp will learn of the PCs' disruptive activities. Captain von Mühlerberg then silences Johann Heinz by quickly slamming his head against the wall of the cell and then breaking his neck. He quietly leaves while formulating a plan to bring the entire Altdorf chapter under his leadership.

Sister Eva takes her leave of the PCs once she has applied her healing skills (and spells if need be) to all the injured. As the time is late in the day, if not the evening, gallant PCs might decide to escort Sister Eva back to the Hospice Priory of Shallya. In doing so, the escorting PCs are spotted by a Purple Hand cultist on their way to the hospice. The cultist does not follow, but rather heads in the opposite direction from where the PCs came until he can establish a new position along their return route. The cultist only goes as far as he can reasonably expect the PCs to have travelled. On the PCs return trip, the cultist will leave his hiding place and shadow the PCs at a safe distance. The cultist has no intention of being discovered until he learns where the PCs are staying. If spotted, he slips away in another direction.

Until they are summoned, the PCs may decide to connect with those they served since their arrival in Altdorf. Movement by the PCs or the prying eyes of cult informants will eventually lead the Purple Hand to find and trail them. Thus, whether the PCs escort Sister Eva home or not, it is only a matter of time before their lodgings are discovered. The PCs may try meeting with Count von Walfen, but they will be unsuccessful since the Count has considerable unfinished business to which he attends.

Priestess Inga is another matter and she agrees to meet with the PCs. The Mórrian Priestess is more than eager to hear the PCs describe their mission from when they last left her company. If the PCs ask about the Chancellor's fate, the Priestess explains the method of interrogation often used by Imperial torturers, unless any of

the PCs suffered at their hands. She will tell them that once the former Chancellor has confessed all he knows, he will likely face a traitor's death. Given he is not of noble stock, his fate will likely be drawing and quartering. Should the PCs inquire if the Chancellor's arrest means the end of the Purple Hand, Priestess Inga replies that she thinks it unlikely unless Count von Walfen's men can get Johann Heinz to provide names.

It is also likely the PCs will remain safely at the Imperial until they are summoned. The PCs don't realise it, but they will not be called upon for a number of days. The Emperor and his advisors need to receive some intelligence in order to understand the situation in the north and east before determining their next course of action.

The PCs should feel uneasy, even though the Emperor has been restored and the Chancellor arrested. There has been no trace or rumour regarding Brother Karl and they could hardly think the Purple Hand has been destroyed. In fact, even if the PCs do not venture out, the Purple Hand will eventually track them down to the Imperial and set up surveillance. Should the PCs try to confront them directly, the cultists will slip away rather than risk capture.

If the PCs are itching to take out the Purple Hand in some fashion, they are going to have to be creative and tenacious.

Passing Time in Altdorf

The following table marks the events that will take place in Altdorf and the surrounding areas during the first week that Emperor Karl-Franz I is restored to his position as Elector and Grand Prince of the Reikland. The events in *italics* represent those affairs which are occurring elsewhere. GMs should note that news of these outside endeavours take some time to reach Altdorf. In addition, the days will become hotter as a heat wave hits the city. From 14 to 18 Sommerzeit, daylight temperatures in Altdorf reach 37 degrees Celsius (nearly 100 degrees Fahrenheit) and the predawn hours only get as low as 22 Celsius (72 Fahrenheit).

Day	Events
11 Sommerzeit	<ul style="list-style-type: none"> • Crown Prince Wolfgang Holswig-Abenauer vacates position of Elector as Emperor Karl-Franz I is restored to his throne. • Count Siegfried von Walfen released from his imprisonment and assumes role of acting Chancellor. • <i>The Nordland army reaches Ferlangen and lays siege. Meanwhile, Baron Nikse leads an invasion of the Laurëlorn Forest in an attempt to reclaim his birthright.</i>
12 Sommerzeit	<ul style="list-style-type: none"> • Reikmarshall Helborg returns to the established line of defence. • <i>Anti-war rioting breaks out in Carroburg.</i> • <i>Count von Raukov, Hauptmarschall Hertwig, and Feldmarschall Leitdorf execute a daring attack that successfully routs the Talabecland army and ends the Battle of Wolfenburg.</i>
13 Sommerzeit	<ul style="list-style-type: none"> • Attack by Grand Duke von Bildhofen's forces at Hochloff repulsed by Reikskapitän Klasen after several hours of bloody fighting. • <i>Grand Prince Hals von Tasseninck leads another part of the Ostland army northward to fight the Nordland invasion</i>
14 Sommerzeit	<ul style="list-style-type: none"> • Former Chancellor Johann Heinz found dead in his cell in the Palace dungeons. • Baron Heinrich Todbringer secretly arrives in Altdorf for consultations with Count Siegfried von Walfen. • <i>In Middenheim, Ar-Ulric is knifed during a ceremony at the temple. He is severely injured but still alive. Helmut Todbringer blames Sigmarite fanatics and forcefully argues for war on the Sigmarites instead of against Ulrican allies and demands the impeachment of von Genscher.</i>
15 Sommerzeit	<ul style="list-style-type: none"> • Troops from southern Reikland arrive to booster Reikmarshall Helborg's army. • <i>Pressure from his staunchly Ulrican vassals force Grand Duchess Elise Krieglitz-Untermensch to interceded on behalf of Talabecland. The Grand Duchess pays for mercenary bands in the city to reinforce the armies of Talabecland to the north and south.</i>
16 Sommerzeit	<ul style="list-style-type: none"> • Flotilla carrying Nuln expeditionary force arrives at Altdorf with Countess Emmanuelle von Liebewitz on the lead ship. She disembarks with an escort of tall, young men and makes her way to the Imperial Palace to meet with the Emperor. • General von Stülpnagel then leads the Nuln force downriver to join Reikmarshall Helborg at Walfen. • <i>Talabeclander forces under the command of Count Helmut Feuerbach blunt the Stirland and Wissenland offence along the Old Forest Road south of the Färlic Hills.</i> • <i>Rumours that Ar-Ulric's wounds have gangrene or some other infection is all over Middenheim.</i>
17 Sommerzeit	<ul style="list-style-type: none"> • <i>Threatened by internal dissent in Carroburg and the growing Reiklander army, Grand Duke von Bildhofen withdraws across the Reik and sends emissaries to the advancing Middenheim army to sue for a truce.</i>
18 Sommerzeit	<ul style="list-style-type: none"> • <i>Ar-Ulric perishes from his wounds. Helmut Todbringer flees Middenheim before he is arrested for murder.</i>

First Strike

In time the PCs find themselves being watched by someone, which should be a tip-off that they still have some unfinished business. It is almost a matter of getting to the enemy before they can get to the PCs. The PCs have two basic approaches to gather information: (1) capture a cultist or two and interrogate them or (2) gather information from less savoury elements of society.

Capturing a cultist requires a little forethought from the PCs, especially since the cultists are likely to be in teams of two or three so they can handle situations where some PCs journey elsewhere while others stay behind. The PCs could plan to take different, crossing routes from one end of Altdorf to another with the goal of getting one of their own following a cultist on the trail of another PC. The PC in the rear then could come upon the cultist from behind and take him captive. The difficult part is that the ensnaring of the cultist must take place in a location where the target cannot escape or cry for help. Furthermore, cultists are naturally wary of capture by authorities so they bolt at the first sign of trouble.

After the captive is taken, the PCs will need to take him to a location where the cultist can be safely interrogated. The PCs should realise the Imperial would not be suited for this type of operation. With the Emperor back on the throne, the gates of the city are again opened for traffic into and out of the city. Should the PCs be able to get past the guards at the gate, they can drag their captive to the surrounding forests where it would be easy to find a place to “question” the prisoner. Given the location where the PCs lodge, the South Gate would be best. If anything, there is considerably less traffic here than at the other gates. Only locals living to the south of Altdorf and between the Reik and Little Reik use this gate.

Dragging information from the cultists requires some work. Almost all are unwilling to talk until the PCs begin to apply some harsh physical treatment to the obstinate cultists. The PCs have to be careful since the cultists are trained to misdirect (lie) if their initial ploy of

denial fails. GMs will have to decide on an individual basis how long the interrogation needs to take place before the cultists have had enough.

If the captive breaks, the PCs learn that the cultists sent to watch them have little information to pass along. When a cultist is relieved by one of his fellows or leaves his post after midnight, he walks to the Necropolis [location 66] and leaves a piece of paper marked with an ‘X’ in a hole at the back of the headstone with the leering gargoyle at the far eastern edge indicating there was nothing to report. If the PCs have undertaken something of interest, the paper would be left blank and the cultist would proceed to the Drunken Bastard at the Street of a Hundred Taverns. He would wait at the table closest to the door for a contact to enter. The contact would stop by the table, scratch the bridge of his nose indicating he was a courier, and drop a note indicating where the meeting was to take place. The note would be a sketch of a tavern sign where the meeting is to be held. The cultist would wait ten minutes and then go to the meeting to report what he has learned.

Once the cultist has revealed all he knows, the PCs have little choice but to kill him. Allowing the cultist to go with a promise to disappear will only bring the PCs further grief.

The PCs may opt to do nothing more other than to take out the cultists one by one. The Purple Hand changes tactics after the seventh cultist goes missing. They will break off surveillance of the PCs’ lodgings and set up watch posts near the bridges crossing the Reik and Talabec into the East End districts. If the PCs cross into the area, then several cultists will follow them.

It is also conceivable the PCs may attempt to pass themselves off as members of the Purple Hand and attempt to follow the contact procedure detailed above. This approach works up to the point at arriving at the second tavern for the meeting. The next level in the Purple Hand expects the arriving cultist to show the secret greeting by dipping his head and touching the purple article of clothing or accessory he’s wearing. If the secret signs are not given, the contact knows the situation has been compromised.

Should the PCs succeed in extracting this information from a captive and perform it flawlessly to the contact, they will be invited by hand motion to sit. The contact nods his head without speaking as a sign the arriving cultist should report what he's seen. When the report is finished, the contact stands and tells the reporting cultist to "stay here." The contact then leaves to contact his superiors without saying another word. This is another test to determine if the process has been breached.

In the event the PCs attempt to follow, the contact takes off running in an attempt to shake the PCs off. Should the contact realise capture is inevitable, he will shout out "*Njawrr 'thakh 'Lzimbar Tzeentch*" and then ingest the contents of the vial he pulls from a pocket. The contents are a lethal dose of Nightshade.

There is a chance the PCs will come up with a creative way to capture a contact after a couple attempts at doing so. If this occurs, the PCs are likely to follow the interrogation techniques described above. Only by persistent and

prolonged application of physical abuse (the contacts are a hardier bunch than the run-of-the-mill cultists), can the PCs break them. Should the PCs succeed, they will learn that a charismatic leader has emerged to challenge the recently silenced leadership of the cult. The contact does not know the man's name, but can describe him as being around 40 years of age, of medium height and built with brown wavy hair and a Middenheim accent. **[GM Note:** given their paranoia, members of the Purple Hand rarely know the names of other members outside their own small cell.]

If the interrogation takes place after 14 Sommerzeit and before 17 Sommerzeit, the contact will also know there are rumours of a meeting taking place in the next few days. The exact date and location is unknown. If the interrogation takes place on 17 Sommerzeit, the contact knows the meeting will take place in an abandoned tenement near the centre of the Drecksack Slums [location B] after sunset. The location was selected since it is widely known that no Watch patrol walks the streets of this district or those of the Sindelfingen [location A] after sunset.

Purple Hand Cultist

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	20	3	3	7	40	1	35	30	30	25	30	20

Skills: Concealment-Urban, Disguise, Dodge Blow, Follow Trail, Read/Write (Reikspiel), Secret Language-Guilder (Purple Hand Cult), Shadowing, Silent Move Urban

Equipment: Hand Weapon (Sword or Club), Leather Jack (0/1AP Body), 1 Incendiary (carried for anarchist), Clothing with some purple colour, and Purse (3 GCs, 10 shillings, 22 pennies)

Standard Purple Hand Cultist Contact

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	20	3	4	7	40	1	35	32	33	31	33	25

Skills: Concealment-Urban, Disguise, Dodge Blow, Follow Trail, Read/Write (Reikspiel), Secret Language-Guilder (Purple Hand Cult), Shadowing, Silent Move Urban

Equipment: Hand Weapon (Sword or Club), Leather Jack (0/1AP Body), Clothing with some purple colour, Vial with double dosage of Nightshade, and Purse (3 GCs, 10 shillings, 22 pennies)

Seeking Information

If the PCs have been successful in gaining information from the unsavoury elements earlier, they may try the same approach again. This is made more difficult as the mere presence of the Purple Hand is generally of little importance to the crime lords and gang leaders. As the dates get closer to the meeting

of 18 Sommerzeit, more information becomes known amongst the criminal elements. The process the PCs have to go through to gain the following information is the same one described in the earlier section **It Takes a Thief**. The GM should portion out this information as the situation and timing warrants:

Location	Gang Affiliation	Contact's Appearance	Information gathered*
Griffon's Pothole, Beasts of Myrmidia, Wayfarer's Rest	Francesco Sarducci	Swarthy type (Estalian or Tilean)	<ul style="list-style-type: none"> • A new gang must be forming in one of the East End slums. • Unlike the Kislevite gang there, many of the new thieves are Altdorfers. • Something is disrupting this gang since members seem to be edgy about something. • Rumours have it that the members of the gang will gather together to watch their bosses fight it out for control of the gang.
Drunken Bastard, Knights' Hovel, the Gladiator, Cowardly Tilean	Dieter Schneider	Reiklander	<ul style="list-style-type: none"> • Leaders of an East End gang are occupied in a power struggle. • Unlike other Altdorf gangs, this one has made to no attempt to contact other gangs in the area. • The Purples (a nickname given to the gang as each member has some article of clothing in that colour) regularly across the Reik to the western districts for some unknown purpose. • A gathering of Purples is rumoured to be taking place in one of the squares in the Slums soon.
Holy Hammer of Sigmar	Independent (supported by Vesper Klasst)	Wild-eye, drug-crazed individual	<ul style="list-style-type: none"> • So long as the new gang forming in the slums don't cross the real power in the East End, there will be no warfare between gangs. • Ivan Putin's Kislevite gang has had no contact with the new gang. • The "Do Nothing" gang is an odd bunch. They haven't tried to encroach on the turf of any of the established criminal groups. • Keep out of the Drecksack, the "Do Nothings" are gathering for some purpose in the next day or two.
Boatman's Inn	Fish	River rat with Mohawk	<ul style="list-style-type: none"> • A new gang in the East End, eh? So long as they don't hook up with the Hooks, we won't pay them any mind.
Unke's Spelunke	Hooks	River rat with boathook on belt	<ul style="list-style-type: none"> • Anyone wearing purple must be a friend of the Fish, mark my words.

The Return of Doktor Fassbinder

Although the PCs think him dead, Doktor Quintus Fassbinder is very much alive and actively learning what he can about the Purple Hand. Whether the PCs have also been aggressively pursuing the Purple Hand or not, the good Doktor has the following delivered to them in the early morning of 15 Sommerzeit:

*****Handout #14*****

Don't be fooled by the continued incarceration of the Chancellor. The Purple Hand has not been destroyed by his arrest. Already one individual, maybe two, seek to unite several large cells under his leadership. Meet me at the Hangman's Inn on Three Toll Bridge at noon.

QF

If the PCs ask the innkeeper who delivered the note, Amschel Lenard describes the grey-haired man as being in his mid-50s and thinly-built. The man was dressed well, in a rather careless manner. He reminded Amschel of a scatter-brained doktor from the University. The PCs should not need much help to recognise the description of being that of Doktor Fassbinder.

Should the PCs depart to meet the good Doktor at the appointed time, they will have to cross Altdorf as the city bakes under a stifling heat. Metal objects will become hot to the touch and the PCs must take precautions with such objects.

Not surprisingly, markets have closed early as the heat wilts fruits and vegetables and spoils fish caught from the Reik. Many shops close their doors in order to escape the heat of the day since so few customers are willing to venture forth (this lasts for about the three hours). Even the brothels have stopped doing business during the day – which was rather slow for them anyway. The only businesses doing well are Altdorf's taverns.

Unfortunately, malicious rumours have begun to circulate about the soon-to-be scant supply of ale should the heat wave continue.

The Hangman's Tavern [location 11] is one of the establishments on Three Toll Bridge [location e], which connects Temple Street (Tempelstrasse) to Luitpoldstrasse and the Street of a Hundred Taverns. The tavern gets its name from the old practice of hanging river pirates and smugglers from the bridge. Many from the legal establishment in Altdorf frequent the Hangman's.

The Three Toll Bridge is among the safest since the City Watch heavily patrols it as well as the Emperor Karl-Franz Bridge to the north. There are also a number of shops which line the sides of Three Toll Bridge.

When the PCs arrive at the tavern, they are tired, hot, and sweaty. What's worse is a fair number of customers are likewise uncomfortable and short-tempered. The PCs will have to proceed with care because there are few things worse than foul-tempered lawyers with too much time on their hands. The common room is quite sizeable and uncommonly bright. Large windows look out towards the North River Gate and over the River Reik. Should one look out towards the left, one could see the gallows used to hang the pirates and smugglers. On the right is a bar behind which the tall, rather imposing barkeep plies his trade.

Kurt Mengs is a former Imperial executioner and torturer who decided – with little argument from his superiors – it was time for him to do something entirely different. So, he retired and used his savings to purchase this establishment from its former owner (who was ironically hung outside this tavern after being found guilty of embezzling funds when he worked at the Imperial treasury). Should the PCs ask about a thin, old man in his fifties, Kurt points to the stairs leading upwards (on the PCs' left) and instructs the PCs to go to the first room on the left at the top.

In the event the PCs want to order some ale to wash down their thirst, Kurt has the standard, watered down variety for only 1 shilling a pint (up from the usual 9 pence). He also has his own Reik Bitter for 6 shillings a pint (up from 2) and Altdorf

Gold lager for 5 shillings (up from 1). Both specialties are fairly good, but getting in shorter supply. Kurt is contemplating raising the price of these two by an additional 2 shillings each and the standard fare by another 3 pence a pint. Many of the patrons have grumbled about the prices, but not loud enough for Kurt to hear.

Following Kurt's instructions, the PCs reach the slightly ajar door. All is quiet and the PCs might suspect a trap. Should they charge into the room, a surprised Doktor Fassbinder quickly turns from the window overlooking the Reik and towards the PCs saying, "Oh my. That was a rather exaggerated entrance, don't you think? I just left the door ajar to help your way here." He then motions them to sit at the table while asking the last to enter to "please close the door behind you." On top of the table is a decanter of red wine and enough glasses for each of the PCs and Fassbinder.

The PCs are likely to start by asking Herr Doktor about the corpse in his office and the effort to fake his death. Fassbinder explains what happened (described above in Another Murder or Two) and comments that faking his death had given him some freedom of actions. The risk, of course, is any opponent may come to realise Fassbinder faked his own death.

With that out of the way, Fassbinder informs the PCs of what he has uncovered in the last few days:

- *The recent reversals in the Chancellor's fortunes have not caused any irreparable harm to the Purple Hand.*
- *A middle-aged Middenheimer man is seeking to unite the Purple Hand under his banner.*
- *A meeting is being planned for either the night of 17 or 18 Sommerzeit somewhere in the Slums.*
- *The leaders of the various cells are expected to be at the meeting.*
- *There is also rumour that someone close to the Crown Prince is also a member of the Purple Hand.*
- *The Purple Hand is very aware of the PCs and some of their recent activities.*

When he finishes, Fassbinder tells the PCs that he has done all he can to gather information on the Purple Hand's recent activities. He hopes they will follow through and crush them. If asked, Fassbinder does not have much more information to share with the PCs. He certainly hasn't heard about the murder of the Chancellor in the cells. The Imperial Palace has put a lid on this development.

Should the PCs comment about what reward they should expect by putting their lives on the line, Fassbinder looks at them startled. The Doktor has put his own life at risk with the hope he could help put someone with honour and valour – such as the PCs – in a position to rid the Empire of a canker within its heart. Fassbinder will be genuinely upset if the PCs have been looking for some monetary reward for their efforts (and he certainly doesn't have any money to offer these mercenaries).

With nothing else to offer, Fassbinder says his final good-byes to the PCs. He is taking a boat to Ubersreik since he is certain it is only a matter of time before the Purple Hand uncover his charade and come after him. He wishes the PCs blessings from all the gods in order to protect them from whatever plans the enemies of the Empire have in store for them. Finally, Fassbinder asks the PCs to stay for a time while he quietly departs.

A Time to Kill

With the information provided by the late Chancellor fresh in his mind, Captain Erwin von Mühlerberg has come to the conclusion the PCs are the single most dangerous obstacle to the success of the Purple Hand and his effort to become its new leader. To this end, von Mühlerberg moves quickly to secure the services of a sociopath assassin, Eugen Klopstock.

In the dark recesses of Altdorf's criminal world, Eugen has a reputation of a killer who prefers to kill his quarry up close. If he is hired to take out several targets, Eugen tries to isolate them in order to increase his chances for a kill. Should the quarry not co-operate to this extent, Eugen is not averse to tossing a bomb into a room to scatter the quarry or wound them enough so he can succeed at his task. Though mentally unbalanced, Eugen

is not stupid. He knows a fight with several individuals at once does not represent good odds. The assassin prefers to withdraw from a fight with the aim of returning to finish the task at a time and place of his choosing.

When the PCs return to their lodgings at the Imperial, they find the door is still locked (if the PCs have not locked their door, Amschel has undertaken that precaution for them). The PCs enter after unlocking the door and find a note placed where they could not miss it. It reads:

*****Handout #15*****

The former Chancellor was found murdered in his cell this morning. Be on your guard. Whoever killed him might have learned about your activities.

The PCs may not know what to make of the warning. Should they ask Amschel if he allowed someone else the key, the innkeeper becomes offended by the suggestion. "Certainly not," he thunders. "This establishment provides itself on looking after our customers. I can assure you no one asked for, much less obtained, a key to your rooms."

While the PCs may not know who sent the warning, it could not arrive soon enough.

Near midnight of a very warm night on 15 Sommerzeit, Eugen has found a perch near the Imperial where he can watch the PCs through the window of their room. PCs with the Sixth Sense skill can feel they are being watched from outside, but not from where. Any PC who tries to close the shutters becomes a target for the assassin's crossbow. The tip of the bolt is not poisoned at this stage since Eugen wants to get a look at how the PCs react to crisis. Eugen does not expect to get lucky with his first shot. Should the PCs retreat, but leave the window opened, Eugen will take one more shot at the same individual. If no such shot presents itself, Eugen retreats at this time.

In the event the PCs have shuttered the window before the assassin arrives, Eugen tries another

tactic. He assumes the PCs will have set a watch, so the assassin approaches from a blind side. He will then scale the wall of the inn and slowly make his way towards the PCs' room. If the PCs are on the top floor, Eugen quietly makes his way on the rooftop. Should the PCs lodge on any other floor, then Eugen works his way to the room above – even taking the time to slay anyone residing there. Once he gets into position, Eugen secures a bomb with a forty seconds (4 round) fuse to just above the PCs' window. It takes Eugen about thirty seconds (3 rounds) to place the bomb and light the fuse. Once lit, Eugen moves towards the other side of the building and climbs down to the street.

Any PC awake when Eugen comes towards their room may attempt a **Listen** test for soft noises (+10 for *Acute Hearing*) to hear the soft footsteps above. A second **Listen** test for soft noises (+10 for *Acute Hearing*) can be attempted in order to take notice of Eugen setting the bomb up and lighting the fuse. A third and final **Listen** test for soft noises (+10 for *Acute Hearing*) can be tried to hear Eugen retreat from the bomb as well as the hissing sound of the fuse burning down. Eugen will then scamper to a place where he can observe the exploding bomb as well as its effect on the PCs.

The resulting blast covers an area with a radius of 8 yards. The walls (**T6**) and ceiling (**T7**) offer the PCs some protection from the blast and are unhurt (other than the ringing in their ears, **Listen** tests have a modifier of -20 for the next 2D6+4 turns). In contrast, those within three feet of the windows receive D3 S3 hits from the shattered shutters.

As the PCs recover from the blast, D3 Watch patrols converge at the scene and arrive within 2D6+2 rounds. If he can, Eugen will try to pick off a badly wounded PC with his crossbow. Otherwise, he shoots at the most vulnerable target before retreating into the shadows. If he can, Eugen will silently move to another vantage point to watch what happens next.

If the PCs wait around, the Watch accost them looking for answers to their many questions. A large crowd of on-lookers, many in their nightshirts, gather to learn what is transpiring. Many whisper that the bombing is clearly the work of Ulricans. Meanwhile, the lodgers at the

Imperial are filing out of the inn with their possessions. No matter what they have to pay, they plan to find accommodations elsewhere. Several are wounded by the blast while others look dazed. Amschel is beside himself, shocked at his misfortune. As he looks at the damage, the innkeeper realises the explosion was near the PCs' room. His anger growing, Amschel curtly tells the PCs he can no longer allow them to stay.

The Watch offers the PCs a stay at the Barracks so long as they cooperate. This is not a long-term solution, but it will give the PCs a safe place to consider what this event portends.

Should a PC with *Night Vision* spot Eugen moving in the shadows by successfully passing an **Observe** test (+10 for *Excellent Vision*, +10 for *Sixth Sense*), the PCs can give chase in an attempt to engage the assassin. If they do so in front of the Watch, they will be commanded to halt and return for questioning. With so much to do, the Watch will not move against the PCs should they choose to ignore the Watch's command and race after some unseen assailant

Recognising the PCs intent to confront him, Eugen takes off in a seemingly haphazard path

through the narrow alley and streets of the Oberhausen and Süderich districts. He will ascend to the rooftops in order to separate the PCs in pursuit. Should one or two climb after Eugen using *Scale Sheer Surface*, the assassin leads them across the rooftops to a point where their fellows on the ground cannot assist them. Eugen then turns on the pursuers and tries to kill them in accordance to his contract. If the fight goes against him, Eugen will run again.

Eugen's goal is to eventually lead the PCs across the Reik and to the Reikerbahn district, his home turf. The number of dark alleys and narrow streets in the district will allow him to travel rooftop to rooftop, putting distance between himself and those on the ground. His familiarity would also allow him to double back on his pursuers so he can set up ambushes to weed out his opponents.

Eugen will continue this game until the first light of dawn, unless he kills the PCs or they him. When light shows in the East, heralding sunrise, Eugen slips away back to his lodging near the Altdorf Sanatorium [location 65]. If allowed to withdraw, Eugen will sleep until late afternoon and then start to hunt the PCs a few hours before dusk. Eugen only attacks at night when he can take advantage of the shadows.

Eugen Klopstock, Assassin for Hire

Eugen is a psychopath and member of the Kháinite Cult of the Red Death. He is a firm believer in looking into the eyes of those he murders before mutilating the victim's corpse, including cutting out its eyes. Eugen will continue after his intended victim if he is unsuccessful at killing the target. If there is more than one target, Eugen will take them out one by one. Alternatively, he might get them at one go with a bomb.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	67	64	4	5	13	64	4	63	49	55	56	54	45

Skills: Acrobatics, Concealment-Rural, Concealment-Urban, Disguise, Follow Trail, Marksmanship (Crossbow), Night Vision, Prepare Poison, Scale Sheer Surface, Shadowing, Silent Move Rural, Silent Move Urban, Sixth Sense, Specialist Weapon-Bomb, Specialist Weapon- Fist, Specialist Weapon- Incendiary, Specialist Weapon- Parrying, Specialist Weapon- Throwing Knife, Strike Mighty Blow

Equipment: Sword, Mail Shirt (1AP body) under black tunic, Crossbow (R 32/64/300, ES4, 1 rd to load, 1 rd to fire) with ammunition, 4 Throwing Knives (R 4/8/20, ES C), Garrote, 4 Bombs (R 2/6/10, ES 6), 4 Incendiaries (R 2/6/10, ES Fire), Grappling Hook and 10 yards of rope, Five Dosages of Poisonous Paste (Adder Root, **WFRP**, page 82)

Had Enough

No matter how the PCs spent the night of 15 Sommerzeit, they should return to the Imperial to pick through the destruction to find anything they might have lost before noon. The day is scorching hot, so it's unlikely Amschel will get any help repairing his inn until late in the afternoon and morning. It is unlikely he will greet the PCs.

Theobald Haushofer is standing in the shade nearby, avoiding the rays of the hot sun for as long as he can. He was been instructed to wait for the PCs to return and escort them to the Harbourmaster (Hafenmeisterei) [location 50] in the Docks district. Theobald leads the PCs across Three Toll Bridge to their destination. The River Patrol Barracks are located on the first floor, which provides some security for the Lord Harbourmaster. The office of Minister Count Siegfried von Walfen, the head of the Imperial River Patrol (covering the rivers within the Reikland), is located on the east side facing the confluence of the Rivers Reik and Talabec.

Upon reaching von Walfen's office, Theobald knocks three times before opening the door and showing the PCs in. The elderly gentleman then closes the door and departs. Count von Walfen closes the ledger he had been reviewing when the PCs entered and motions them to be seated. There are three chairs and a sofa in the office. The Count sits behind his desk. A map of the Reikland hangs from the wall at the back of von Walfen.

While he periodically scans the scene outside his window, Count von Walfen politely greets the PCs, commenting on the beastly heat wave. After the courtesies have been dispensed, the Count asks the PCs about their activities since they last met. In turn, the Count answers most of the questions the PCs raise in the most general of terms. Von Walfen will tell them the Emperor's health is improving and His Imperial Majesty will soon turn his attention to the war.

PCs who pass an **Observe**-10 test note the Count surreptitiously nods his head on his last glance out the window.

"Now the person observing our conversation from the outside has been removed, allow me to cut to the chase," Count von Walfen comments. He tells the PCs:

- *The Chancellor was murdered in his cell sometime during the night of 13 Sommerzeit.*
- *The manner of his death indicates someone wanted him silent before he could reveal more information to the Imperial interrogators.*
- *The Chancellor did confess to being a member of the Purple Hand, a revelation made obvious by the tattoo he had on his torso.*
- *The Chancellor did confess to his role in the scheme to poison the Emperor.*
- *Up to his death, the Chancellor refused to name any co-conspirators.*
- *The Chancellor claimed to not have known of anyone masquerading as the Sigmarite priest named "Brother Karl." [GM Note: if the PCs did not communicate this to Priestess Inga, Count von Walfen got this information from those that tortured Gustav Fokker].*
- *The Chancellor's murderer is likely to either be a member of the Imperial Court or someone in the Crown Prince's entourage.*
- *Last night's bombing at the Imperial was the work of an assassin, most likely hired by the person who killed the Chancellor.*
- *There are rumours of a gathering for the night of 18 Sommerzeit somewhere in the East End districts. The Count wants the PCs there to observe, and disrupt, whatever activities are being undertaken.*
- *If possible, Count von Walfen wants the PCs to arrest the ringleaders using the authority granted by their charter to the Temple of Mórr. This has been cleared with Priestess Inga.*
- *The Count will have other men there, but none are as "skilled" in what may be required as the PCs.*
- *The Count will not bring in any other groups – such as Knights, Garrison, or Watch – for fear enemies of the Empire might sense the ambush and scatter.*

Once Count von Walfen has laid this out to the PCs, he will answer whatever questions they have. He cannot elaborate much more on the information above, nor is he certain who the spy is within the Imperial Palace. Von Walfen has his suspicions, but he does not feel he is in a position to reveal these names at this time.

On the matter of the assassin, Count von Walfen asks the PCs to explain the attempt on their lives in detail. He is eager to learn of the killer's method of operation as the information could help identify the assassin. If need be, the Count reveals many of the assassins operating in Altdorf have certain methods they employ in dispatching their targets. His organisation is acquainted with most of these people and, when the need arises, employs certain individuals for specific tasks. Given the information the PCs can impart, Count von Walfen is certain his organisation can put a name to the assassin. He tells the PCs to meet him in front of the Royal Conservatory [location 25] in Oberhausen two hours before dusk.

Before the PCs depart, Count von Walfen tells them the Emperor has another task for the PCs. The details are still being debated, so nothing is final as yet. The Count expects there will be something breaking by 20 Sommerzeit.

The PCs have some time to kill before meeting Count von Walfen later in the day. As they walk the streets of Altdorf, they can see tempers are running short in the heat. They can see the commotion of people arguing and a few fights, especially along the Docks. There are no stevedores working as few ships are making port during this part of the day.

At some point in their travels, any PC with *Sixth Sense* realises the group is being followed again. About 20 yards behind them and off to a side, two men from the poor class are trailing the PCs. Should the PCs make any motion towards them, the two break off and retreat down another street or back in the opposite direction. The two cultists have no intention of getting caught and questioned. They were simply told to follow the PCs for a few hours and then return to the Boatman's Inn to report what they saw.

Should the PCs seek out Priestess Inga, they will find her preparing to leave Altdorf. If asked why, the Priestess informs the PCs she has received word of possible acts of Necromancy in the eastern Stirland. Given the Emperor is safe and Count von Walfen has returned to his role in the Council of State, it is time for Priestess Inga to perform her duty as the Indagatrix Grandis of the High and Chivalric Order of Deserved Rest. Priestess Inga profusely thanks the PCs for all they have done for the Empire. She tells the PCs she hopes that their paths cross again in the future and wishes them well.

At the appointed time, the PCs should make their way to the Royal Conservatory. When they get there, they will see Count von Walfen surrounded by several bodyguards. As the PCs approach, one of these men cut them off. He informs them in a loud voice that the Count is a busy man and they should make an appointment if they have business with him. In a quiet voice, the man adds, "The man you want is Eugen Klopstock, an assassin who lives near the Altdorf Sanatorium. If you don't find him first, he will keep after you until you are all dead." Finally, the man adds loudly, "So off with you then."

In addition to now knowing the assassin's name, the PCs know where they can find the killer and that he will come after them if they do nothing more. The PCs can either set their own ambush or take the fight to the assassin. No matter what the PCs do, Eugen will find them in about an hour or two later.

Eugen is a cagey hunter. The PCs will have to be very crafty to catch him in any ambush since Eugen is very good at detecting any such trap. The encounter will most likely be a repeat of the running battle of the previous night. If he can, Eugen wants to finish what he started the night before. The PCs also need to finish this confrontation so they can get on with their lives.

Altdorf Burning

Should the PCs investigate the East End districts on the night of 17 Sommerzeit, they will find nothing other than the typical day-to-day squalor of the area. There is, of course, the problem with Eugen Klopstock if he has not yet been killed by the PCs.

The day of 18 Sommerzeit starts off ominously enough. Nearly a week of extremely hot weather has created a dangerous situation in Altdorf. Tempers are running very short, and the ale has begun to run out. By mid-afternoon, several brawls in taverns have grown into rioting across the Imperial capital. A number of people die in these riots, especially when the ill tempered Watch show up and attempt to quell the unrest by clubbing without restraint anyone involved. The authorities then call out the Garrison and a number of Knights to re-establish order. Once again, town criers proclaim a curfew from dusk-to-dawn has been imposed.

In fact, the curfew is only enforced in the districts north of the Talabec and west of the Reik. The Watch generally avoids the East End districts at night. If there is any “security” in these areas, it is what the various gangs provide. Should the PCs wait until after dusk to make their way to the East End districts, they will have to get past a Watch post established at the far end of the Sigmar and Mourners’ Bridges. A simple bribe of 1 GC per Watchman (there are four at each post) will be enough to secure passage to the rundown districts. The PCs can also gain free passage should they present their warrant from the Temple of Mórr. Furthermore, waiting until the Watch post is operating has the added benefit of freeing the PCs from the low-ranking Purple Hand cultists following them.

Searching the area to find the likely meeting place of the Purple Hand would take quite a while without some help. The taverns in the East End will easily name the Drecksack Slums as the least patrolled and most degenerated of the districts. The free use of bribes (no more than a couple of shillings lest the PCs want to be seen as targets for robbery) will reveal that strangers have been seen around the central platz of the district. The PCs can learn there are several large, empty buildings within which squatters live. These buildings are simple shells with holes in the walls and roof.

As the PCs enter the Slums, they may wish to exercise more caution. The low-ranking members of the Purple Hand have not been

summoned to the meeting. The contacts and leaders of the three Ordos (each bringing a small group of bodyguards) have been called to attend this unusual meeting in order to address the recent troubles which have fallen upon the cult. After his interview with Heinz, von Mühlerberg has made contact with other members of the Altdorf chapter, and has also decided to attend. All in all, roughly 60 people, have shown up. There are other eyes watching from a safe distance, notably those from the local Kislevite and Imperial gangs.

The GM might want to add some encounters as a means to convey the dangers of the Drecksack Slums. As the PCs continue on their way to the Purple Hand meeting, any with *Sixth Sense* can feel the eyes of the Slums denizens on them. Some larger groups of thugs (roughly 2D6+6 in number) might decide robbery is an acceptable risk if the PCs have any outward signs of wealth (good quality clothing, silk shirts or dresses, jewellery, etc.).

Beggars with fleas and lice might also try their luck begging the PCs for coins or drink. Should the PCs give out a copper or two, other beggars will give it a go. If the PCs foolishly give shillings or (worse yet) gold crowns, they will be instantly accosted by 4D6+4 beggars also looking for handouts. Among this group of beggars will be 1D3 thieves (pickpockets) using the commotion as cover to rob the PCs of their purses and other easily concealable valuables. In the event the PCs find themselves in the presence of groping beggars, there is a 10% chance that they will become infested with fleas, lice, or both.

Another possible encounter could be a situation where a young man decides he has the skill to take down one of the “high and mighty snobs” from the better parts of the city in a duel. The aggressor might be doing this to impress a local gang (or a woman he fancies) of his fighting prowess or simply because he imbibed in too much cheap wine and spirits (or is high from drugs). It could also be the young man suffers from some delusion, believes the PC to be someone who shamed him in some obscure fashion, and his “honour” now demands satisfaction.

Eventually, the PCs find the gathering is located in a run-down, hollowed-out tenement at the

southern end of the Dreckplatz. A number of the bodyguards have been placed in groups of three to keep guard on the approaches to the gathering. The guards will tug on their chin and point to their left palm with the little finger of the right hand as a signal for those approaching to give the proper countersign to pass. The proper response is for those approaching to rub their right ear with the open left palm and point to the location of their Purple Hand tattoo with their right middle finger. If still suspicious, the guards may require the approaching individual to show his tattoo. If the proper countersign is not given, the guards will try one more time before raising the alarm. The PCs will have to be quick to silence the guards. An alarm does not cause the cultists to scatter at first, but send a larger guard detail to handle the situation. The cult expects trouble from local gangs, not authorities bent on the cult's destruction. Once they get past the guards, the PCs should watch from the shadows and keep their faces hidden since they could well be recognised by any one of the people here.

Shortly after the PCs have positioned themselves, there is a commotion near the adjacent corner of the building. Captain Erwin von Mühlerberg and six of his men, all wearing purple armbands, make their entrance. Before the PCs could move in direction, a man stands up on a table at the far end and calls for order. If the GM has chosen so, any PC who was in Middenheim during the events in **Power Behind the Throne** will recognise the man as the erstwhile Law Lord, Karl-Heinz Wasmeier. Otherwise, the looks of Dr Karl Beier will now have settled in the PCs' minds.

With the audience's attention, Brother Karl tells them the Great Mutator has seen fit to have the highest-ranking member of the cult fall into the hands of the enemy. He continues to say this is the sign from the Changer of the Ways that new leadership is necessary to bring about the Time of Changes. The crowd is uneasy and many voices can be heard talking to one another. At this point, Captain von Mühlerberg raises his voice questioning why an outsider should be agitating for the leadership

of the Purple Hand. Brother Karl counters that, while the previous leaders plotted against the Imperial powers, they have failed to see their schemes reach fruition. In contrast, Brother Karl succeeded in striking a blow against the hated Church of Sigmar with the assassination of the Grand Theogonist.

Captain von Mühlerberg grins broadly. In a loud voice, von Mühlerberg states that turning Brother Karl in to the authorities would certainly cement his position with the Crown Prince, if not the Emperor, and best position him to achieve the Time of Changes rather than a Middenheimer who can only imitate a Sigmarite priest. Some of the cultists cheer the Reikland captain's reasoning while others jeer. For a moment, the two would-be leaders stare at one another. The tension rises during the stalemate. Then, Captain von Mühlerberg motions his men to arrest Brother Karl.

To make matters worse, while the PCs' attention has been drawn to the spectacle unfolding before them, a couple of the cultists nearby have noticed the PCs. One of these cultists shouts out, "Kastor Lieberung is here!" Should the PC resembling Kastor not be present, the PC will cry out that accomplices of Herr Lieberung are present.

The meeting erupts into chaos. Brother Karl yells above the noise of the surging crowd, "Let me show you all how Lord Tzeentch deals with spies and usurpers in his midst! Njawrr'thakh 'Lzimbar Tzeentch!" At that, eight Flamers appear and begin their attack, four against von Mühlerberg and his men and the rest against the PCs. A number of cultists also join the fight, which keeps the PCs from closing to engage Brother Karl.

One of the major complications in this fight is that the heat wave left Altdorf a tinderbox. With flames shooting all over, the building easily catches fire, as do some of the panicked on-lookers. Fighting against the Flamers and the more bloodthirsty cultists, the PCs fail to see some of those cultists aflame running out of the building in blind fear. In their fright, these cultists spread the fire to other dried, close-packed buildings. Soon, the entire Slums are in flames.

Although Brother Karl has disappeared in the confusion, Captain Erwin von Mühlerberg is another matter. Once the “Kastor Lieberung” is identified, von Mühlerberg is anxious to be rid of the PCs, seemingly unconcerned about the fire around him. He redirects his men and other nearby cultists to dispose of the “Sigmarite interlopers” who have interfered with the schemes of the Purple Hand for too long. The Captain stands back to assess the PCs’ fighting ability before he personally wades in. The PCs have a choice to flee from or fight within the burning building. The fight only lasts for 3 rounds before a large section of burning roof falls killing a number of the Purple Hand cultists fighting the PCs. The PCs should make **Listen** tests for normal noise (+10 for *Acute Hearing*) to hear the roof give way. Those who fail or do not get the test must make an **I** test to leap out of the way of the falling roof. A failed roll of 30 or less means that the PC takes one **S6** hit. Failure of 30 or more points results in 1D3 **S6** hits. This burning section of ceiling separates the PCs from Captain Erwin von Mühlerberg and what’s left of his men.

Cut off from the fighting, Captain Erwin von Mühlerberg uses the opportunity to escape the fire – and Altdorf – with as many of his men as he can. He realises it does not serve the Great Mutator’s will for him to stay and suffer a martyr’s death. Von Mühlerberg is certain the Changer of the Ways will grant him another opportunity to wreck his vengeance on the PCs.

In the heat of the fighting, any PC may make an **Observe** test (+10 for *Excellent Vision*) to notice other buildings outside are on fire. The PCs should realise that, if they do not make a move soon, they themselves might perish in the fire. Other PCs may make a **Listen** test for normal sounds (+10 for *Acute Hearing*) to hear the shouting of alarm. Flaming pieces of the roof and ash fall near the PCs. A quick look around reveals no sign of Brother Karl. The PCs have no way of knowing if he has fled or perished in the fire while struggling for supremacy of the Purple Hand.

As the PCs flee, it looks like the entire East End of Altdorf is on fire. The fire is spreading

rapidly and many people are ablaze and running for their lives -- an act that ensures the fire will spread and the victim will die from their burns. The PCs find themselves quickly surrounded by the fire and smoke. If possible, the PCs need to cover their nose and mouth with a wet cloth (there are a few wells along the way) in order to prevent smoke inhalation. The wet cloth will dry after about ten minutes and will need to be wet again. PCs without the damp cloth will have to take a **Toughness** test every turn (minute). Failure means the PC has breathed too much smoke that is represented by a reduction of the character’s **T** by 1 and **W** by 2 (no reduction due to **T** and armour). Once either characteristic reaches 0, the PC falls unconscious and will die if not helped to safety by their companions.

Other dangers for the fleeing PCs come in the form of flying embers and collapsing buildings. With the former, there is a cumulative 5% chance for every 10 minutes the PCs are within the raging inferno that their clothing will catch fire (it will take the PCs around 30-40 minutes to get clear of the fire). Falling buildings can be easily avoided if the PCs spot it by passing an **Observe**+20 test. If the PCs fail to notice the collapsing edifice, then they can jump out of the way on a successful **I** test. Should the PCs fail the augmented **Observe** test by more than 30, then they must take their **I** test with a –20 modifier. PCs failing their respective **I** test receive one **S3+D5** hit – if a natural 6 is rolled, there is a 25% chance of exceptional damage.

If Eugen Klopstock is still alive at this point, he tries to assassinate the PCs in their flight from the blaze. The assassin is oblivious to the fire, even if the PCs are not. Should the GM so choose, the position Eugen uses to fire on the PCs collapses when its supports are sufficiently weakened by the raging conflagration. Eugen could conveniently die in the fire or come back to haunt the PCs days later when he recovers from his injuries.

By the time the PCs reach the edge of the inferno, they will come across lines of people stretching from the river to a burning building passing buckets of water to throw onto an inferno while passing back empty ones to refill. The PCs are free to join these efforts or continue to move away to save themselves.

The fire runs its course throughout the night. Sometime in the hours before dawn, a cooling northwestern wind rises and arrests the spreading fire. By morning, small pockets of fire remain. The damage to the East End is extensive with a few spots, like the Morrries district, escaping much damage. Thousands of people – many of whom are not counted in the city’s official population figures – perished in the fire and many more thousands are made homeless.

The PCs should be exhausted from the flight as well as sleepless nights dealing with the assassin. To make matter worse, they have no place of lodging. The PCs have several options. They can: (1) stagger back to the Imperial and plead with Amschel to let them stay for the night (he will take pity on them); (2) they can seek and gain temporary refuge at the Temple of Mórr (the Priestess leaves the morning after the fire); or (3) they could break into Count von Walfen’s unoccupied flat across the street from the Ulthuan Embassy.

Brother Karl, Purple Hand leader (Magister Novitiae)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	45	42	4	5*	11	74*	1	53	58	69	56	57	38

Skills: Arcane Language-Magick, Cast Spells (Petty, Battle Magic 1-3), Charm, Daemon Lore, Evaluate, Herb Lore, Identify Magical Artefact, Identify Plants, Identify Undead, Law-Empire, Lightning Reflexes*, Magic Sense, Magical Awareness, Meditation, Prepare Poison, Read/Write (Reikspiel), Ride, Rune Lore, Scroll Lore, Secret Language-Classical, Secret Language-Guilders (Purple Hand Cult), Sixth Sense, Theology, Very Resilient*

Magic Points: 44

Spells: Petty: Curse, Gift of Tongues, Magic Alarm, Magic Flame, Magic Lock, Marsh Lights, Produce Small Animal, Reinforce Door, Remove Curse, Sounds, Zone of Cone, Zone of Silence

1st: Aura of Resistance, Cause Animosity, Fireball, Immunity from Poison, Steal Mind, Wind Blast

2nd: Cause Panic, Mystic Mist, Smash, Zone of Steadfastness

3rd: Animate Sword, Arrow Invulnerability, Magic Bridge

Equipment: Sword, Dagger (S-2, I+10, Parry-10), recently obtained Ring of Summon Daemonic Beasts (1 spell only), 3 vials of manbane, 2 vials of Nightshade, sling bag of magical components, and purse (28 GCs, 15 shillings, and 12 pennies).

Captain Erwin von Mühlerberg, Purple Hand leader

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	65	62	6	5	13	53	3	41	76	44	65	44	51

Skills: Consume Alcohol, Disarm, Dodge Blow, Gamble, Heraldry, Read/Write (Reikspiel), Ride-Horse, Secret Language-Battle, Secret Language-Guilders (Purple Hand Cult), Specialist Weapon- Parrying, Specialist Weapon- Two-Handed, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun

Equipment: Sword, Dagger (S-2, I+10, Parry-10), Sleeved Mail Coat (1AP body/arms/legs), purple-coloured armband, and Purse (14 GCs, 20 shillings, 12 pennies).

Standard Purple Hand Cultist

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	20	3	3	7	40	1	35	30	30	25	30	20

Skills: Concealment-Urban, Disguise, Dodge Blow, Follow Trail, Read/Write (Reikspiel), Secret Language-Guilder (Purple Hand Cult), Shadowing, Silent Move Urban

Equipment: Hand Weapon (Sword or Club), Leather Jack (0/1AP Body), Clothing with some purple colour, and Purse (3 GCs, 10 shillings, 22 pennies).

Standard Purple Hand Cultist in von Mühlerberg's entourage (Soldier)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	41	3	3	9	43	2	35	40	30	25	30	20

Skills: Disarm, Dodge Blow, Ride-Horse, Secret Language-Battle, Secret Language-Guilder (Purple Hand Cult), Street Fighting, Strike Mighty Blow

Equipment: Sword, Dagger (S-2, I+10, Parry-10), Mail Shirt (1AP body), purple-coloured armband, and Purse (5 GCs, 12 shillings, 10 pennies)

Flamers, Beasts of Tzeentch

Flamers (K'Chanu'tsani'i) have the most basic minds. They blindly follow the will of their master, whether it is a Chaos Champion who summoned them, or a Lord of Change on the battlefield. If not under any control, they will wander aimlessly, letting off bouts of flame at whatever takes their fancy.

Like Horrors, Flamers are bizarre creatures fashioned from pure Chaos, and are only semi-solid, seeming almost transparent. They travel along the ground on a soft skirt of pinkish flesh like an inverted mushroom. By taking air into this fleshy skirt, and expelling it rapidly, the Flamer can move in a series of leaps and bounds. A Flamer has no head as such, but its eyes and gaping maw lies between its long, trunk-like arms. The arms end, not in hands, but in open orifices from which spit magical flames.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	35	45	5	4	11	40	2	0	90	0	90	90	0

Psychological Traits: Flamers are immune to all *psychological* effects, except those caused by any god, Greater Daemon, Daemonic Prince, or Lesser Daemons.

Special Rules: Flamers may leap up to 18 yards along the ground and up to 2 yards high. A Flamer has 2 attacks, either *bite* or *flame* attacks (can be used in combination). Flamers can either use their flame attacks in hand-to-hand combat or shoot them up to 12 yards in any direction. If the flame attack hits its target, the target suffers a S8 hits in addition to flame damage (**WFRP**, page 80). In hand-to-hand fighting, roll to hit as normal, if successful the target sustains a S8 hits as for shooting. Flamers are immune to fire-based attacks, even those of a magical nature. In addition, they cause *Fear* in all living creatures and are subject to *Instability*.

Last Man Standing

The PCs will need several days of rest to regain their strength from their recent ordeal. Unfortunately, they won't get it.

Although a sixth of Altdorf has been consumed by fire, there is still work to be done. The destructive war in the east and north continues unabated. The only good news is that the Middenland army is rumoured to have retired across the Reik. In the face of misery, the PCs are called to duty again.

A Call to Duty

Wherever the exhausted PCs have found to gain their rest, they will collapse into a deep sleep. The cool wind that blew into Altdorf has dropped the temperature drastically and ended the punishing heat wave. By late afternoon, the PCs begin to stir again. They also find they have a visitor: Simon Helmholtz.

"It took us some time to find you," Simon tells the PCs. "Your presence has been requested at the Middenheim House at 10 PM. The Altdorf residence of the Todbringer family can be found on Nordreik Strasse between the Emperor Karl-Franz and Three Toll Bridges on the University side of the Reik. Amschel Lenard has been paid handsomely for the damages to his establishment. He has been requested to provide a bath for each of you and have your garments cleaned to ensure that you are presentable tonight. Please take advantage of the situation. It is quite important." Once his message is delivered, Simon departs.

When the PCs are on the streets travelling to their destination, they are likely to look around to see if they are being followed. No matter how often they glance over their shoulders or peer into shadows, the PCs will not see anyone on their trail. It may be too much to hope the fire completely destroyed the Purple Hand, but it seems to have set back their operations.

The PCs arrive at the Middenheim House and note the walls enclosing the property are eight feet in height and made of stone. A Dwarf PC will notice the wall is skilfully and solidly built, as if Dwarf-made. The opened wrought iron

gate is also crafted with the same care. As the PCs begin to enter, two Knights Panther halt them and ask the PCs to identify themselves and state their business. Should the PCs show their Knights Panther medallion, their two brethren salute them and allow them to enter. Otherwise, the PCs need to honestly answer the questions put to them.

The guard at the door asks the PCs to hand over their weapons in order to be admitted. The PCs may balk at this assuming another ambush. The guard informs them they have Baron Heinrich Todbringer's guarantee of safety should they comply. If the PCs continue to hesitate, a tall man appears behind the guard and instructs him to let them pass. "We owe these people our gratitude," the man says with a smile. "I think we can trust them to keep their weapons sheathed so long as the meal is to their liking." The man faces the PCs, "I'm Baron Heinrich Todbringer and I am glad to meet your acquaintance. Please, come in. We have much to discuss."

The PCs share a delicious meal with the Baron before retiring to the parlour. Baron Heinrich is keen to learn about the PCs' activities since leaving Middenheim. He asks few questions, preferring to intently listen to the details. Should the PCs mention the presence of Captain Erwin von Mühlerberg or Karl-Heinz Wasmeier at the gathering of the Purple Hand cult, the Baron momentarily looks at the PCs in silence before replying that he will discuss this revelation with Count von Walfen in the morning. **[GM Note:** In the case Brother Karl is Dr Karl Beier, the Baron will ask in detail about his looks, then ponder for a second, before obviously realising the cultist's identity. If asked about it, he will say it suffices for the PCs to know that Brother Karl used to pose as an academic in Middenheim].

When the PCs have finished, Baron Heinrich smiles broadly and tells the PCs they have performed well. He also tells the PCs their service on behalf of the Empire is still indispensable. "The Graf is coming to Altdorf for a conference with the Emperor," Baron Heinrich tells the PCs. "You have proven to be stalwart and resourceful in the face of danger and uncertainty. I need you to ride north tomorrow morning on the Altdorf-Middenheim Road. Join up with the Graf and his

escort. With the recent situation between Altdorf and Middenland, I don't think the road is terribly safe." More to the point, I think it's time the Graf is reacquainted to the Knights Panther he sent to Kislev. You can even use the opportunity to see if you can find any signs that Herr Wasmeier [Beier] escaped to the North."

The Baron waits for the PCs to agree to the task. He takes silence as an agreement and will reproach the PCs if they should refuse his request. Once the matter has been settled, the Baron thanks the PCs and suggests they part company so the PCs can be fresh in the

morning. Before they depart, the Baron hands the PCs a sealed letter address to Grandmaster Hermann von Plauen. "Take this with you. It's a letter of introduction addressed to the Grandmaster of the Knights Panther. I would say it's time you met the head of your order."

A Short Errand

The following table marks the events which will take place across the Empire while the PCs ride to meet, then escort, the Graf of Middenheim to Altdorf. As before, the events in *italics* represent those affairs are occurring elsewhere. GMs should note news of these outside endeavours take some time to reach wherever the PCs happen to be.

Day	Events
19 Sommerzeit	<i>Rioting in Talabheim over the lack of strong support for the Ulricans force the Grand Duchess to violently put down the insurrection.</i>
20 Sommerzeit	PCs depart from Altdorf in the morning and arrive at Frederheim by late afternoon. <i>Battle of Hermsdorf ends with a Stirland/Wissenland victory and forces Talabecland to retreat to established defences near Lieske.</i>
21 Sommerzeit	PCs pass the shrine at the Shining Rock and arrive at Kutenholz by the early evening. <i>Grand Prince Hals and his Ostland army reach Ferlangen and attempt to lift the siege, but fails miserably after a bloody engagement. Not only is the relief Ostland army defeated, but Grand Prince Hals is mortally wounded by a stray arrow.</i>
22 Sommerzeit	PCs arrive at the coaching inn of the Green Dragon.
23 Sommerzeit	PCs arrive at Bröckel where they join Graf Todbringer and his entourage. <i>New Orc raids force von Raukov to send some of his army with Hertwig's Ostermarkers to the eastern frontier.</i>
24 Sommerzeit	<i>Rioting erupts in Hergig in response to bread shortages. Attempts by garrison to suppress the unrest fails and parts of the city burns.</i>
25 Sommerzeit	PCs depart Bröckel in the Graf's entourage. The group arrives at the Green Dragon by late afternoon.
26 Sommerzeit	Graf Boris and the PCs arrive at Kutenholz after a day's travel. <i>New assault on Ferlangen's east wall is repulsed. The oldest son of Baron Nikse killed and the youngest fatally wounded.</i>
27 Sommerzeit	The Graf and his entourage arrive at the Shrine of the Shining Rock for a brief visit. The group continues on to Frederheim. <i>The coffin bearing the body of Grand Prince von Tasseninck reaches Wolfenburg. By proclamation, the Ostland nobility elects Count von Raukov to succeed the late ruler as Grand Prince.</i>
28 Sommerzeit	By late afternoon, the Graf of Middenheim arrives in Altdorf. <i>Reinforced by mercenaries from Talabheim, Count Feuerbach defeats allied Stirland/Wissenland army at Lieske.</i>

Death in the Drak Wald

The morning of 20 Sommerzeit continues the cooling trend started in the dark morning hours following the Great Altdorf Fire. The PCs will find their horses saddled and ready to go when they arrive at Alder Stables. The saddlebags include a week's worth of dried provisions.

The trip to Frederheim is rather uneventful. The countryside is rather quiet, as if the nearby warfare has not reached this part of the Reikland. Dark clouds gather in the late afternoon, suggesting rain may plague travel the following day. The PCs are able to secure rooms at the Rowan Tree Inn without difficulty. There is little traffic between Altdorf and Middenheim these days. The rain only lasts the night, but it comes down heavy. The highway north turns from a dusty road to a muddy one. Other than the occasional puddle, the road remains passable. The PCs will not find any signs that "Brother" Karl passed this way

Shortly after the PCs have crossed the Middenland-Reikland border, they come across the large white boulder on their left with the path leading to the Shrine of the Shining Rock. The carved symbols of Ulric (on the north face) and Sigmar (on the south face) are visible. PCs looking at the trail and road will notice a number of cloven hoof prints on the ground. PCs with the *Follow Trail* skill need to study the ground for a few minutes to determine there are twelve bipedal creatures moving from the northeast to the west. The group clustered at the crossroad before moving on. The PC studying the tracks needs to pass an **Int** test to estimate that these were made approximately five hours before the PCs arrival (around dawn).

The PCs might attempt to climb a tall tree to see if there is any smoke about a half-mile to the west. PCs with the *Scale Sheer Surface* skill can make it up a forty-foot tree with little trouble, but the PCs without the skill must pass a **Dex** test for every ten feet of tree climbed. Once in position, the PCs do not see any smoke. This is not necessarily a good sign.

Should the PCs investigate the situation, the forest grows eerily quiet the closer they near

the clearing where the shrine and adjacent residential building are located. The tracks lead straight to the Shrine of the Shining Rock. The creatures spread out about ten yards from the clearing and entered it in that fashion. PCs with the *Follow Trail* skill need to pass an **Int** test to determine that the distance between the hoof prints indicates the creatures were moving slowly, presumably sneaking up on the people residing at the shrine.

If the PCs call out, there is no response. PCs find no signs of a fight unless they open the door of the domicile. All of the prints of the assailants lead to this building and with another set tracking blood departing westward. The inside is awash with blood, bone, and gore. Streak marks show that bodies had been dragged before being (from all signs) carried away. Holy symbols for the Sigmar and Ulric cults are strewn about a decapitated and mutilated head, seemingly of a priest. Other than the signs of a struggle, the rest of the interior has been left untouched.

The PCs can easily follow the tracks into the forest. Several hundred yards within the cover of the trees, the PCs come to a small clearing where the remains of the eight men from the shrine, as well as three Beastmen, are found. Many of these bear bite marks, indicating the victors feasted on their victims as well as some companions. The absence of a campfire at the site indicates the Beastmen ate their victims raw.

From this area, the hoof prints turn towards the north. PCs with the Sixth Sense skill will get the feeling hateful eyes are watching the group. The watching Beastmen make no move towards the PCs at this time. They have doubled back on their trail to rest after their meal and were starting to move when they heard the PCs. The Beastmen are waiting to see if the PCs follow their trail. Should the PCs turn and leave the area, Gurg will lead his warband northward to the village of Himbergen, approximately 12 miles northwest of Kutenholz. Along the way, he will pick up another 9 Beastmen, bringing his total strength (including himself) to 18. The plan is to pillage and burn the village while making off with enough captives to sacrifice to Tzeentch as well as fill their bellies.

If the PCs are determined to avenge those who died at the Shrine, they will push ahead. Once they are in the forest, the PCs hear a howl just before the Beastmen attack them from all sides. Due to Gurg's hatred of all who oppose him

(including the leaders of other Beastmen packs), there will be no retreat by the Beastmen. The children of Chaos will only break from combat if Gurg is killed

Gurg, Beastman Leader

With the death of Anders Köhler, Gurg's warband has moved from the Drak Wald region south of the Schadensumpf to the Altdorf-Middenheim Road, with a higher population of potential prey.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	88	45	4	5	14	50	2	40	39	34	39	34	10

Equipment: Hand weapon

Mutations: Iron Skin (5AP all over), Manic Fighter (*Hates* any opponent within 24 yards), Weapon Master (WS+27*)

8 Beastmen

Unless specified otherwise below, the beastmen all have goat's heads with a brownish coloured fur and the following profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	3	4	11	30	1	30	29	24	29	24	10

Equipment: Hand weapon, Mail Shirt (1AP body) on four beastmen from deceased templars.

Mutations:

Beastman #1: Beaked (A+1, *bite* attack)

Beastman #2: Face of a Flamer (A+2, *bite* attacks)

Beastman #3: Transparent Skin (cause fear)

Beastman #4: Hypnotic Gaze (opponent within 12 yards must pass a **WP** test to avoid eye contact. If failed, opponent rooted to spot and cannot move or perform any action).

Beastman #5: no mutation

Beastman #6: no mutation

Beastman #7: no mutation

Beastman #8: no mutation

Escort Duty

Whether the PCs have dealt with Gurg or not, they will be able to reach Kutenholz without any further difficulty. They can stay at the Inn of the Sleeping Dryad; one of the Four Seasons-owned coaching inns along the Altdorf-Middenheim Road. The inn is rather crowded compared to the Rowan Tree Inn in Frederheim. If the PCs have

arrived injured from their battle with Gurg, there will be an herbalist in the inn who will assist wounded PCs for a small consideration. Should the PCs inquire about newly arrived visitors (other than themselves), they will learn a number of the men are members of a delegation from Carroburg who are travelling to Middenheim to petition for an audience with Graf Boris Todbringer.

Curiosity may win the day with some of the PCs. Those who may wish to learn more will need to find a way to gain the Carroburgers' confidence. One way is to buy the group of 8 merchants and their 6 guards a round of ale, which adds a +10 modifier to any **Fel** test for the gracious PC. If the ale is of high quality, such as the locally brewed Drak Wald Dark (1/2 per pint), then the modifier increases to +20%. Other appropriate modifiers (+10 for *Charm.* +10 for *Seduction* [female PCs only], +10 for *Wit*) also apply. Once the PCs are accepted as friendly folk, they may learn the following:

- *The influential merchants of Carroburg opposed the war with Reikland.*
- *The country nobility – who tend to be more anti-Sigmarite than the well-heeled citizens of Carroburg – too easily swayed the Grand Duke into a foolish course of action.*
- *The short war placed a lot of pressure on the trade upon which Carroburg so heavily depends.*
- *The Grand Duke showed himself to be an inept military leader.*
- *Even his noble vassals are turning against him.*
- *The delegation represents the mercantile interests of Carroburg*
- *The delegation plans to present political proposals to the Graf in order to settle the rather tenuous position that the House of von Bildhofen now finds itself.*

The members of the Carroburg delegation are not willing to provide any further information, no matter how many pints the PCs purchase for them. Of course, a female PC who successfully seduces a member of the delegation could learn the following:

- *The delegation is proposing that the powerful interests in Carroburg are willing to support any bid by the Graf to supplant the Grand Duke's position as Elector and ruler of Middenland.*
- *Such support would include financial considerations, such as loans.*

- *In exchange for this support, Carroburg is requesting that the Graf champion their cause of restoring the Freistadt status to Carroburg that was revoked shortly after Gunther von Bildhofen became Grand Duke in 2329 I.C.*

Since the PCs are heading north, they might propose the Carroburgers allow the PCs to join them on the road. Though the delegation reacts with hesitation, the mere mention of the roving Beastman warband compels the group to agree to the PCs' suggestion. The night passes on without incident.

The morning could bring a damning indictment of the PCs hesitation to take decisive action if the PCs passed on pursuing and fighting the Beastmen near the Shrine of the Shining Rock. The wounded and frightened survivors of the attack on Himbergen stagger into Kutenholz in the early morning with horrid tales of massacre. Guilt-ridden PCs might try to atone for their prior misdeeds by heading straight to the smoky ruins of the village, but they will get there too late to do anything more than burying what is left of the dead.

Travelling with the Carroburg merchants is a slow process. They travel in two coaches driven by their four guards. If they choose, the PCs could easily outpace the coaches. The road north is fairly void of travellers. The few who are on the road are moving south. If questioned, these people reply there are rumours of the Middenheim army heading towards Altdorf. None have seen the army, but they decided to move on to be safe.

The PCs arrive at the coaching inn of the Green Dragon by late afternoon. The PCs can easily gather from the innkeeper that the Middenheim army has been encamped near the town of Bröckel for the past few days. In addition, the PCs can learn another delegation of Middenlanders, nobles from the descriptions of expensive clothes and an arrogant manner, is a day ahead of them. This means the group is already at Bröckel, no doubt pleading their case to the Graf. Should this news reach the merchants, they will become anxious. Still, they plan to push ahead in the morning.

After another day of travel, the PCs find the Middenheim army encamped just south of Bröckel. Barricades have been erected around the

camp as protection from attack with only two points of entry. Sentries in the livery of Middenheim guard these entrances asking strangers seeking entrance to state their names and business – as well as turn over any weapons other than a hand weapon or dagger – before allowing them to pass through.

The PCs are likely to depart from the Carroburg merchants at this point since they have their own business with the Grandmaster of the Knights Panther. As they near the entrance, the sentries follow protocol and question the PCs. After collecting the weapons, the sentries direct the PCs to tie their horses at the hitching post on the right. They are told the horses cannot be ridden within the enclosure. The PCs are assured the horses will be cared for very well.

The camp is quite sizeable and a PC with the Estimate skill can guess the force is around 2,000 strong. Many of the soldiers look like mercenaries and irregulars, both wearing a blue armband to indicate their allegiance to the City of the White Wolf. A few look better equipped with a blue sash around their waist, marking them as more elite troops.

Once past the barricade, the Graf's pavilion can easily be seen in the centre of the camp. Two Knights Panther guard the opening and stop anyone seeking an audience. Even if the PCs show their Knights Panther medallion, the guards will not allow them to enter. The Knights suggest the PCs might want to take up any complaints they have to the Grandmaster and point in the direction where his tent can be found. If the merchants are with the PCs, they are told the Graf will summon them, if he chooses to meet with them at all.

There are also guards at Grandmaster Hermann von Plauen's tent. The PCs are stopped here as well and asked their names and business. The PCs should hand over the letter Baron Heinrich gave them if they hope to have an audience. One of the guards takes it in while the other remains at his post. After a few minutes, the first guard returns followed by an older man who bears the air of authority. Though in his early fifties, Grandmaster von Plauen is fighting fit and trim and a few inches over six feet tall.

“Welcome, Knights Panther. I understand from Baron Heinrich you have been in my outfit for over a year and a half. For my benefit, please identify yourself and the town of your birth.” The Grandmaster pauses to allow the PCs to respond. When they have done so, von Plauen continues, “I can't say I appreciate the act, but I certainly understand its necessity. In any event, you are welcome to have dinner with the Graf, Middenmarschall von Genscher, and myself tonight. We very much want to hear about your activities since your return from Kislev. Baron Heinrich is, shall we say, rather secretive about those who are under his command. You will be summoned in two hours.” The Grandmaster turns towards his guards, “Von Gutzkow. Von Schelling. See to our brethren's lodgings. They have been on the road all day and need some rest.” The Grandmaster nods his head at the PCs before re-entering his tent.

The two Knights Panther escort the PCs to three vacant tents (each can hold up to 3 persons) at the edge of the encampment. If the PCs ask how the tents came to be unoccupied, the Knights Panthers comment the army often erects empty tents to store provisions as well as mislead any enemy reconnoitring the camp as to the true number of men at arms in camp. Should the PCs also ask for the equipment they were required to hand over to enter the camp, the Knights Panther inform the PCs the order will be given in due time. The Knights then return to their assigned posts.

About an hour after they have been escorted to their “lodging,” von Schelling arrives to summon the PCs to dine with His Grace, Graf Boris Todbringer and his distinguished guests. Von Schelling personally feels the PCs are hardly a sterling example of what it takes to be a Knights Panther (bloody commoners!), but he keeps his tongue. He is following orders, after all.

The PCs are led to an open area near the Graf's pavilion where a table laden with delicacies (roasted boar, stuffed goose, cakes, fruits) has been arranged. The three powerful men in camp sit at one end of the table and halt their conversation when they spot the PCs. Von Schelling bows to the Graf and informs His Grace the Knights serving Baron Heinrich have arrived as he has ordered. The Knight then steps back, straightens up, and awaits his dismissal. Grandmaster von Plauen does so with a simple, “That is all, good sir Knight.”



Graf Todbringer invites the PCs to sit down, orders the servants to pour wine for them and to begin serving the food. (Any PCs who met Graf Todbringer during the events of **Power Behind the Throne** will note the last two years have seen a remarkable improvement in the Graf's physical appearance.) After the servants have completed their task, the Graf dismisses them. Once they have departed, Graf Todbringer directs the PCs to give an account of their activities. The PCs may express concern about relaying secret information in the open. The Graf assures them their concern is misplaced. In the open, he can see anyone who is in a place they should not be. The Graf says a would-be spy would profit if the group retired into a tent or building where they could not see his approach. In any event, the Graf points out that sentries have been positioned to keep the curious away. He urges the PCs to relate their story.

The three men (Graf, Middenmarschall, and Grandmaster) ask probing questions when the Sons of Ulric, Purple Hand, and the captivity of the Emperor is mentioned. The Graf is particularly keen on any information about the Emperor's health. Any mention of Karl-Heinz Wasmeier sets the Graf's teeth on edge and he asks sharp questions about the fate of the former Law Lord of Middenheim.

At the end of the PCs' tale, Graf Boris stands and expresses his gratitude to the PCs for their effort and information. He tells the PCs they are to ride with him to Altdorf along with his

Knights Panther. He intends to meet with the Emperor, though Graf Boris will not be ready to leave until the second morning. The Graf plans to receive the Merchant delegation around noon the following day. Should the PCs ask about meeting or the one with the Middenland nobility, the Graf simply says there are some things he is not willing to discuss. With that, the Graf and his two commanders leave the PCs.

Though he could not get close enough to hear what was being said, an under-cover spy of the Sons of Ulric named Fritz Ziegler noted such a motley group as the PCs would gain an audience with the Graf within a couple hours after their arrival. In the morning when soldiers are allowed a few hours leave, Fritz makes his way into Bröckel proper and to the Bear in the Barrel. There he meets with another man, Kurt Hofer, another spy for the Sons of Ulric. Fritz provides Kurt with limited information of the PCs' meeting with the Graf and their physical descriptions. Kurt pays Fritz a couple of shillings and tells him to continue watching the PCs from a safe distance. He doesn't want the PCs to become suspicious.

With a day to kill, the PCs might also wish to visit Bröckel. There are two coaching inns in the small town: the Four Seasons' Bear in the Barrel and the independent Howling Wolf Inn. The merchants spend the night at the Bear in the Barrel while they await the Graf's pleasure. The Middenland nobles, who departed early on the day after the PCs arrival bearing a message to the Grand Duke from the Graf, stayed in the Howling Wolf. With the Middenheim army in town, the best ale in town has been drunk; nothing is left in either inn other than the cheap and common watered-down version.

The PCs can pick up the following rumours (not all are accurate) when in town:

- *The Grand Duke suffered a devastating defeat at the walls of Altdorf.*
- *Bands of Beastmen have emerged from the deepest, most haunted parts of the Drak Wald.*
- *The Middenheim army has slaughtered several Beastman warbands.*

- *The Grand Duke is losing the support of his nobles.*
- *The Graf is leading his army to defeat the Reikland army and defend the Ulrican faith.*
- *Raids against Sigmarite farms have decreased with the arrival of the Graf's army.*
- *Several raiders have been hung in the village of Sotturm*

If the PCs do not return to camp by sunset, von Gutzkow and von Schelling are sent to escort them back on the Grandmaster's orders. The Grandmaster wants everyone well rested for the journey to the Imperial capital.

Return to Altdorf

The trip to Altdorf proceeds in a slow, steady pace. The Grandmaster, fifteen Knights Panther, their sergeants and servants accompany the Graf and PCs. As expected, the 50+ heavily armed and armoured party journey without incident. The sound and sight of the entourage keep smaller bandit bands and Beastman warbands far away from the road.

The only deviation from the routine comes when the group reaches the path to the Shrine of the Shining Rock. The Graf insists the group should stop to pay homage to the site holy to the cults of both Sigmar and Ulric. The PCs might be a bit nervous since the times they have been at the Shrine have not been pleasant. The birds in the area are silent, which the PCs might believe presage an attack by Beastmen and/or Mutants. The fact of the matter is that the presence of the Graf and his entourage which has caused the silence.

When the group arrives, the Graf calls for all to bow their heads in prayer. If the PCs did not come this way days ago, then the Graf calls out for the priests and templars guarding the sight. He then commands Grandmaster von Plauen to have his men explore the complex so they can determine if anything is amiss.

The Shrine complex has not been attended to since the slaughter of the priests and templars. If the PCs have not attempted to clean up the

blood and gore, the wildlife of the forest has done its bit in the intervening six days. The bits of gore are no longer present, but the floor and walls within the nearby building remains bloodstained and smelling of death. The Shrine itself remains inviolate as if its aura kept away the defilers.

The fury of the situation can easily be seen in the Graf's face. PCs close enough to the Graf can make a Listen test for soft sounds (+10 for *Acute Hearing*, +10 for *Lip Reading*) to hear Todbringer mutter, "This is an outrage. Von Bildhofen should have done more to protect this holy place. There is no excuse for his negligence." The Graf then storms away calling for the Grandmaster to attend him. The two talk in private for about fifteen minutes. Should the PCs watch the body language of the two men, they will easily see the discussion is quite spirited. A few minutes later, Grandmaster von Plauen orders the Knights to make ready to leave.

The rest of the journey is rather uneventful. When the Knights Panther approach the long queue awaiting entry into Altdorf, the standard bearer cries forth for the crowd to make way for the arrival of Graf Boris Todbringer of Middenheim and his Knights Panther. The crowd obliges immediately since the only other option is to get trampled by the huge mounts. Even the guardsmen at the gate seem awed by the presence of the Knights Panther and yells for those on the other side of the North Gate to clear off. Trumpets are sounded from the top of the gate signalling that a guest of special standing has arrived in the Imperial capital.

The Knights continue on horseback into the city proper, slowing down so as to get past the crowds unfamiliar with the sight of the Knightly Order from Middenheim. The PCs should be discouraged from leaving at this point since to do so would be in violation of protocol (instantly understood by anyone with the *Etiquette* skill). Soon, a Watch patrol appears to help clear the crowd of on-lookers away from the entourage. Any PC who passes a **Listen** test (+10 for *Acute Hearing*, +10 for *Lip Reading*) can hear the occasional anti-Ulrican slur, but the majority of Altdorfers have the sense to show some measure of respect and awe.

The Knights dismount at the Imperial Palace where the Imperial Guard is arrayed in honour of their visitors. The Emperor, Grand Countess Emmanuelle von Liebewitz, Crown Prince Wolfgang, Count Siegfried von Walfen, and Baron Heinrich Todbringer are there to greet the Graf of Middenheim among great (last minute) fanfare. Reikmarshall Helborg is at hand to meet with the Grandmaster of the Knights Panther while their seconds discuss accommodations.

When the PCs begin to feel as if they are to be ignored, Count von Walfen appears near them. “Do not worry, your services to the Empire are almost at an end. We have one more duty we ask of you. But first, you are released to return to the Imperial to rest while you can. The next task requires you to make a special journey. We will summon you when it is time.” The Count then turns and heads towards the Imperial Palace.

If the PCs have any unfinished business to attend to in Altdorf, this would be their opportunity to do so. Should the PCs stop by the Temple of Mórr, they will learn Priestess Inga had departed for Stirland over a week ago.

On the Talabec

The PCs are summoned to the Middenheim House on the night of 29 Sommerzeit to meet with Count von Walfen and Baron Todbringer. They are treated to dinner as before, but the two noblemen make small talk by asking the PCs about their travails before coming into the service of the Graf. Once dinner is finished, the group retires to the drawing room.

“Allow me to cut to the chase, if you please,” Baron Heinrich opens. “This last task we ask of you is quite dangerous and requires a long journey. We need you to carry an important message from the Emperor to both the Grand Prince Hals von Tasseninck of Ostland and Grand Duke Gustav von Krieglitz of Talabecland. Both Electors are being summoned to meet with the Emperor, Graf Boris, and Grand Countess Emmanuelle at a hunting lodge about 5 miles northeast of the town of Schoppendorf in Middenland on 25

Vorgeheim. You will be taking two sealed letters from the Emperor and deliver one to each.

“What makes this undertaking particularly difficult is we have no idea what the current state of war is in the east. You will have to use all your skills and discretion to navigate the difficult situation. You will have an Imperial warrant with the Emperor’s seal to see you through some of the more complex situations, but do not forget there are those who will seek to stop you at all costs.”

Count von Walfen adds, “The first leg of the journey will be by my personal sailing boat, Windrunner, to Talagraad. He will leave you across the river from the port of Talabheim to save you time. The Windrunner is captained by Alban Halder and leaves tomorrow before dawn from the berth in front of my offices in the Docks. He will be expecting you.”

Baron Heinrich continues, “From there you will journey to “The Nimble Frog” in the village of Langwiese. It is a coaching inn owned by Hochland Crossing Coaches, where you can obtain horses with this letter of credit I am handing you. It’s marked with my seal and if the innkeeper, Willi Aufstand, gives you problems, remind him I know of his dirty little secret. Travel on horseback would be best beyond this point. We’re not certain what the state of the war will be when you arrive in the area, keep an ear open so you know where to go.”

Count von Walfen then hands the PCs three other letters, two of which are sealed and each addressed to the two Electors. The warrant and letter of credit carry seals, but are not sealed. The Count also hands the PCs a pouch with a number of Gold Crowns equal to 20 per PC for expenses. “May the gods of the Empire grant you the strength and wisdom to successfully complete this mission. We look forward to seeing you at the hunting lodge for the truce.”

The next morning, the PCs find the Windrunner at the location provided to them by the Count. Should the PCs arrive later than dawn, Captain Halder will not be particularly impressed with them. He is a man who lets his displeasure be known.

The Captain tells the PCs they can stow their possessions in the hold below, where they will share quarters with his crew. The Captain will not relinquish his cabin to anyone, except to a PC whose starting career was Noble. Under no circumstance will anyone be allowed to use the Count's private cabin.



The ship (M4, T5, W50) is approximately 60 feet long and 15 feet wide and is faster than ships used by river tradesmen. Most of the provisions (rations, ale, first aid, and healing herbs) for the trip have been stored in the hold. There are six hammocks in the hold where those not working on the boat or on watch can rest. The boat has a single mast.

If the PCs ask about the conditions on the Talabec, Captain Halder tells them:

- Since the *Windrunner* is a fast ship, the PCs will arrive in Talagraad around 8 Vorgeheim
 - The Talabec's current will not be as strong as it was in the Spring.
 - Since the war, river traffic has been reduced between Altdorf and Talabheim and – as he understands – virtually non-existent eastward to the border with Kislev.
 - Trade has been reduced even further as demand has outstripped supply.
 - The war has already caused food shortages in parts of the Empire, particularly along the Ostland and Talabecland border areas.
 - Pirate activity has been on the increase along the Talabec, made worse by the lack of potential victims.
 - The lack of traffic has been hard on the riverside inns and taverns.
- *Banditry has become a problem in Hochland and Talabecland since the soldiery has been concentrated against Ostland.*

Given the increase in the danger, Captain Halder tells the PCs that he is counting on them to be alert for trouble and assist with the nightly watch, as well as the defence of the boat. He appreciates that they are on an important mission, but his men (two sons and an old friend) are not warriors like the PCs. The Captain has little doubt that the PCs will be needed to protect the Count von Walfen's ship.

As the PCs travel further east, they will hear news and rumours about the war in the east as well as information being relayed from Altdorf. The latter will be distorted somewhat as the PCs are travelling through lands where the cult of Sigmar is not highly regarded and its actions and motives suspect. From Altdorf to Ahlenhof, the PCs will hear the following:

- *Sigmarite fanatics looking for an "enemy within" burned half of Altdorf over a week ago.*
- *The Emperor is said to be recovering after a mysterious illness.*
- *Some believe that the death of the Grand Theogonist weakened the glamour he cast upon the ill-fortuned Emperor.*
- *Actually, the Emperor got better after he learned that his imbecilic nephew tried to usurp his rule.*
- *Graf Todbringer is leading his army to Altdorf to set things right.*
- *Grand Duke von Bildhofen's defeat came at the hands of Reikland spies as much as his cowardly nobles.*
- *Ostlanders broke the Siege of Wolfenburg with help from Averlanders and Ostermarkers.*
- *Grand Duke von Kreiglitz' army remains near Wolfenburg in order to try to take the city again.*
- *Grand Duchess Elise Untermensch-Krieglitz is supporting her cousin Gustav with loans and soldiers.*
- *Hochlanders are sure to reap the benefit of helping the Talabeclanders.*

- Farms in the east are suffering as rampaging soldiers looking for food destroy their crops.
- There will be famine this winter if the war continues any longer.
- An Ostland force is heading north. There are rumours of a Nordland invasion.
- Harvest is coming soon. There better be a truce soon or all will go to waste and prices rise.

Between Ahlenhof and Talagraad, the gossip about Altdorf remains the same as above, with other enhancements and distortions -- especially on the Talabeclander side of the river. Moreover, the reports from the east are more current:

- No one is sure what is going on in southern Talabecland. There are rumours of fighting with an allied Stirland and Wissenland force, but nothing definitive.
- Having taught Count von Raukov a lesson, Grand Duke von Krieglitz is moving his forces away from Wolfenburg.

- I've heard that the Ostlanders beat the Grand Duke's men.
- The only thing keeping the Ostlanders from winning is that they need to deal with the Nordlanders on the other side of the Middle Mountains.
- Banditry is on the rise. I've heard that some farmsteads have been pillaged south of the Talabec.
- Ar-Ulric has died from the attack by fanatical Sigmarites. Why will happen to us?
- What's worse is that I heard Ulricans murdered Ar-Ulric for his soft stance on Sigmarite outrages against Middenlanders.
- Rumour has it that the old Grand Prince Tasseninck was killed at the siege of Ferlangen. I guess the path is clear for Raukov to become the new Elector.

As the PCs get even closer to the Ostland-Talabecland front, they will be able to obtain quite a number of contradictory stories. Some of these will lead to brawls in the common room of taverns.

Alban Halder, Captain of the Windrunner

Captain Halder has been in Count von Walfen's service for the last 10 years, serving him loyally. He is a no-nonsense man who knows the ins and outs of the Rivers Reik and Talabec like the back of his hands.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	64	51	4	4	13	53	3	61	66	55	64	55	62

Skills: Boatbuilding, Fish, Orientation, River Lore, Row, Sailing, Speak Additional Language (Kislevite), Specialist Weapon-Fencing, Storytelling, Street Fighting, Strike Mighty Blow, Swim

Equipment: Sword, Dagger (S-2, I+10, Parry-10), Sleeved Mail Coat (1AP body/arms/legs), Leather Jack (0/1AP body), Rapier (S-1, I+20), Telescope, and Pouch (12 GCs, 10

Gabriel Halder, Kurt Halder, and Reiner Baum, Boatmen

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	41	3	3	8	43	1	31	32	33	42	34	31

Skills: Boat Building, Fish, Orientation, River Lore, Row, [Reiner only] Sailing

Equipment: Leather Jack (0/1AP body), Sword, Bow (R24/48/250, ES3) and ammunition, and Pouch (6 GCs, 20 shillings)

Consequences of War

The following table marks the events that will take place across the Empire while the PCs perform one last important task for Emperor and country. As before the events in *italics*

represent those affairs that are occurring elsewhere. GMs should note that news of these outside endeavours take some time to reach wherever the PCs happen to be.

Day	Events
29 Sommerzeit	PCs are summoned to the Middenheim House.
30 Sommerzeit	PCs depart Altdorf for the Ostland/Talabecland frontier. <i>Chancellor Maximillian Dachs of Ostermark is killed in an ambush near the village of Taalfähre by Orcs under the command of Azhag the Slaughterer.</i>
31 Sommerzeit	The boat with the PCs drop anchor in a cove for the night. <i>Grand Duke Gunther von Bildhofen arrives in Altdorf to begin negotiation of a truce with the Emperor and Graf Todbringer. Countess von Liebewitz joins the discussions.</i>
32 Sommerzeit	PCs arrive at the village of Werder in the early afternoon for a brief stay. They later moor in a cove further upriver for the evening. <i>Truce between the Talabecland army and the Stirland/Wissenland alliance brokered by Grand Duchess Elise Krieglitz-Untermensch.</i>
33 Sommerzeit	PCs arrive at the riverside Inn of Leaping Fish. <i>Count Feuerbach and his retinue heads towards the north along the Old Forest Road.</i>
Sonnstill Summer Solstice	PCs arrive in Schoppendorf in the late afternoon. <i>After weeks of raids on outlying villages and the destruction of woodlands by the invading Nordland forces under Baron Nikse's command, the Wood Elves of the Laurëlor launch a devastating counterattack. Nikse's forces are utterly crushed and flee in a rout.</i>
1 Vorgeheim	PCs arrive in the town of Volgen in the late afternoon. <i>Hauptmarschall Hertwig returns to Bechafen to attend the funeral of Chancellor Dachs.</i>
2 Vorgeheim	PCs arrive in the town of Ahlenhof early evening.
3 Vorgeheim	PCs arrive at the town of Ravenstein in the late afternoon. <i>Count von Raukov elevates Matthias von Daimler to Markmarschall and sends him with several companies to relieve Ferlangen.</i>
4 Vorgeheim	PCs settle in a cove on the Talabec for the evening. <i>Bold attack by Feldmarschall Leitdorf across the river at Vordf routs and demoralises Hochland defenders.</i>
5 Vorgeheim	PCs arrive at the village of Sorno for the evening. <i>Count Ludenhof compelled to re-deploy a portion of his troops fighting alongside Talabecland's army to bolster the defences at Vordf.</i>
6 Vorgeheim	PCs arrive at the riverside Inn of the Frog and Stork. <i>Grand Duke von Krieglitz suffers defeat in a decisive battle with von Raukov's Ostland companies. Suffering from a heavy sword blow, he leads a retreat to Castle Schloss.</i>
7 Vorgeheim	PCs arrive at the riverside Inn of the Blue Kingfisher. <i>Count von Raukov lays siege to Castle Schloss across the River Wolfen from Hergig.</i>
8 Vorgeheim	PCs arrive across the river from Talagraad in the early afternoon. They reach the village of Langwiese by early evening. <i>Hauptmarschall Hertwig repulses an Orc army near the small town of Mielau.</i>
9 Vorgeheim	PCs arrive at Estorf in the late afternoon. <i>Baron Nikse found murdered and mutilated in the bedchambers of his castle outside Salzenmund.</i>
10 Vorgeheim	PCs arrive in Hergig in the late afternoon. <i>Siege of Ferlangen continues, the townsfolk awaiting a miracle.</i>
11 Vorgeheim	PCs cross the River Wolfen and enter the Ostland-Talabecland front.

Side bar: War in the Empire – A Summary

War in the Empire more often arises from the grievances and ambitions of the ruling class than it does from outside threats and invasion. The war which takes place during Empire at War is one example of the internal strife that continues from the early days of the Empire to present.

The present war began as a series of skirmishes and raids across the Ostland-Talabecland border areas in late summer of 2512 and continued throughout 2513. Rivalry between the two provinces was a prominent aspect of the strife, but the Emperor's enfeeblement encouraged both. From Grand Duke von Krieglitz' viewpoint, the indecisive Imperial Court would give him the opportunity to extract land concessions north of the Talabec from the Sigmarite Grand Prince of Ostland. In contrast, von Tasseninck needed to demonstrate to his restless vassals – especially those who supported Count von Raukov's bid after the fall of von Konigswald – that he could gain the lands which Talabecland did possess north of the Talabec.



As the prospect of a wider war became inevitable, alliances began to form. Hochland, Middenland, and Nordland joined Talabecland in an Ulrican alliance with the goal to carve up Ostland. In opposition, Ostland gained support from Averland, Stirland, and distant Wissenland. The Orc invasion in the east allowed Ostermark to claim neutrality when, in fact, they supported Ostland in return for past support against the dictates of Talabecland.

Though the near death experience of Graf Todbringer brought him out of a recent bout of melancholia, the Ulrican Alliance hoped the powerful Middenheim Elector would join their cause or, at worst, stay neutral. For a long time, Todbringer did indeed stay neutral, trying to keep his Nordland vassal in tow too. Recently, he has moved his army south towards the border between Reikland and Middenland, although his motives are not quite clear.

Alliances in the Empire last only as long as the nobles can keep their own ambitions in check. Instead of committing all his troops against the under-defended Ostland frontier in the northwest, Baron Nikse made the decision to conquer the Laurëlor Forest and exile the resident Elves. His fateful act relied upon the war elsewhere to divert attention from his private war, as well as a faulty assumption the Elves had no real military strength to oppose his aggression. To the south, the Ulrican nobles of Middenland pushed Grand Duke von Bildhofen into an unwise war against Reikland.

By the time the PCs depart for the East, Middenland is defeated and Grand Duke von Bildhofen is sending a delegation to Altdorf to sue for peace. The Nordlanders under Baron Nikse are pushing deeper into the Laurëlor Forest and unknowingly into the Elves' trap. Those under Gausser are still besieging Ferlangen in Ostland with diminishing prospects of taking the town. The Talabecland/Hochland siege of Wolfenburg was lifted by the arrival of the Averlanders and Ostermarkers before the Ulrican alliance was thrown back from the walls of the Ostland capital by its army and allies. Grand Duke von Krieglitz and his Talabec army have now retreated to Castle Schloss, with the Ostlanders and Averlanders in pursuit. In the south of Talabecland, the fitful battles between the Stirland/Wissenland allied force and Talabecland under Count Feuerbach have ended in the defeat of the invading force.

Abandoned Ship

This encounter can occur along an uninhabited stretch of shore either on the Talabecland side of the river or the Middenland/Hochland side. An abandoned and beached river barge with a holed hull has become a home and refuge for a band of mutants seeking escape from human persecution and hungry Beastman. The boat is tucked into a small cove and only part of the boat can be seen from the main river. The GM might want to impose an **Observe** test (+10 for *Excellent Vision*) on any PC activity looking about from the deck to determine if he spots the ship.

The mutants have no desire to get into a fight, much less with a well-armed band. They just want to live a peaceful life if they can, free from the affairs of other races. Basically, these mutants have not yet lost their humanity. They will, however, defend their home if attacked.

Should the PCs attempt to converse with the mutants, they will need to pass a **Fel-10** test (+10 for *Charm*) in order to assure the mutants they mean no harm. If the PCs inquire about any recent movement by an armed group or Beastman warband, the mutants tell them an armoured man, six soldiers, and about eight townsmen was seen heading eastward about five days ago. In the event the PCs probe further, the mutants provide a description that matches Captain Erwin von Mühlerberg. The mutants also remember all eleven men wore something purple on their attire. They noted this since purple is a rather rare, exotic colour from their perspective.

Once the conversation has ended, the mutants ask if the PCs could leave them some bread or other foodstuff to supplement their meagre supplies. Captain Halder will not be particularly pleased, but he keeps his tongue. The Captain was told of the PCs' odd proclivity to react to certain situations in a rather unconventional manner.

12 Mutants

These mutants have been chased away from their homes by other villages once they could no longer hide the changes that came over them. Unless specified otherwise below, the mutants are human in appearance (four are female) and have the following profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	29	4	3	8	30	1	29	29	29	29	29	25

Equipment: Hand weapon, Tattered Clothing

Mutations:

- Mutant #1: Fish Face and Webbed Hands (has Swim skill)
- Mutant #2: Tentacle in place of left arm
- Mutant #3: Chaos Were, subject to Frenzy, changes when WP test failed with head and arms of a Tiger (A+2, bite attack, 2 claw attacks) and causes Fear.
- Mutant #4: Bulging Eyes
- Mutant #5: Snake Tail (A+1, bite attack)
- Mutant #6: Prehensile Tail
- Mutant #7: Deer Head (A+1, gore attack)
- Mutant #8: Two Additional Arms (T+1, A+2)
- Mutant #9: Pointed Head (Int-10)
- Mutant #10: Warty Skin (0/1 AP all over)
- Mutant #11: Cloven Hooves
- Mutant #12: Rearranged Face

Captain, There Be Pirates!

With the war in the east drawing many mercenaries to its deadly embrace, the rivers and roads of western Talabec and southern Hochland are less patrolled than in (relative) peacetime. Many of the nobles from southeastern Middenland have also responded to Grand Duke von Bildhofen's earlier mobilisation against Reikland. The bandits and pirates operating in these parts of the Empire have enjoyed the lack of interference with their chosen pursuits. The only problem is river and road traffic has also diminished, especially with the depressed economic environment created by the war.

With fewer potential victims from which to choose, those preying on merchants and the like find themselves less selective than in the recent past. Targets that would have normally been allowed to pass unhindered are now objects of opportunity. Count von Walfen's riverboat is one such target.

This encounter can occur along any unsettled stretch along the River Talabec. Black Manfred and his pirate crew have been feeling the pinch from the scarcity of merchants travelling along the river. The pirates have recently ended their alliance with the bandit, Edmund "Split Lip" Hering, since the two groups came to blows over the division of loot (there wasn't much) from their last robbery. Lying in wait among the tall reeds in one of the many secluded coves along the river, Black Manfred spots the

Windrunner passing by in the late afternoon.

Through his telescope, the pirate captain sees the crew working the boat as well as any PCs on deck. Black Manfred knows the Windrunner is a fast ship, perhaps the equal of his own. If he spotted one of the PCs, the pirate captain also knows where there are travellers, there must be money to be had, maybe even an important person to ransom. The pirate will have his ship follow the Count's, but at a safe distance. The plan is to simply attack at dusk when the guard of those on ship might be down.

Black Manfred will keep the PCs' ship in view with his telescope in order to assess their strength. If most of the PCs are on board, the pirate captain may determine the chances of success may not be worth the risk. In this case, Black Manfred gives the order to abandon pursuit. His situation is not so desperate that he will lead his men on a suicide attack. On the other hand, if the PCs remain out of sight, Black Manfred waits for the Windrunner to find a place to moor for the evening. The pirate runs the river well enough to guide his boat in the dark, using the Windrunner's light to make his way to his prey.

Black Manfred's scheme may well be for naught. If the PCs spot him by successfully passing an **Observe-10** test (+10 for *Excellent Vision*, +10 if telescope is used), they can either bring their full number on board in an attempt to intimidate or set their own ambush.

"Black" Manfred Lorenz, Pirate Captain

Manfred is one of the more notorious pirates that plague the Talabec and its tributaries between Altdorf and Talabheim. There is a price on his head of 50GCs, payable if he is brought in to any of the towns along the Talabec.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	66	51	5	4	13	52	3	60	67	56	64	56	58

Skills: Boatbuilding, Consume Alcohol, Excellent Vision, Fish, Night Vision, Orientation, River Lore, Row, Sailing, Speak Additional Language (Kislevite), Specialist Weapon-Fencing, Storytelling, Street Fighting, Strike Mighty Blow, Swim

Equipment: Leather Jack (0/1AP body), Rapier (S-1, I+20), Telescope, and Pouch (12 GCs, 10 shillings)

Otto Furtwängler, Pirate Mate

Sadistic first mate of Black Manfred, Otto has a price of 25 GCs on his head.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	56	41	4	5	11	43	2	40	47	46	46	44	37

Skills: Boatbuilding, Consume Alcohol, Dodge Blow, Fish, Orientation, River Lore, Row, Sailing, Speak Additional Language (Kislevite), Storytelling, Street Fighting, Strike Mighty Blow, Swim

Equipment: Leather Jack (0/1AP body), Sword, and Pouch (12 GCs, 10 shillings)

12 Pirates

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	41	3	3	8	43	1	31	32	33	42	34	31

Skills: Boat Building, Fish, Orientation, River Lore, Row

Equipment: Leather Jack (0/1AP body), Sword, Bow (R24/48/250, ES3) and ammunition, and Pouch (3 GCs, 10 shillings)

On the Run

After being seen in the Purple Hand meeting by the PCs, Captain Erwin von Mühlerberg knew he could not stay in the Imperial capital any longer. These strangers' connections to the Imperial authorities meant he would not be able to return to the Crown Prince's services. It wasn't fear of torture should he be caught which concerned von Mühlerberg. He was concerned that he needed to find another way to serve the Changer of the Ways. In reflection of the events that occurred in the East End districts, von Mühlerberg could throttle the Middenheimer who would usurp the leadership of the Purple Hand in Altdorf. The man disappeared during the conflagration, but more likely by escaping rather than dying.

Von Mühlerberg led what remained of his followers on the road eastward, which the Captain concluded was the direction they would least be expected to travel. There was no direct road from Altdorf to the east, so von Mühlerberg led his men through the various paths in southern Middenland until they reached Hochland. Along the way, von Mühlerberg's band resorted to banditry like so many unemployed mercenaries. In time, the

group of Purple Hand cultists gained bows and arrows for the non-soldiers in their number.

Von Mühlerberg eventually came to the understanding that his recent misfortune was really nothing more than a trial set for him by the Great Mutator. The Captain thought perhaps his god wanted him to find a new base of operations in one of the larger eastern towns such as Hergig or Wolfenburg.

Late one afternoon, as the PCs are getting ready to anchor in another cove or spend a night at a riverside inn, they happen to be in an area where von Mühlerberg and his band are operating. One of the soldiers at the Purple Hand gathering in the Dreacksack Slums noticed the PCs at a distance and quickly alerted von Mühlerberg. Taking this as another sign from the Changer of the Ways, the Captain readies his group for attack.

If the attack is to be in the wilderness, von Mühlerberg waits until the sun is setting. He deploys his bowmen to the west using the setting sun to blind any PCs seeking to return fire. Von Mühlerberg has drilled his bowmen on how to make the best use of cover from vegetation, trees, and large rocks. He has also instructed them to

concentrate fire on any wizards and Elves (all of whom – he wrongly believes - can cast spells). The Captain leads the rest of his men to a position on their target's flanks. The tactic for the bowmen is to simply fire five rounds at their targets, pause to allow the Captain and his men to charge, then start firing on anyone who chooses to stand back of the ensuing melee.

Should the attack take place near an inn, von Mühlerberg deploys his men differently. Since the PCs are travelling by boat, the Captain places the bowmen such that they have clear fields of fire on the approaches to the boat, as

well as cover behind barrels, crates, and around the corner of buildings. Two of his soldiers would be dispatched to create a diversion, like setting a building near the boat on fire (or the boat itself). He and the rest of the soldiers then take a position that allows them to charge their intended victims.

Captain von Mühlerberg intent is to extract his revenge on the PCs for their interference in both his and the Great Mutator's plans. Only when the battle is clearly going against him, will von Mühlerberg attempt to flee into the woods. The PCs have an opportunity to end the threat of von Mühlerberg at this time.

Captain Erwin von Mühlerberg, Purple Hand leader

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	65	62	6	5	13	53	3	41	76	44	65	44	51

Skills: Disarm, Dodge Blow, Gamble, Heraldry, Read/Write (Reikspiel), Ride-Horse, Secret Language-Battle, Secret Language-Guildier (Purple Hand Cult), Specialist Weapon-Parrying, Specialist Weapon- Two-Handed, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun

Equipment: Sword, Dagger (S-2, I+10, Parry-10), Sleeved Mail Coat (1AP body/arms/legs), purple-coloured armband, and Purse (14 GCs, 20 shillings, 12 pennies).

Mutation: Magic Resistance (+20 on **Magic** [WP] tests).

8 Purple Hand Cultists (Militia)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	39	3	3	8	40	2	35	30	30	25	30	20

Skills: Concealment-Urban, Disguise, Dodge Blow, Follow Trail, Read/Write (Reikspiel), Secret Language-Guildier (Purple Hand Cult), Shadowing, Silent Move Urban

Equipment: Hand Weapon (Sword or Club), Leather Jack (0/1AP Body), Bow (R24/48/250, ES3) and ammunition, Clothing with some purple colour, and Purse (3 GCs, 10 shillings, 22 pennies).

6 Purple Hand Cultists (Soldiers)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	41	3	3	9	43	2	35	40	30	25	30	20

Skills: Disarm, Dodge Blow, Ride-Horse, Secret Language-Battle, Secret Language-Guildier (Purple Hand Cult), Street Fighting, Strike Mighty Blow

Equipment: Sword, Dagger (S-2, I+10, Parry-10), Mail Shirt (1AP body), purple-coloured armband, and Purse (5 GCs, 12 shillings, 10 pennies)

Horse Trading

Once Ar-Ulric dies, Baron Helmut Todbringer flees Middenheim before the authorities arrive to arrest him. He knew the day would come after one of the Sons of Ulric had masqueraded as a deranged Sigmarite and stabbed Ar-Ulric during a ceremony four days before. Instead of achieving glory in death, the slayer of the unworthy Ar-Ulric was captured and turned over to the Schwarzmantel for questioning. It was only a matter of time before the secret organization of his cousin, Baron Heinrich, extracted the truth. Baron Helmut tried to spark a rally for the Ulrican provinces and put pressure on Graf Boris to bring Middenheim's strength to bear against the Sigmarites, but the attack on Ar-Ulric did not sway the weak-hearted.

The Baron's first act was to collect as many of the Sons of Ulric he could find and lead them to Talabecland to fight with Grand Duke von Krieglitz. Unfortunately, Baron Helmut knew he had limited time and that many other Sons were still secretly operating elsewhere. He headed southward in the wake of the Middenheim army and gathered those he came across, including Fritz Ziegler and Kurt Hofer near Bröckel. From these two men, Baron Helmut learned about the PCs and that they have some sort of relationship with the Graf. After all, they were Knights Panther, however different they appear from others of the Order.

As planned, Captain Halder brings the PCs to the Hochland shore of the Talabec north of Talagraad. They still have some time to reach "The Nimble Frog" in Langwiese before nightfall. The traffic on the road is lighter than the last time the PCs came through this village.

The PCs easily find Willi Aufstand in the common room at the coaching inn. He opens the letter the PCs hand him and reads it. Willi looks up from the letter and tells the PCs that he has good horses, but they are not bred for war. He expects the PCs to return them no worse for the use. Willi then informs the PCs he has rooms available for the night.

Should the PCs ask about news from the war, Willi tells them news and gossip usually takes three days to reach the inn. The last thing Willi has heard is there was an attack near Vordf, a

town north of Hergig. Rumour has it the attack forced Count Ludenhof to re-deploy his Hochland troops fighting along von Krieglitz' to reinforce Hochland's defence. Moreover, the war seems to be turning against the Grand Duke.

If the PCs are on watch from their rooms, they notice a group of men in wolf-skin robes creeping towards the inn from the north and west around 10 PM. Some are on horse (5) and the rest on foot. Any PC in the common room will see seven men in the wolf-skins – the ones on horseback and two others – barging in shortly after this time, demanding the innkeeper provide them with food and horses. They tell Willi that to refuse their request would mark the innkeeper as a Sigmarite sympathizer and ensure his death. The rest of the Sons are arrayed outside in teams of two and have set up a defensive perimeter around the inn.

If any of the Sons of Ulric survived the earlier ambush of the Ostland Lector – including Wolfgang Blitzen and Bernd Küster – they will have joined Helmut's band. Two of the Sons who have accompanied Helmut inside the inn know the PCs faces. PCs in the common room at this time will eventually be recognised.. The PCs may try to hide their faces or they could stand up to challenge the Sons, but there is no chance they will avoid recognition. In the first case, the PC may buy himself a few rounds of anonymity, but the Sons are checking on the guests in the inn while Helmut presses Willi to agree to his terms. Once the PCs are spotted, the Son draws his sword and cries out, "The Graf's spies are here!"

Helmut sees the situation as Ulric's gift to end the PCs' meddling. The Baron orders his men to kill the PCs and joins in the fight if need be, targeting the best warrior in the group. The Sons on the outside hear the commotion within and come quickly to join the melee. The Sons only break from the fight and flee if Helmut (as well as Wolfgang or Bernd, if they are among the group) is killed, the PCs are winning the battle, and the number of Sons being able to fight has been reduced to four.

Should the PCs remain hidden in their room, Willi gives in to Helmut's threat and gives the Baron the horses intended for the PCs. The PCs' inaction means they are walking the rest of the way to the battlefield.

Helmut Todbringer, self-styled Heir to Graf Boris

An ardent Ulrican and fanatically anti-Sigmar, Baron Helmut is cousin to both Graf Boris and Baron Heinrich. Helmut firmly believes in the ancient custom of having the ablest males in a generation battle one another for the right to succeed the current Ulrican ruler. In the Baron's view, the only way for the Sigmar-influenced rules of inheritance to be overturned would be for the northern provinces to succeed from the Empire. This can only succeed with an Ulrican victory in the war, something that seems to be slipping away.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	64	61	5	6	13	54	3	42	78	67	67	58	54

Skills: Ambidextrous, Blather, Charm, Disarm, Dodge Blow, Etiquette, Gamble, Heraldry, Luck, Marksmanship, Public Speaking, Read/Write (Reikspiel), Ride-Horse, Secret Language-Battle, Specialist Weapon-Fencing, Specialist Weapon-Parrying, Street Fighter, Strike Mighty Blow, Strike to Injure, Strike to Stun, Wit.

Equipment: Sword named Eisnir, Left-Hand Dagger, Wolf-skin Robes (1AP head/body), Mail Shirt (1AP body), Mail Leggings (1AP legs), Signet Ring on Right Hand, Face-paint, and Purse (18 GCs, 12 shillings and 6 pennies).

Eisnir: A finely crafted sword that has been with the Todbringer dynasty for as long as anyone can remember. It is mentioned the first time in the annals of Albert Grau in the twelfth century, and its perfect steel blade as well as the pommel with three diamonds and a wolf in gold is well known amongst the armed men of Middenheim. Although not a magical sword, Eisnir is made of an unknown silvery alloy that makes the sword glitter with the icy fire of Ulric. The balance and sharpness of the blade are such that it bestows a +5 modifier to its wielder's **WS**. Any PCs who somehow reveals their possession of Eisnir to nobles or military leaders of Middenheim may find themselves the target of suspicion and harsh questions.

Signet Ring: This ring has the same heraldic device (image of rampant wolf holding two axes, one in each forepaw: on the left of the image is the letter "H" and on the right the letter "T") that was impressed upon the sealing wax on the letters to Wolfgang Blitzen.

14 Sons of Ulric (Outlaws)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	49	35	4	3	7	40	2	34	39	31	28	36	42

Skills: Animal Care, Concealment Rural, Disarm, Dodge Blow, Frenzied Attack, Ride-Horse, Scale Sheer Surface, Secret Language-Battle, Set Trap, Silent Move Rural, Spot Trap, Strike Mighty Blow, Strike to Stun.

Equipment: Sword, Wolf-skin Robes (1AP head/body), Face-paint, and Purse (2D6 shillings and 2D6 pennies)22 pennies).

Into the Warzone

As the PCs approach Hergig, they can see some impacts of the war. Camps of soldiers and mercenaries have been established around the city. A number of labourers are busy erecting earthworks as if preparing for a siege. There is a long queue of peasants trying to enter, but being turned away by the garrison.

Should the PCs get into the queue to enter the city, they notice many young beggars who have lost limbs or suffered some sort of traumatic wound looking for handouts from those trying to make their way to the gate. A number will approach the PCs looking for alms or food to make it through another day. In the event the PCs tend towards kind-heartedness, they will see the fate of those who would show compassion. A young scholar berates the people near him in the line for looking away from the poverty that surrounds them. He then gives several beggars a copper penny or two. Almost instantly, the man is besieged as many beggars converge at him shouting their pleas for mercy. The queue moves away as the scholar is swarmed under by the crippled and crazed mob of beggars. Soon, a couple of guards descend on the beggars with their clubs swinging at one and another to clear the way. By the time they reach the scholar, the man has been severely beaten and his clothes torn and bloodied. The man has also lost his purse to those he sought to help.

If the PCs try to enter the city, the garrison denies them entry. Should the PCs present the Imperial warrant, the guard calls a scribe from the guard detail to read the sealed letter. The scribe reads it carefully and then hands it back. He tells the PCs their charge is impressive, but they cannot be given entry on Count Ludenhof's orders. As an explanation, the scribe (Barthold Albers) reports rioting on 24 Sommerzeit has left much of Hergig damaged. He suggests there are temporary lodging outside the city walls of which the PCs can avail themselves.

A number of shabby establishments have been erected outside the walls in addition to the earthworks being constructed. PCs with

experience as an artillerist or gunner realise these enterprises are located within the range of the city's cannons. Any PC with experience as an engineer or carpenter recognise the buildings as quite flimsy and would offering no real protection to anyone trying to hide from cannon fire.

The PCs can find lodging for the night at Viktor's Last Chance. The "inn" is owned by Viktor Bethe and is little more than a dilapidated large barn with an adjacent stable. In fact, it is the only one of these "inns" that can accommodate travellers with horses. As innkeepers go, Viktor is relatively honest and will suggest to the PCs they should consider staying with their horses in the stables for the evening. He tells them there are many thieves outside the city walls that prefer to target outsiders for their valuables, and horses are considered extremely valuable, especially these days.

If the PCs ask Viktor about the state of the war between Ostland and Talabecland, the innkeeper tells them he only knows of the following rumours from the wounded and maimed returning from the front:

- *The war is as good as over; the Ostland army soundly trounced the Talabeclanders in a battle south of Wolfenburg four days ago.*
- *Grand Duke von Krieglitz retreated to his fortress at Castle Schloss.*
- *Some say that the Grand Duke was wounded in the battle; the severity ranges from a scratch to getting his leg cut off.*
- *The Ostland Count pushed forward to lay siege to the castle.*
- *A group of Averlanders attacked the town of Vordf north of Hergig.*
- *This raid prompted Count Ludenhof to pull some of his troops from supporting von Krieglitz*
- *Some say, Count Ludenhof is in secret negotiations with the Ostland Count, suing for a truce.*
- *Many find the possibility of truce good news since a lot of Hochlanders were never keen on joining von Krieglitz' war.*

If asked where to find Castle Schloss, Viktor gestures towards the river. He tells the PCs the home of von Krieglitz is about three to four miles to the south-southeast near the Korver Hills.

Should the PCs decide to stay, Viktor charges each PC and horse 1 GC to stay in the stables. He also tells the PCs he has no grooms, so they will have to take care of the horses themselves. The PCs may scoff at the high prices, but Viktor tells them other places might only ask for a horse or two as payment. The innkeeper says horsemeat is high on many a persons' menu these days. The charge includes dinner, which is nothing more than a broth with scant vegetables added and watered down ale.

There are a number of thugs and protagonists wandering around the poorly constructed buildings outside of the city walls looking for easy prey. So long as the PCs are together, no one will bother them. The PCs hardly look like the easy pickings these hooligans prefer. On the other hand, PCs on their own, such as the person watching the horses, might be a tempting target. The thugs might spend some time observing the PC before deciding whether the payoff is worth the risk or to continue on their way.

At night, the PCs need to remain alert. Feodor Sachs is a desperate thief who has a gambling problem, as well as an outstanding debt to one of the crime lords of Hergig. He spots the PCs in the late afternoon and follows them at a discrete distance. PCs with *Sixth Sense* will feel like they are being watched, but every time they look around, they will see nothing out of the ordinary. Feodor waits until well after nightfall before he starts creeping closer to the PCs' horses. Even if Feodor sneaks past the watchful (or sleepy) eyes of the PCs, his lack of knowledge about horses will be evident when they rear and neigh at his presence. Should the PCs make a move to stop Feodor, he will flee into the night.

The next morning the PCs can make their way to Hergig's harbour area, which is outside the city walls on the River Wolfen (also known as Wolf Run). Many wounded Hochlander soldiers are being ferried across the river back to

their home province. The PCs can easily find a ferryman to take them across for a fee. In fact, with so many ferrymen available, the PCs should be able to haggle the asking price of 10 shillings per leg down to 10 shillings per PC as well as per mount.

The crossing is without incidence. The soldiers across the river are too exhausted to make much of a fuss. The officers are maintaining order, but continue looking over their shoulders. If the PCs politely ask what is going on, they are directed to the senior officer at the scene, Baron Konrad von Heeden.

The Baron looks at the PCs when they ride up and asks if they met before. He tells them they look very familiar. Waving off his curiosity, Baron von Heeden asks the PCs to identify themselves and their business. If they have not done so already, the PCs should present their warrant from the Emperor. Baron von Heeden is impressed with their warrant and says so when he hands it back. He tells the PCs the officers are concerned about the Ostland army showing up as they are crossing the river. Their commander has told them a truce has been arranged, but the commander quickly fled before any further orders were issued. Should the PCs ask for directions to Castle Schloss, Baron von Heeden points at a dirt track and tells them to be careful. He suggests the PCs should fashion a white flag if they intend to do anything other than join the Ostland army. With that, Baron von Heeden turns to oversee his men's crossing.

It does not take the PCs long to enter a devastated countryside. Whole sections of forest have been cleared and a number of construction sites can be found. A PC with the *Carpentry* or *Engineering* skills or with experience as an Artillerist will recognise this areas as being a site where siege engines have been built. Should the PCs explore the remaining forest further, the sound of crows and ravens will draw the PCs to several great and gnarled oaks. These huge trees served as gallows for the wretches who still hang from the large branches. PCs with the *Heraldry* skill recognise the red and white-coloured armbands as indicating the dead belonged to the Talabeclander army.

After a few minutes, the PCs stumble upon a large, but abandoned encampment. Smashed and ripped tents, broken equipment, and still smouldering ash

indicate the site was abandoned quickly. A number of corpses remain in the area, providing sustenance for the many carrion birds here. If the PCs investigate the dead, they will quickly notice nothing of value remains. The local residents have picked the dead clean of any loot. Some of the dead have slit throats and other stab wounds, indicating they were still alive when the indigenous plunderers arrived to despoil them.

The trail of the retreating force is easy to follow. Within fifteen minutes, the PCs can hear the sounds of siege. A PC with experience as an Artillerist can easily recognise the sounds of a trebuchet in the distance. PCs with experience as Mercenaries or Soldiers, can tell by the sounds that a major assault is not underway; the intent of the besieging army is to wear on the nerves and composure of those under siege.

The land slopes slightly upward. As the PCs near the edge of the forest through which they have been travelling, they can see the siege of Castle Schloss before them. As the sounds indicated, the cordon is in a lull where some missile troops fire their bows and trebuchets throw large stones. Some troops rest, while others march from one place to another. Couriers on horseback ride to and fro relaying commands and other information from one end of camp to another. A number of large pavilions in the centre of the besieging force indicate where the high command can be found. Should the PCs continue to watch from cover, they will hear the sounds of horsemen approaching from their rear.

There is no time for the PCs to find new cover. In fact, to do so might give the impression the PCs are spies. The horsemen are trackers whose job it is to reconnoitre the rear of the army in order to uncover any potential relief force arriving on the scene. This patrol has picked up the PCs' trail at the abandoned



campsite and followed them to this point. If the PCs do not have their white flag to gain safe conduct, the patrol of eight horsemen point their loaded crossbows at them and move to arrest them. Given the proximity to the Ostland forces, PCs inclined to a violent reaction should re-think their options. Should the PCs present their Imperial warrant, the lead soldier looks at it and comments that he cannot read. He hands the warrant back to the PCs and suggests they accompany him to his sergeant.

Sergeant Richard Münsterberg is a dour Ostlander from near Wurzen. He is a devout Sigmarite, but has no problems with followers of Ulrican or any of the other old gods. In contrast, he hates Talabeclanders and considers them the lowest and least trustworthy of all those living in the Empire. When the PCs are led to him, Münsterberg looks them over and asks their name and home province.

Anyone from Talabecland is looked at suspiciously before Münsterberg orders his men to remove the vile PC from his sight. Münsterberg is

willing to work with anyone other than a Talabeclander.

Sergeant Münsterberg reads the PCs' warrant if they present it to him. He tells the PCs he will lead them to Count von Raukov. Also, they need to surrender all their weapons other than a hand weapon. He insists any Talabeclander PC relinquish all their weapons and possessions (wizards are especially singled out for the latter). The warrant may give the PCs the ability to operate on behalf of the Emperor, but the Sergeant does not take chances, especially not when the Count is close to defeating the Grand Duke. Once the PCs have complied with Münsterberg's demands, the Sergeant calls for nine of his men to assist him with escorting the PCs to the Count's pavilion.

Two Knight wearing surcoats with the head of a red bull on a black and white quartered field guard

the entrance of the Count's pavilion. Ostlander PCs and those with the *Heraldry* skill recognise the coat of arms as belonging to the Knightly Order of the Bull, an order dedicated to protect the Elector of Ostland. The Knights are equipped like any other order of knighthood with their black helms decorated with a stylised bull on its crest.

Münsterberg lifts a hand to signal the escort and PCs to stop. He then formally announces that representatives from the Emperor have arrived from Altdorf and desire to have an audience with His Royal Highness, the Grand Prince of Ostland, Count von Raukov. One of the knights nods his head, and then enters the pavilion. Within a few minutes, he returns and opens the flap for the PCs to enter.

At the far side of the pavilion is a high-backed chair with four chairs on either side. A well-muscled man, bearing some Kislevite features with black hair and moustache, sits in the large chair. His commanders are seated in the other four, while another two Bull Knights stand to either side of the assemblage. PCs with the *Etiquette* skill must successfully pass an **Int+10** test in order to realise the proper protocol is for the PCs to stand before the five men, bow, and then present whatever message they have to deliver (Ostland PCs with the *Etiquette* skill automatically pass this test). Failure of the test by 30 or more prompts one of the commanders to clear his throat and tell the PCs to bow before the Count and beg his forgiveness for their insolence. The situation should be as awkward and embarrassing as the GM can make it before von Raukov waves off the social faux pas as inconsequential.

Once the PCs hand von Raukov the letter addressed to him, the Count opens it and reads it carefully. The four commanders look at him expectantly, waiting for some word or comment. Von Raukov studies the letter for several minutes, as if weighing his options.

"From the look of you," von Raukov addresses the PCs, "one would not assume you travel in such rarefied circles." Turning to his commanders, von Raukov continues, "This

Sidebar: The Comings and Goings of Hergig and Schoppendorf

The new WFRPv2 products have continued in the tradition of poor continuity of background maintained by GW since WFB4 was released. This lack of consistency even made its occasional appearance in Hogshead products for WFRP.

Take for example, Hergig (also known as Herzig). In the earlier WFRPv1 products, Hergig was located just east of the river separating Ostland from Hochland. For their version of **Shadows over Bögenhafen**, Hogshead added a new map (pages 14-15), which placed Hergig on the Old Forest Road, contradicting the map on page 18, which first appeared in the GW version of **Mistaken Identity**. Later maps placed Hergig at its correct location until GW's **Storm of Chaos**. This book moved Hergig across the river and this is the location **Empire at War** used when it began nearly nine months ago. Recently, GR/BI maps place Hergig again on the Old Forest Road though the description in **Sigmar's Heirs** clearly indicates that the town is on the west bank of a river.

The movement of Schoppendorf only began with GW's **Storm of Chaos**. From most of its "history", this town was located on the north bank of the River Talabec between Delberz (until its relocation) and Ahlenhof (where this scenario places the town). In the GW book, Schoppendorf was shifted to the east so that it was situated closer to Hergig. In **Sigmar's Heirs**, the town of Schoppendorf was shifted again to be nearer Middenheim.

letter is jointly signed by the Emperor and the powerful Electors of the West: Graf Boris Todbringer and Grand Countess Emmanuelle von Liebewitz. They are requesting our presence at Grand Duke Leopold von Bildhofen's hunting lodge northeast of Schoppendorf on 25 Vorgeheim to discuss a truce to end the fighting. Interesting the Middenland Grand Duke is not one of the signatories."

The Count turn his attention to the PCs, “We assume you also have a similar letter for Grand Duke Gustav von Krieglitz. In the spirit of the Emperor’s request, we think we can see to letting the Grand Duke out of his present situation.” The Grand Duke smiles, “We will be at the Emperor’s conference on the appointed day. If it helps your mission, you can tell Grand Duke of our plans. You could also tell him we will guarantee his and his entourage’s safe passage through our lines.”

Count von Raukov looks past the PCs to the outside. He continues, “If you haven’t eaten,

please avail yourself of the food we serve to our soldiers. You will find our cooks at the rear. Once your bellies are filled, you can go forward to see the Grand Duke. Sergeant Münsterberg will escort you. One more thing: we expect that you will not feel the need to wander off before going forward to complete your mission. We would be most displeased to learn you were mistaken for spies and unintentionally harmed. In fact, Sergeant Münsterberg will have some of his men attend you to ensure nothing untoward occur. Now if you would excuse us, we have much to do.”

Feodor Sachs, Thief

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	41	44	3	3	8	44	1	45	31	32	31	31	44

Skills: Concealment Urban, Evaluate, Secret Language-Thieves’, Secret Signs-Thieves’, Silent Move Rural, Silent Move Urban.

Equipment: Sword and Sack.

Typical Thug

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	4	7	30	1	29	29	29	29	29	29

Skills: Specialist Weapon-Fist, Street Fighting, Strike Mighty Blow, Wrestling.

Equipment: Club, Leather Jerkin (0/1AP body), Knuckledusters (WS-10, S-1), and Purse (2 shillings and 8 pennies).

Reconnaissance Unit (8 Mounted Soldiers)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	41	3	3	9	43	2	35	40	30	25	30	20

Skills: Disarm, Dodge Blow, Follow Trail, Ride-Horse, Secret Language-Battle, Street Fighting, Strike Mighty Blow

Equipment: Sword, Dagger (S-2, I+10, Parry-10), Mail Shirt (1AP body), Crossbow (R 32/64/300, ES 4, 1 round to fire, 1 to load) and ammunition, Black and white-coloured armband, and Purse (3 GCs, 10 shillings, 16 pennies)

A House Divided

After the PCs have had a meal, it will be time for them to visit the Grand Duke within his castle. If the PCs did not enter the Ostland camp with a white flag of truce, Münsterberg brings one to them. "You will need this," he tells them matter-of-factly. "It would not do to have the scum kill you with missile fire. You should also leave your horses here. The way things are going at Castle Schloss, they would as soon eat your mounts as care for them." The PCs may want assurances their mounts would be safe while in the Ostlanders' care. Münsterberg replies they are not treacherous dogs like the Talabeclanders who started this war by invading Ostland and burning its villages.

As the PCs approach the closed gates of Castle Schloss, a crossbowman fires a shot in front of them. "That's far enough, you Ostland swine," a man shouts from the battlements. "Are you here to surrender?" If the PCs merely reply "no" to the question, the man demands they state their names, birthplace, and the nature of their business. Once the PCs state they are in the service of the Emperor and are carrying a letter from His Imperial Majesty to the Grand Duke, the man instructs them to advance to the gate.

The PCs can easily hear the bolts of the gate slide. The gate opens enough for a heavily armed man to step out. He asks to see proof the PCs are the Emperor's agents. The PCs can see a number of armed men within the castle grounds waiting for the command to protect their captain. If the PCs do not offer their warrant, the man tells them to go back to their patron and report they have not delivered the letter to the Grand Duke. Should the PCs hand their warrant to the man, he stoically reads it with care. Satisfied at its authenticity, he instructs the PCs they must put on blindfolds to proceed further. He cuts off any objection by stating the blindfolds are non-negotiable.

When the blindfolds are in place, the PCs are escorted into Castle Schloss. Any self-identified Ostlander can expect to be handled in a rougher manner than the others, occasionally

led into some obstacle with a subsequent (and perfunctory) apology. In the darkness of their temporary blindness, the PCs can hear large doors open before them, followed by the sounds of their footsteps on a polished floor. A tug on their arms brings the PCs to a halt and their blindfolds removed. The PCs find themselves in the throne room of Castle Schloss.

A man in his late twenties is seated on small chair next to the throne. An elderly man standing next to him introduces the noble as His Lordship, Regent of Talabecland, and Guardian of the von Krieglitz princelings, Count Helmut Feuerbach. Etiquette dictates the PCs bow their head in recognition of his position, though the PCs might not be able to recall this given their surprise.

Should the PCs ask to see the Grand Duke as they have a private letter for him, Count Feuerbach replies the Grand Duke is currently indisposed. Moreover, the Count has a writ signed by the Grand Duke authorises him to act as regent until His Grace can resume his duties. Count Feuerbach demands the letter from the PCs as well as their Imperial warrant. Any PC with the *Etiquette* skill must successfully pass an **Int**+10 test to realise they are not in a position to deny Feuerbach's request. If the PCs fail to react appropriately, the elderly Seneschal sternly reminds the PCs they are guests in the Grand Duke's castle and have no choice but to accede to the demands put to them.

Count Feuerbach hands back the Imperial warrant after reading it, but holds on to the letter from the Emperor to the Grand Duke. He asks the PCs if Count von Raukov made any comment about a temporary truce and safe passage so Talabecland could be represented at the conference. The Count knows protocol forces the Ostlander Count to grant such, but Feuerbach is testing the PCs' honesty. No matter how the PCs respond, Count Feuerbach thanks them for delivering the letter. He tells them they can report to His Imperial Majesty they were successful. The Count then tells the PCs they will be escorted out in the same manner they were brought in. After all, Count Feuerbach mentions in passing, he wouldn't want the PCs to report the defensive measures employed at Castle Schloss to the enemy.

The Road to Peace

The following table marks the events that will take place across the Empire while the PCs are returning from the warzone and heading towards the hunting lodge where the high and mighty in the Empire seek to reach a truce. As before the events in *italics* represent those affairs occurring elsewhere. GMs should note that news of these outside endeavours take some time to reach wherever the PCs happen to be.

Day	Events
12 Vorgeheim	The PCs depart the Ostland army camp and make their way to Estorf by early evening.
13 Vorgeheim	PCs arrive at Langwiese by late afternoon. <i>Markmarschall Matthias von Daimler and his troops reach the vicinity of Ferlangen and begin probing the Nordlander lines.</i>
14 Vorgeheim	PCs arrive at the River Talabec by early afternoon and cross the river to Talagraad.
15 Vorgeheim	PCs spend the day in Talagraad
16 Vorgeheim	PCs depart Talagraad mid-morning and arrive at the riverside Inn of the Blue Kingfisher by the evening.
17 Vorgeheim	PCs arrive at the riverside Inn of the Frog and Stork.
18 Vorgeheim	PCs arrive at the village of Sorno for the evening.
19 Vorgeheim	PCs settle in a cove on the Talabec for the evening.
20 Vorgeheim	PCs arrive at the town of Ravenstein in the late afternoon.
21 Vorgeheim	PCs arrive in the town of Ahlenhof early evening
22 Vorgeheim	PCs arrive in the town of Volgen in the late afternoon.
23 Vorgeheim	PCs arrive in Schoppendorf in the late afternoon.
24 Vorgeheim	
25 Vorgeheim	Conference at the Hunting Lodge.

Back to the Talabec

The PCs return to the Ostland camp by late afternoon where Sergeant Münsterberg greets them. He informs the PCs Count von Raukov has asked him to show the PCs to a tent which has been set up for them to stay for the night. The Sergeant tells them they will be guarded throughout the night so they should not feel the impulse to wander about and be mistaken for spies. After all, he points out, accidents do happen.

So long as the PCs mind what they were told, the night passes by without incident. The following morning, the PCs are allowed to depart from camp and make their way back. The PCs are able to procure passage across the river to Hergig without a problem, though they will note there isn't the evacuation of the Hochland troops as there had been early the previous day. As the PCs ride on the road to Estorf and Langwiese, they will notice groups of soldiers in ragged clothing – some of whom bear wounds – returning to their homes on foot. Those who look unwell ask the PCs for any food they can spare. Should the PCs ask the soldiers about the war, the men tell them their captains have released them from service. Rumour has it Count Ludenhof agreed to a truce with the Ostland Elector.

The PCs are able to make it to the “Nimble Frog” so they can return their horses to Willi Aufstand. The innkeeper greets them and asks for news from the war. He is relieved if the PCs tell him the Hochland Count was able to secure a truce. If the PCs ask about the Sons of Ulric, Willi tells them he has had no problems since the PCs departed. In the event the PCs have killed Helmut Todbringer, Willi informs the PCs the Baron is buried in a marked grave in the rear of the coaching inn face down. A wandering priest of Mórr has not yet appeared and Willi did not want to leave the corpse in the meat cellar. The innkeeper also reveals he sent a letter to the Graf in Middenheim notifying him of his kin's death.

Should the PCs have avoided the confrontation with the Sons or Baron Helmut escaped, Willi simply mentions they never came back. For this small favour, he has made offerings to Ulric, Sigmar, Taal, and Mórr.

Back on foot, the PCs are able to return to the north bank of the River Talabec, but there is no Windrunner waiting for them. PCs scanning across the river must make an **Observe** test (+10 for *Excellent Vision*) to see Count von Walfen's ship berthed at Talagraad. Once again, the PCs will have to rely on the ferry service of Tobias Föhremann and his sons, Ernst and Walter. There is a bell near the old temple of Karog so anyone wishing to cross can summon Tobias.

Tobias' fee has risen to 15 shillings per person for a one-way trip across the river. The talkative ferryman is keen to hear any rumours and news the PCs have. He will question them during the entire five-minute trip it takes to get across the river. Given the recent unpleasantness with the war and all, business has not been very good.

As the PCs reach the south shore, a single bell from the local chapel of Ulric pells mournfully. At the busy harbour, a town crier announces:

“Harken to me, good people of Talagraad. Word has reached Her Grace Grand Duchess Elise Krieglitz-Untermensch that her cousin, His Grace Grand Duke Gustav von Krieglitz, has died from wounds suffered in battle. May Ulric and Mórr take mercy on his soul.”

The PCs may be surprised for many reasons, one of which may be that Count Feuerbach or the seneschal did not tell them of the news. The fact of the matter is the Grand Duke died during the night of the PCs' departure from the Ostlander camp. News travels faster by river and the messenger to the Grand Duchess had only reached Talabheim late the day before the PCs arrived at Talagraad.

The PCs can find the Windrunner easily enough, but Captain Halder is not on board. The rest of the crew is on board and they tell the PCs the Captain had a sealed message to deliver to the Grand Duchess. If any event, the Captain told them he doesn't mean to return to Altdorf until mid-morning on 16 Vorgeheim. So, the PCs are welcomed to stay onboard for the night or they can come back before the boat

departs. Should the PCs inquire, the crew tells them they prefer the PCs stay onboard. Talagraad is not known to be a particularly safe port.

Should the PCs visit any of the riverside taverns – such as the Ten-Tailed Cat, The Hare & Hounds (both of which are described in **Warpstone # 22**, pages 52-53), the River Maiden, and the Tumbling Waters – they may hear the following rumours and news (much of it misleading in part):

- *The craven Count of Hochland pulled his troops from the fight against the Ostlanders because Averlanders sacked one of his soft towns.*
- *The Grand Duke was killed by foul sorcery.*
- *They say that there was treachery in Castle Schloss.*
- *The Ostlanders had to have many wizards in their midst. How else can they fight Talabeclanders, Nordlanders, and the Orcs in the east with some success?*
- *I've heard that half of Altdorf was burned to the ground by a small band of mutant-lovers.*
- *It's said that the Emperor led the victory against the allied Middenland-Middenheim army.*
- *No, Middenheim has thrown its lot with the Emperor. The two mean to divide up the Empire between them.*

Captain Halder returns to his ship in the evening of 15 Vorgeheim. It took him some time to be able to deliver the message from the Emperor to the Grand Duchess personally, but he was finally able to do so. The Captain welcomes the news of the PCs' success. The Windrunner leaves the next morning once everything is ready.

The trip to Schoppendorf can be as eventful or dull as the GM wishes. River traffic is still slow since many do not know how the war fares and shortages in crops are beginning to be felt. In some place, locals have taken the law onto their own in the absence of roadwardens and hung whatever bandits or pirates they could find. In turn, these have been met with reprisals by some of the stronger bands of pirates and bandits.

Alone in the Woods

In the late afternoon of 23 Vorgeheim, the Windrunner pulls into the small harbour of the rich timber town of Schoppendorf. Captain Halder comments that the PCs might prefer to stay in town on this trip since it is too late in the day to make it to the hunting lodge to the northeast. If so, he recommends the Grandfather Oak Inn, located near the Timberplatz and close to the Woodcutters Tankard. He wishes them luck.

The guards at the Waterway Gate tell the PCs that while they can wear their weapons and armour in town, they are prohibited from using these in town. As the PCs walk through the gate and past the wooden palisades, they can see the buildings in town are mostly made of wood with few workings of stone. Finding Timberplatz is easy enough since it is at the junction of the streets leading to the harbour and Timber Gate.

The prices for private rooms at the Grandfather Oak Inn are reasonable. Wenzel Haydn runs a clean establishment and serves good fare. The war hasn't affected the local area at this time, so the cost of lodging and food is roughly that listed in **WFRP**, page 293. If asked for news, Wenzel beams as he tells the PCs the Emperor, Graf of Middenheim, and Grand Countess of Nuln arrived from Altdorf just two days before. He comments that knights from several Orders escorted them, among them the legendary Knights Panther. In the event the PCs mention they are Knights Panther, Wenzel scoffs since they do not look like the knights he's seen. Should the PCs show him their medallions, Wenzel apologises profusely and then, once excitement takes over, offers to give them their room and board free for the night.

About an hour after the PCs arrived at Schoppendorf, they can hear the sound of the bell on the gatehouse clanging. The slow rhythm of the bell signals the approach of someone significant rather than an attack. If the PCs held towards the docks, they will see the arrival of Count von Raukov, a scribe, and an escort of ten Knights of the Order of the Bull. After talking to the gate guards, the Ostlander party make their way to the manor house of Lord Albers Wasserbad, where they will spend the evening. Should the PCs try to speak to the Count, they will be pushed away

and told the Count is exhausted from the long travel.

[**GM Note:** The background information on Schoppendorf used in this scenario comes from the Schoppendorf material from the Warpstone website (warpstone.darcore.net – direct link is warpstone.darcore.net/articles/schoppendorf/). We strongly urge GMs to look over the site and add whatever elements necessary to make this segment of the scenario more enjoyable for their players].

The Woodcutter's Tankard is a lively and crowded place. It's a huge alehouse that once was an unused warehouse. Johann Wetterloffel is the owner and has known many of the local woodsmen for over two decades. While Johann serves standard fare, he has three very good varieties of ale from which his patrons may select and pay extra for a pint: Boars Head Red (1/2 or 14d), Taal's Amber (1/5 or 17d), and Ulric's Dark Bitter (1/8 or 20d).

While the PCs are having a jolly time in the Woodcutter's Tankard, they can hear the following:

- *Something big must be happening. The great lords of the West have arrived two days ago and made their way in the direction of the Grand Duke's hunting lodge.*
- *Grand Duke von Bildhofen was not in their company.*
- *Some say the Grand Duke has fallen out of favour.*
- *Ostlanders have arrived in town. Did he come to surrender?*
- *Bands of Beastmen are still attacking isolated homesteads. Why did the Grand Duke attack Altdorf rather than defend us?*
- *Or attack the Elves. Did you hear that the Elves murdered Baron Nikse of Nordland?*
- *Perhaps the meeting is to plan an attack on the Elves in the north?*
- *I'm more concerned about the price of hemp from Ostland. There are stories that there will be a shortage.*
- *The harvest in the east has been lost due to the war.*

If there are any Elf PCs, they will notice the unkind manner in which the woodsman patrons

glare at them. They make no move to attack anyone, however. So long as Elf PCs make no antagonistic moves, the patrons will soon forget them. Should Elf PCs try to aggressively defend themselves, they may incite a brawl. Drunken woodmen need little encouragement.

With the coming of 24 Vorgeheim, the PCs still have a day before the truce negotiations begin. They could either venture forth to the hunting lodge early or stay in Schoppendorf until they receive a summons from Baron Heinrich to meet him at the hunting lodge by 2:00 PM. A Knights Panther delivers the summons. By early afternoon, horns from the direction of the Waterway Gate sound the arrival of Grand Duchess Elise Krieglitz-Untermensch of Talabheim and Count Helmut Feuerbach of Talabecland who are travelling together along with their aides. The Grand Duchess has provided the escort of nine Storm Guards (an elite group of nine knights named in honour of the nine survivors of the Battle of Nizkiy Ridge in 2302 I.C.) and eleven Knights Panther, Talabheim chapter. Count Feuerbach decided to leave Talabecland's elite Order of the Eagle behind defending Castle Schloss and the late Grand Duke's young wife and twin boys.

When the PCs make their way to the hunting lodge, the trip takes them around two hours. As they near, two helmeted Knights Panthers bid the PCs to halt and identify themselves. PCs will have to pass an **Int** test (+10 for *Acute Hearing*) to recognise the voices as belonging to von Gutzkow and von Schelling. Whether the two guards are recognised, the Knights Panther still require the PCs to produce their Imperial warrant or summons from Baron Heinrich in order to pass. In the event the PCs have lost both, they will not be allowed to pass the established perimeter without the help of Count von Walfen or Baron Heinrich. Luckily for the PCs, one of the two men do check on the security situation from time to time, so the PCs can wait for as little as 10 minutes or as much as two hours.

Once the PCs have produced the warrant (or summons if they have it in their possession), one of the Knights Panther tells them they are to report to Baron Heinrich straight away. They instruct the PCs to stay on the path and they will reach the hunting lodge in five minutes. If the Baron is not there when they arrive, the PCs are expected to wait for him.

As the PCs make their way, they can see campsites set up in several clearings with "off-duty" Knights and their attendant Sergeants out of their armour (leggings may still be on, but all other pieces have been removed) and enjoying a moment of relaxation in the woods. Many are practicing their craft, sharpening weapons, or taking a moment to eat some food and drink some ale. In addition to Knights Panther, High Helms, and Imperial Guards, the PCs can see men wearing a surcoat of a Red Lion on a field of Black and Yellow. PCs with the *Heraldry* skill recognise these knights as belonging to the Order of the Red Lion from Nuln.

Whenever a contingent of Knights appears escorting their lord, a trumpet (or some such horn instrument) is sounded summoning the Knights Panther Grandmaster and two Knights Panther to the entrance of the encampment. He welcomes the arriving noble and hands an Imperial writ to him or her placing their accompanying Order of Knights under his command for the duration of negotiations. Von Plauen then has his two Knights escort the noble to the hunting lodge while he takes the newly arrived knights and sergeants to their campsite.

The Ducal hunting lodge is actually an old stone keep built on an ancient earthen mound. Two Imperial Guards stand at attention at the entrance of the lodge. They will not let the PCs pass unless they are in the company of one of the nobles in attendance. The PCs are obliged to wait outside until then.

When they are in the company of the Baron, Heinrich Todbringer has the PCs follow him into a private chamber within the lodge. Before they get down to business, the Baron wants the PCs to relate to him everything that has passed since they were last in his company. Baron Heinrich urges the PCs to not leave out any details. Should the PCs mention their part in the death of Baron Helmut Todbringer, Baron Heinrich assures them they are not in any trouble. The PCs were lawfully in the service of both the Emperor and Graf at the time, so they are protected from any legal ramification for killing a noble.

Once the PCs have finished, the Baron tells them negotiations for a truce to end the eastern war begin at noon on 25 Vorgeheim. In honour of their service to the Empire, the PCs will be given a place in the meeting to observe the proceedings. The meeting would otherwise include only the nobility and their clerks. In order to ensure the

meeting goes off without a hitch, the various Knightly escorts will maintain a perimeter around the grounds of the lodge as well as the old keep itself.

Baron Heinrich also informs the PCs that a pavilion has been set up on the outside for their private use until the time for the meeting has arrived. The PCs are expected to be in the Great Hall of the hunting lodge 15 minutes before the meeting begins to take their seats. Should the PCs ask who is expected to be in attendance, Baron Heinrich tells them:

- *Emperor Karl-Franz I*
- *Graf Boris Todbringer*
- *Grand Countess Emmanuelle von Liebewitz*
- *Grand Duchess Elise Krieglitz-Untermensch*
- *Count Valmir von Raukov*
- *Count Helmut Feuerbach (or Grand Duke Gustav von Krieglitz, if the PCs failed to mention his death).*
- *Crown Prince Wolfgang Holswig-Abenauer in an observer role.*
- *Count Siegfried von Walfen in an observer role.*
- *Baron Heinrich Todbringer in an observer role.*

With that, Baron Heinrich excuses himself since he still has a number of things to do before the negotiations begin. He then escorts the PCs out of the lodge and points to the direction of their pavilion.

There is always a chance the PCs will opt to walk about the area, looking for some mischief in which to involve themselves. The Knights guarding the perimeter are unlikely to want to engage in conversation. They take their task seriously and certainly do not welcome the company of those “playing” at being a knight. Should the PCs persist, they may well be on the receiving end of insults from those outside the Order of Knights to which they belong (“The standards the Knights Panther once held surely have slipped”) as well as from other Knights Panther (“They must be connected to escape guard duty.”)

By late afternoon, the PCs will spot the Crown Prince and the assistant of his secretary strolling near the Keep with Herr Fechner following sheepishly. The two seem to enjoy one another’s company. Even if the PCs observe the situation from hiding, the PC with the highest **Fel** characteristic (no matter the gender) must make an **Observe** test (+10 for *Sixth Sense*, +10 for *Excellent Vision*) to catch Greta Cranach’s looking at him/her. Though brief, Greta locks the PC’s eyes and gives him/her a quick smile. The smile looks less friendly than eager. The moment is over suddenly and the oblivious Crown Prince continues his animated conversation with the raven-haired beauty.

That night, the PC who caught Greta’s glance has a restless sleep. All they can dream about is standing naked before the appraising and intense emerald eyes of the Crown Prince’s companion. So unsettling is the PC’s sleep that he/she must test against their CI. Failure means the PC will suffer from a –10 to their CI characteristic whenever they are within 20 feet of Greta. A failure of greater than 30 means the PC also picks up an Insanity Point.

The Final Enemy Within

A Knights Panther approaches the PCs’ pavilion an hour before noon. He informs the PCs it is time for them to make their way to the lodge. The Knight was sent by order of Baron Heinrich.

The PCs are admitted to the lodge without any difficulty this time. The Great Hall is 60 feet long, 35 feet wide, and 20 feet in height. Large double doors mark the main entrance, and there is a single door at the other end leading to the bedchambers and private quarters. Large, high windows on one side allow the light from the outside in. A long table has been set up at centre of the Great Hall. There are six chairs at the table, one at each end and four on one side. A number of chairs have been set up in a row for the observers to watch the proceedings. There are enough chairs for the PCs as well as another nine individuals.

As the assemblage gathers, Baron Heinrich assists with introductions and shows people where to sit. Other than the three observers mentioned above, these are:

- *Freiherr Alfred Neunath von Nuln (Lord Historian of the Collegium Historica in Nuln)*
- *Baron Victor von Eigenhof of Wissenland (aide and current favourite of Countess von Liebewitz)*
- *Baron Stefan von Raukov of Ostland (younger brother of Count von Raukov)*
- *Martin Fechner of the Reikland (Crown Prince's secretary)*
- *Greta Cranach of the Reikland (green-eyes, raven hair beauty and Martin's aide)*
- *Baron Mayer Feuerbach of Talabecland (older brother of Count Feuerbach)*
- *Freiherr Nikolaus von Teich-Adler of Talabheim (First Secretary of the Geheimkonseil; see **WS #16**, page 27)*

From left to right, Baron Heinrich seats the Historian von Nuln, First Secretary von Teich-Adler, Count von Walfen, himself, the PCs, the Crown Prince, Fraulein Cranach, Herr Fechner, and the three other Barons. The provincial leaders are the next to enter the Great Hall. Baron Heinrich seats the Ostland and Talabecland Counts on opposite ends of the table. Across the other four seats sit Grand Countess Emmanuelle, Emperor Karl-Franz, Graf Boris, and Grand Duchess Elise. The Emperor's Champion, Ludwig Schwarzhelm, position himself behind the Emperor.

As the group sits, Count Feuerbach looks at the observers and then raises his objection to the presence of the PCs. Graf Todbringer counters the PCs have earned their place at the conference and it is by the Emperor's, his, and the Grand Countess' leave that they are here.

Though still fairly weak as he continues to recover his health, the Emperor opens by stating the meeting has been called to negotiate a truce to end the war in the east. He places his Runefang (**Realms of Sorcery**, pages 162-164) on the table top, followed by the Graf and Grand Countess. The Emperor announces the swords represent their respective offices and the lawfulness of the proceedings. The Graf of Middenheim takes over at this point and asks the two Counts each present their respective list of grievances, starting with Count von Raukov.

At this moment, Greta Cranach begins to moan and groan with pleasure from her seat. Martin Fechner tries to quiet her. She lets out one last scream of ecstasy and then her body bursts open, spraying blood and splattering gore, as a Greater Daemon of Slaanesh emerges from her ruin. All, including the PCs, are momentarily stunned as the Keeper of Secrets calls forth a Daemonette from Martin Fechner's screaming body, killing the Secretary in the same fashion as Greta died. Seeing what the woman who seduced him on many occasions recently became, the Crown Prince's mind shatters.



The PCs must successfully pass a **Terror** test to react to the presence of the Greater Daemon. The Emperor's Champion is the first to react, grabbing the Emperor and carrying him to safety. The Barons of Talabecland and Ostland recover quickly to attack the Daemons, buying the PCs time if they all failed their respective tests. Baron Todbringer and Baron von Eigenhof use the delay to reach Graf Boris and Grand Countess

Emmanuelle, respectively to usher the two out, as does Freiherr Nikolaus von Teich-Adler in racing towards Grand Duchess Elise. Baron Heinrich calls out to the PCs ordering them to hold off the Daemons until the nobility are cleared, giving the PCs a +10 to their next test; while Heinrich himself and von Walfen make sure that all Electors are safely led out of the hall.

The two Barons facing the Daemons do not last long. They are both brutally cut down in whatever gruesome manner the GM decides in the first round. Their deaths give the PCs an additional +10 to their **Terror** tests (cumulative with Baron Todbringer's shout). In their excitement, the Daemons turn towards the PCs, looking to dispatch them before chasing down the nobility fleeing out of the double doors.

In the excitement of the fighting, the three Electors left their Runefangs on the table.

These Dwarf-made swords are runic weapons and, even though the Rule of Jealousy (**Realms of Sorcery**, pages 103, and **Dwarfs: Stone and Steel**, page 57) negates their special ability, they count as magical weapons. The PCs may need to avail themselves of these weapons in order to succeed against the Slaaneshi Daemons.

The Daemons fight for 10 rounds before requiring an *Instability* test (**WFRP**, page 215). The two Knights at the double doors arrive to fight (assuming they pass their own **Terror** test, their **CI** attribute is 57) in 5 rounds and others not until the tenth round. Should the PCs fall to the Daemonic attack, many knights and sergeants die before instability claims the two Daemons.

Lushtongue, Daemonette

Daemonettes (Q'tlahs'itsu'aksho) are the most common of Slaanesh's daemonic followers. Like Slaanesh, they are perversely and unnaturally beautiful and cause loathing rather than admiration, except among the most depraved. Daemonettes are nearly as tall as a man, and are generally white skinned (sometimes they can take on a pastel colour like a Keeper of Secrets), with deep green saucer-like eyes. Daemonette figures and faces are similar to beautiful human women, but they have only one breast, usually on the left. They often have long flowing white or yellow hair, and decorate their bodies with tattoos in a variety of pastel shades. The arms of Daemonettes end in chitinous crab-like pinchers. In addition, they have two-toed clawed feet and a razor edged tail. Daemonettes sometimes wear elaborate chain mail armour.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	CI	WP	Fel
4	57	42	4	3	5	60	3	10	89	89	89	89	89

Psychological Traits: Daemonettes are immune to all *psychological* effects, except those caused by any god, Greater Daemon, or Daemonic Prince.

Magic: A Daemonette of Slaanesh can know up to 6 Level 1 spells. In Lushtongue's case, it only has Acquiescence and Steal Mind.

Special Rules: A Daemonette has two *claw* attacks and one *tail* attack. They have 1 Armour Point on all locations. A devout worshipper of Slaanesh may summon D6 Daemonettes riding Mounts of Slaanesh by using a *Summon Lesser Daemons* spell, but at a cost of only 1 Magic Points. If any Daemonettes survive their mission, they will demand that the summoner sacrifices one of his company to Slaanesh before they will depart peacefully. Lesser Daemons cause *Fear* to creatures under 10 feet tall and are subject to *Instability*.

Chaos Attributes: A Daemonette may be granted up to 6 Chaos Attributes. Lushtongue was the Chaos gift of Irrational *Hatred* of Elves.

Riploose Sinewthrob (true name: **Eu'dair'kwanio**)- Keeper of Secrets

Keepers of Secrets are the huge and powerful Greater Daemons of Slaanesh, resembling Minotaurs in their general physique, but with two pairs of muscular arms. The upper pair ends in immense, crab-like pinchers and the lower pair in powerful humanoid hands that can either hold a weapon or pummel an opponent. Their chests also show their half-male/half-female nature, having one breast, usually on the left. Keepers of Secrets dress in a baroque costume of chain mail and leather and their skin colour varies widely: always a pastel shade of red, orange, electric blue or vivid green.

Though violence is only a small part of Slaanesh's nature, Keepers of Secrets are perfectly equipped to destroy the Lord of Pleasures' enemies. These beings take a sadistic and erotic pleasure in killing and torture, and exist for the enjoyment of carnage. It is also said that Keepers of Secrets (Q'tlahsi'issho'akshami) have earned their name since they know the secret yearnings and desires of any living being, past and present. They may trade their knowledge for services which will further the will of Slaanesh

Keepers of Secrets are sometimes summoned by Daemonologists in order to gain information about an individual that the Keeper knows. A Keeper of Secrets will always demand some task in return, which range from seducing a person into a chaos cult to corrupting a whole city government. The task is dependent upon the importance of the question asked. The Keeper of Secrets also requires the summoner to perform the required task by a certain date. After that date, if the task has not been performed, there is a 10% chance each day that the Keeper will return to wreak some unnatural revenge on the Daemonologist..

Keepers of Secrets have a 50% chance of being equipped with Daemon Armour (see **WFRP** p.230), and usually have a magic weapon of some sort. Riploose has neither in this scenario.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	90	93	7	7	47	100	7*	89	89	89	89	89	18

Psychological Traits: Keepers of Secrets are immune to all *psychological* effects, except those caused by any god.

Magic: Keepers of Secrets know 6 spells of various levels. Riploose Sinewthrob knows the following spells (**Realms of Sorcery**, pages 232-235):

1st: Acquiescence, Dark Hand of Destruction

2nd: Doombolt, Pavane of Slaanesh

3rd: Beam of Slaanesh, Soul Drain

Special Rules: The Keeper of Secrets has 4 *claw* attacks or 4 weapon attacks, 1 *bite* or *gore* and 1 *stomp*. Greater Daemons, such as Keeper of Secrets, cause *Fear* in all living creatures and *Terror* to creatures under 10 feet tall. They are subject to *Instability* and are immune to normal weapons.

Chaos Attributes: A Keeper of Secrets may be granted up to 6 Chaos Attributes. Riploose Sinewthrob has the following attributes:

1. Poisonous Bite (treat as spider venom, **WFRP**, page 82)
2. Mark of Slaanesh on forehead.
3. Scorpion's Tail (A+1*)

Epilogue

The inside of the Great Hall is washed in the blood and body parts of the dead. The shattered Crown Prince, covered in the blood and gore of those who died around him, rocks and mutters with vacant eyes amid the carnage. The only future for him lies with the Shallyan Asylum near the village of Frederheim.

The fallen PCs are brought forth from the Great Hall. Priests of Sigmar (including senior cleric Adolphus Polewanacracer) and Taal (Timm Berr) are summoned from nearby Schoppendorf to administer to the wounded, including the PCs. The elderly Priest of Mórr, Brother Jarmusch, attends any who died, preparing them for a voyage to Altdorf where they will be given a state funeral and buried in the Temple of Mórr.

The interrupted meeting to negotiate the truce reconvenes at the Imperial Palace in Altdorf on 33 Vorgeheim. Surviving PCs (including the wounded) are allowed to attend the five-hour session where a truce is eventually reached ending hostilities in the east. A final, political settlement is delayed until a more formal meeting can be arranged with all Electors, provincial rulers, high-ranking nobles and diplomats in attendance. Such a meeting will take place in about eight weeks time, on Mittherbst Autumn Equinox.

In the meantime, the PCs are allowed to stay as honoured guests at Middenheim House. To clear the way for them, Graf Boris and his entourage move to apartments within the Palace. Baron Heinrich also departs for a time, but leaves a guard detachment to protect the PCs.

Moreover, the Emperor officially rescinds the 2512 Edict on Mutants.

The PCs are summoned to the Grand Conference in the Volkshalle before it officially opens. They are introduced to the assembly as “Heroes of the Empire” for their valour and efforts on behalf of the Empire. Each is

presented with medals to wear about their neck denoting their new status. If the PCs have performed well throughout this scenario, they are each asked to kneel before the Emperor so he can knight them. They are then asked to rise and given lands in eastern or southern Ostermark to go with their titles. The fact that marauding Orcs or worse currently plagues these lands is a small matter for individuals with the PCs’ accomplishments and talents. The PCs are also presented with a document which traces their lineage to a noble house that was thought to have become extinct in the distance past. Much of this is actually made up since those in power do not want it known that commoners – such as the PCs are likely to be – may have the talent and ability to rise above their social station.

In the event the PCs have not played particularly well, like botching the Emperor’s rescue or allowing the Slaaneshi Daemons to wreck death on those outside the hunting lodge (unless they all fell in battle), then their reward should be less substantial and given to them in private. A grateful Emperor could give them anywhere from 200-700 GCs each with a pardon for any act of dubious legal standing committed when the PCs were in His service or when they were “working” for the Temple of Mórr.

Should the PCs really play poorly – for example, failing to deliver the letters summoning the Counts of Ostland and Talabecland or fleeing en masse from the Slaaneshi Daemons – then the PCs award would be no more than 100 GCs each, free passage to Marienburg on a fast ship, and a stern warning they will be imprisoned if they ever return to the Empire.

Once the PCs have been given their just rewards and excused, the Grand Conference commences. Debates are fierce; as provinces that gained ground during the war are struggling to exchange that for more land or – in the case of the minor provinces – independence and an Electoral vote, while losers of the war are trying their best to control the long-term damage. In the end,, the following things are agreed:

- In **Ostland**, Count Valmir von Raukov is confirmed as the new Grand Prince and Elector. The province concedes its northwestern corner lost during the war to Nordland, including the port of Norden. However, it also gains the baronies north of the Talabec, including Castle Schloss, from Talabecland.
- Following its successful campaign into Ostland, **Nordland** is not only enlarged on this front, but also obtains independence from Middenheim and bestowed with Electoral status. With Baron Nikse assassinated and his sons fallen in battle, Marschall Theoderic Gausser is appointed new Grand Baron and Elector of Nordland.
- **Talabecland** must accept a concession of its baronies north of the Talabec including Castle Schloss to Ostland, implying that the River Talabec now divides the two provinces. Also, it loses the overlordship of Ostermark. Following his successful defence in the south, Count Helmut Feuerbach is confirmed as Regent on behalf of the former Grand Duke Gustav's young sons. Furthermore, Talabheim is subordinated to Talabecland.
- Grand Duchess Elise Krieglitz-Untermensch is recognised as ruler of **Talabheim**, but loses her Electoral vote and is formally subordinated to Talabecland. Talabheim retains its status of freistadt, however. Ostermark is declared independent of Talabecland and bestowed with Electoral status.
- **Hochland** is declared independent of Talabheim and bestowed with Electoral status. Baroness Tussen-Hochen of Hochland has been lost during the plague and ensuing chaos in Bergsburg. Count Aldebrand Ludenhof is confirmed as the new Grand Baron and Elector of Hochland.

The Provincial rulers are expected to return to Altdorf on 25 Pflugzeit 2515 to ratify the agreement and verify that its terms were carried out.

In addition, the following events take place soon after the Civil War ends:

- The Middenland Lector, Manfred von Hindenstern, is elected as new Grand Theogonist and takes the name Volkmar. At the same conclave, the Eimar Concord draft is amended and sent to Middenheim and Talabheim.
- The Fræi-Ulrik of Nuln, Emil Valgeir, was elected to become the new Ar-Ulric.

Experience Points

25-40	Roleplay (per session)	10	Find the hidden letter informing Wolfgang of Chedwic Wanner's arrival
Return of the Knights Panther			
<u>Smoke on the Water</u>			
10	Paying off the Kislevite pirates.	5	Noting the design/image of the seal
5	Chasing off the Kislevite pirates and sowing the seeds of future problems for UIF.	10	Preventing the meeting between Leberecht Eucken and Wolfgang Blitzen.
5	Avoid fighting Wilhelm Grudenburg and his men.	10	Preventing Leberecht Eucken from leaving Bergsburg
15	Interfering with the attack of the Cult of the Howling One on the homestead of the Schäffer family.	10	Following Wolfgang to his morning meeting with Bernd Küster at the Mauerweg
15		15	Preventing Bernd from assassinating the young Ulrican priest, Justus von Heyse.
<u>Another Brick in the Wall</u>			
5	Dealing discreetly with Hermann Krauthammer	10	Stopping Bernd from leaving Bergsburg.
<u>Over the Hills and Through the Woods</u>			
5	Resisting temptation to show their connections to the Knights Panther at the Sudentor Gate	5	Visiting Baron Eduard von Münsterberg at the Middenheim House
5	Inquiring about the Beilheim district at the gate	15	Defeating the Sons of Ulric and Cult of the Howling One north of Heedenhof
10	Meeting Captain von Holzbeck at Mimm's Well.	10	Interrogating Reinhardt von Kutenholz
15		15	Learning that someone in the Todbringer family is supporting the Sons
Enter the Wolf's Den			
<u>On the Hunt</u>			
10	If the PCs avoid Wolfgang Blitzen detecting them as Knights Panther	10	Recovering the letter Wolfgang receives after Bernd left Bergsburg
5	If PCs learn about Wolfgang from barkeep at the Wolf's Head.	5	Waylaying courier and taking Wolfgang's letter bound for Middenheim.
10	Track Wolfgang to his residence	5	Following Wolfgang as he heads south
5	Learn Wolfgang's daily routines	15	Prevent ambush of Sigmarites from occurring
5	Search Wolfgang's room without being detected	10	Disrupt ambush after attack is launched
5		5	Conclude that Gebhard Bergius of Wolfenburg betrayed the Sigmarite Lector and his entourage.

<u>Onward to Middenheim</u>		10	If PCs realise that use of gunpowder is anathema to the cult of Ulric
5	Meet the contact at the Red Moon Cabaret in Middenheim.		
5	Follow Wolfgang's contact at the Sword and Axe to its dead-end.	10	If PCs succeed in getting the two young Knights of the Fiery Heart to relax and confide in them.
Into the Maelstrom		<u>One Way or Another</u>	
<u>On the Road to Altdorf</u>		5	For each bit of information the PCs gain from the criminal element (up to a maximum of 20 ep)
5	Avoiding the toll-house		
5	Keeping mission secret	5	Gaining information from the Gold College
5	Kill Beastmen outside the Broken Axle	5	Obtaining Karstin Largsdottir name from the Dwarfs
5	Avoiding a fight with the Sons of Ulric	10	Gaining information from Karstin
5	Learn of the horrible stench that preceded the mutant attack	5	Asking Karstin for a meeting with the Dwarf Engineers' Guildmaster.
10	Recognize that the foul stench of a mutant signalled the attack on the Shrine of the Shining Rock	<u>Death of a Grand Theogonist</u>	
10	Attack the Red Crown in defence of the Shrine.	10	Talking to Mayer Gauss before his murder.
10	Capture and interrogate Anders Köhler	15	If PCs granted an audience with the Dwarf Engineers' Guildmaster without Karstin's assistance.
5	Find the warning about the priests.	10	If PCs learn that the explosion was likely caused by eight kegs of gunpowder, with only four missing from the Guild.
<u>Altdorf Calling</u>		10	If PCs find and talk to Batrek before his death.
5	Remembering to speak the code words to Herr Erich Alder.	10	If PCs find out anything about Udo Schwimmer
10	Finding a way to reach the Oberhausen flat for a meeting.	<u>Breakdown of Order</u>	
5	Asking about Count von Walfen's own men.	10	If PCs recognise the marks and creases on Udo's torso as a mutation.
5	Asking about Ostland Lector Nikolaus Auerbach	5	If PCs notice that they are being watched after leaving the Chapel of Mórr.
5	If PCs head straight to the Temple of Mórr as instructed	5	Following Purple Hand cultist to the drop site.
10	Investigating the site of the explosion	5	Gaining information from Purple Hand cultist
5	If PCs note the messages written in blood.		

5	Learning about events before the explosion from Ostland Lector Nikolaus Auerbach	10	Obtaining magically locked and coded journal
10	Learning about the Magnærans	10	Unlocking the journal
5	Noticing the Emperor's condition at the Grand Theogonist's funeral procession.	20	Deciphering the encrypted entries
10	Learning where the "pickled herring" from Nuln was delivered.	5	Admitting Doktor Fassbinder into their townhouse
5	Reach Fokker's residence before the Templars of the Fiery Heart	15	Abducting Brother Dieter
5	Eavesdropping on the Sigmarite conspirators	10	Successfully extracting information from Dieter Kucinich.
5	Subdue the conspirators	15	Foiling attack on townhouse
10	Gaining information from the conspirators.	10	Putting the fire out before it becomes out of control
20	Stopping the crowd from burning down the Chapel of Ulric and hanging its clergy.	5	If PCs turn over Dieter Kucinich to the Priestess Inga
5	Helping put out the fire before it spreads further.	5	If PCs find the corpse in Fassbinder's office
5	Spotting Chancellor Heinz in the entourage assembling to meet the Crown Prince.	5	Meeting with Priest Philipp at the Imperial
10	Meeting with Court Lector Lothar von Metternich.	10	Arriving at Graustein Keep at the appointed time
5	If PCs set up surveillance and spot Brother Dieter visiting the Chancellery after they've met with the Court Lector	5	Arriving at Graustein Keep after dawn
10	Escaping the ambush at the warehouse	15	If PCs agree to rescue the Emperor
5	Obtaining information on the Emperor's health in a meeting with Doktor Silma Dönitz	5	If PCs learn that Simon is a member of the Graukappen
5	Send message to Chancellor from "Kastor Lieberung"	10	Descending into the sewers before dawn
10	Intercepting message from Chancellor Heinz to Brother Dieter	5	If PCs get past a Sewer Jack patrol on the way into the Palace without resorting to violence.
15	Impersonating the Chancellor to gain access to his office.	5	Successfully hiding when the Imperial Guards open the door for Eva.
5	Finding concealed wall safe	10	If the PCs are honest with Eva
		10	Avoiding detection by the guard detail in the aquifer.
		10	If PCs decide to travel in the sewers to the postern gate
		15	If PCs opt to make it through the sewers to the grates at the Reik
		20	If PCs choose the route to the Little Reik

15	Getting past a Sewer Jack or Watch patrol during the escape without violence	5	Taking precaution of wet cloth to avoid choking on smoke.
5	Fighting their way past a Sewer Jack or Watch patrol to continue their escape.	5	PCs join effort to put out fire.
20	If PCs successfully reach the rendezvous with Erich Alder.		
War!			
<u>Restoration</u>			
5	PCs honestly deal with the riders from Reikmarshall Helborg.	5	PCs inform Baron Heinrich that Karl-Heinz Wasmeier is still alive.
5	PCs rescue one of their own from the Palace dungeons.	5	PCs inform Baron Heinrich of Captain Erwin von Mühlerberg's treachery.
5	If Shallyan Sister Eva asked about the elderly Eva Herzberg.	15	PCs kill Gurg and his warband.
<u>Purple Rain in Altdorf</u>			
5	If PCs visit with Priestess Inga.	5	Gaining the trust of the Carroburg delegation.
10	Capturing a Purple Hand cultist and successfully interrogating him.	5	Joining the Carroburg delegation to Bröckel.
10	Capturing a Purple Hand contact and getting "Brother Karl's" description.	5	Discovering, but not attacking the mutants.
10	Learn about the Purple Hand meeting to take place.	10	Discouraging the pirate attack
5	Meet with Doktor Fassbinder.	5	Beating off the pirate attack
5	PCs mention the assassin's technique to Count von Wolfen.	10	Defeating Captain Erwin von Mühlerberg
10	PCs track down and kill the assassin Eugen Klopstock.	10	Defeating the Sons of Ulric
10	PCs defeat the Flamers set against them.	5	Killing Baron Helmut Todbringer.
		10	Delivering the sealed letter to Count von Raukov.
		10	Handing the sealed letter to Count Feuerbach.
		5	Returning the horses to Willi Aufstand at the Nimble Frog.
		5	PCs avoid trouble at the Woodcutters Tankard.
		10	PCs defeat the Daemonette.
		30	PCs defeat the Keeper of Secrets.
			+1 Fate Point

Aftermath

Even after the PCs have saved the Electors and Empire from the Slaaneshi daemons and disaster intended by the Purple Hand, there are still unresolved problems that may need to be brought to a more complete conclusion. This

section provides information on many of these loose ends (otherwise known as "adventure hooks") to assist an enterprising GM develop these into further adventures for their PCs.

Karl-Heinz Wasmeier

If used by the GM running EaW, Karl-Heinz Wasmeier has escaped the PCs yet again. Using the fire as cover, the former Magister Magistri of the Purple Hand cult in Middenheim has fled the Imperial capital to live another day. Wasmeier used a Magic Bridge spell to reach the other side of the city wall and then made his way to Nuln.

Once safely in Nuln, Karl-Heinz adopted the new identity of Herr Doktor Kunstler. In his time there, Doktor Kunstler learned an old Purple Hand colleague, Erich Kalzbad, was now a Law Lord of Middenheim. The two corresponded until 2516, using the time to lay the groundwork for Doktor Kunstler's return to the City of the White Wolf.

The PCs should not be able to pick up the trail of Wasmeier/Kunstler very quickly. There is little evidence to indicate where "Brother Karl" stayed while in Altdorf and even less to indicate where he had gone. For all intent, the PCs could conclude that their quarry perished in the fire.

Having gone to Nuln, Doktor Fassbinder is the likeliest hook to get the PCs back into the hunt for Wasmeier, sometime in 2517. This takes some time since Fassbinder needs to develop the contacts he needs to continue his one-man crusade against the Purple Hand. By the time the PCs have arrived in Nuln, Doktor Kunstler has already departed for Middenheim and the Purple Hand has finally caught up to Fassbinder. Moreover, the upper echelon of Purple Hand in Nuln will know of the PCs by their reputation as well as Kunstler's description. The reception the PCs are likely to get in Nuln would delay any plans to follow Kunstler to Middenheim.

As detailed in the **Mark of Heresy** novel by James Wallis, Doktor Kunstler makes an appearance in Altdorf in 2522.

The Cult of the Purple Hand

Though not quite destroyed, the Purple Hand in Altdorf has been dealt a devastating blow by

the PCs' activities in manner similar to their brethren in Middenheim in the aftermath of **Power behind the Throne**. In the wake of the PCs' efforts, the Graukappen has captured many of the surviving members and leaders. All captured Purple Hand cultists were thoroughly and severely interrogated before being found guilty of high treason and executed (drawn and quartered) in the Kaiserplatz to the cheers of the crowd.

The Purple Hand in Altdorf and Middenheim ceased to be a threat to the Empire's security and stability until 2519. By this time, Doktor Kunstler will be the leader of the largest Middenheim contingent and Herr Heilemann his Altdorf counterpart.

Cult of the Red Crown

Despite the fact that Anders Köhler is killed either at the hands of the PCs or through the stress of rapid mutation, the cult of the Red Crown remains a threat. There are many factions with the closest one to Altdorf led by Eva Schwarzmann and covers the territory east of the Reik between Kemperbad and Nuln. In the coming years, Eva's band will become a greater threat and expands its operations across the Reik to the area of Grünburg. Around 2518, the town council of Kemperbad increases the bounty of Eva's head to 500 GCs, dead or alive, preferably the former.

Cult of the Scarlet Member

Presented with the opportunity of causing havoc, Greta Cranach made the ultimate sacrifice in a bid to destroy the rulers of the Empire. The leaders of the cult of the Scarlet Member did not sanction her actions since Greta's attempt only provided her with the gratification she craved. The cult leaders prefer to advance Slaanesh's goals through deliberate and prolonged use of debauchery rather than the unsatisfactory that comes with the all-too-quick climax from gory violence. This separation allows the Scarlet Member to continue down their path to damnation for a few more years until several high profile and depraved murders led the Graukappen to round up and execute the Slaaneshi cultists.

Sons of Ulric

Like the Purple Hand, the Sons of Ulric have suffered a setback at the hands of the PCs from which it will take years to recover. Any survivors at the encounter at the Nimble Frog Inn in Langwiese will be able to provide descriptions of the PCs to anyone (other members, assassins) who might be in a position to strike back. Until 2519, the Sons fall from view while they rebuild their movement.

Christa Feldmann

Even if Christa did not follow the PCs' activities closely, she will learn of their exploits from the stories circulating among high Altdorf society. Christa might even make an attempt to build on the ruins of the Purple Hand.

Balthasar Gelt will not actively look to bring on outsiders (such as the PCs) to resolve internal college matters, but the ambitious witch-hunter Gamow (who has yet to succumb to the worship of Khorne) would. Should the PCs linger in Altdorf, Gamow is likely to approach them with an opportunity to further help the Church of Sigmar crush the enemies within. He tells them he suspects the Gold College has been penetrated by a Chaos cult though he is uncertain as to which cult and who in the College is a member. This is, after all, why he is recruiting the PCs.

If the PCs pass on assisting the witch-hunter, Gamow will be able to gather enough evidence to identify and implicate Christa and her minions within the College by 2517 I.C. She flees before either he or Gelt (who independently uncovered more of the truth) could move against her. Right or wrong, Christa may take the view that the PCs' efforts against the Purple Hand were the catalyst which brought about her downfall. Her hatred of her enemies is further fuelled by the knowledge that her closest allies within the College were publicly burned in the Königplatz.

This episode is not without its own aftermath. Balthasar Gelt becomes the head of the Gold College and, in 2520, Supreme Patriarch of the

Colour Colleges (top wizard) in the Empire. Witch-hunter Gamow becomes Witch Finder General, but his hatred of wizards and their sorcerous ways turns him towards the secret worship of Khorne. Gamow is killed in the Ostland/Hochland border region in 2521 in a battle against an unknown assailant, as detailed in the Mark of Damnation novel by James Wallis.

Private Wars

In addition to the situation elsewhere, regime change in the northern provinces of Middenland, Nordland, and Ostland were met by uprisings and discontent. The provincial rulers aggressively met these challenges and, in some cases, violently put these down. Graf Boris Todbringer faced the least resistance since many of the Middenland vassals wanted the von Bildhofens out of power. Middenland was pacified in 2515 and Count Valmir von Raukov put down the uprisings in Ostland in 2516.

Count Theoderic Gausser encountered the most difficulty since rumours had arisen that he put Baron Werner Nikse's heirs in a position that resulted in their deaths at the siege of Ferlangen. Nordland was largely brought under control in 2518.

Count Helmut Feuerbach

Through means still uncertain, Count Helmut Feuerbach was elevated past several favourites of Grand Duke Gustav von Krieglitz to become Regent upon the fatal wounding of the latter in the Imperial Civil War.

Count Feuerbach married the young widow of von Krieglitz shortly after the signing of the truce ending hostilities between Ostland and Talabecland, solidifying Feuerbach's position as Regent. Even with this manoeuvring, Feuerbach had to fight several engagements against those nobles who distrusted his motives. In one ugly incident during a battle against Count Rupert von Mackensen in 2516 I.C., an assassin employed by the renegade Count beat Countess Elisabet von Krieglitz-Feuerbach and murdered the 4-year old princelings, Erich and Adolf (rumours say by strangulation). Though Count von Mackensen denied any involvement, he was publicly

executed as a traitor in the Talabecplatz in the town of Küsel.

It took Feuerbach another two years to bring the province firmly under his control. He became the Elector of the grand Duchy of Talabecland in 2518.

In 2521, Elector Feuerbach joined the ill-fated expedition of Grand Theognist Volkmar against the rising threat of Archaon north of the River Lynsk. The battle was ferocious and bloody. Only Feuerbach and his loyal retinue returned to report the death of the Grand Theognist and the devastating loss.

Given the relatively light wounds of Feuerbach and his men, unflattering and ill-meant rumours began circulating about the Elector. Matters became worse later in 2521 when a vanguard of Archaon's army – led by Surtha Lenk – devastated Ostland and Feuerbach only sent a small expeditionary force to assist. Moreover, Feuerbach did not help himself during the Conclave of Light when he advocated abandoning the countryside and defend only the large cities and towns when Archaon invades. When the attack did come in 2522, Feuerbach did not send any troops on the pretence he needed all his soldiers should Archaon turn south and cross the Talabec.

By late 2522, uncertainty about Feuerbach's character has made his position relative to his vassals very precarious.

Grand Duchess Elise Krieglitz-Untermensch

Counseled by a shadowy adviser, Grand Duchess Elise Krieglitz-Untermensch has long prepared for the day that her cousin, Grand Duke Gustav von Krieglitz, might take the family grievance against the Church of Sigmar and the rivalry with Ostland too far. The Grand Duchess begins to spend her wealth on investing and securing the future and fortune of her family to an extent that would make the Grand Countess of Nuln take notice. In fact, the enfeeblement of both Emperor Karl-Franz and

Graf Boris Todbringer brought the two leading women in the Empire into a secret alliance.

As expected, civil war breaks out in 2514 and Grand Duchess Krieglitz-Untermensch finds herself under pressure to provide loans and soldiers to von Krieglitz' cause. In addition, the Grand Duchess has found herself in opposition to the rising power and ambition of Count Feuerbach. By war's end, the Talabheim army is in disarray and defeated alongside that of Talabecland.

Although Count Feuerbach tries to gain Talabheim with his rise to Elector of Talabecland, Grand Duchess Elise is able to limit her losses through judicious use of "loans" to fellow Electors. The Grand Duchess retains her rule over independent (freistadt) Talabheim, but loses her status as Elector. Rumours at the Imperial Court suggest the Emperor may be behind the "lessening" of retribution so that the Grand Duchess could be a counter to Feuerbach's aspirations.

By 2522, Grand Duchess Elise finds herself again in the position to financially help several Electors. She funds the rebuilding of Wolfenburg and Hergig; thus gaining much needed support in her bid to regain Elector status.

Marius Leitdorf

The 79-year-old Grand Countess Ludmilla von Alptraum lived long enough to send Feldmarschall Marius Leitdorf to assist the beleaguered Ostlander forces at the Battle of Wolfenburg in 2514. The old Countess died shortly after and was succeeded by her eldest daughter, Baroness Marlene. Unfortunately, Marlene soon passes away from an unidentified infection.

With no clear heir, the von Alptraus fall out as different factions push their part of the family to succeed the late Grand Countess. Meanwhile, burghers across the province are struggling with extra taxes that finance the military expedition north and crave a return to peace and order. They make an unexpected alliance with Feldmarschall Marius Leitdorf and his armed forces, who impose peace on the province under Leitdorf's rule. With the northern provinces famished and in dire need of the bountiful crops of Averland, the other

Electors promptly accept Leitdorf's coup d'État and Karl-Franz confirms him as the new Grand Count of Averland.

Elector Leitdorf does not rule long, being killed by an Orc Warlord in battle near Black Fire Pass in 2520. His death adds the Leitdorf family into the mix of von Alptrausms competing for the position of Grand Count and Elector of Averland as described in **Sigmar's Heirs**.

Count Aldebrand Ludenhof and Hochland

By the end of the war, things were taking a turn for the worse in Bergsburg. As the PCs arrived at Schoppendorf, rumours of plague in the capital of Hochland began to spread. Bergsburg is quarantined, and in the following chaos, the rule of Hildegarde von Tussen-Hochen is effectively ended. Following his successful campaign to ensure electoral status for Hochland and his marriage to the heiress of Baroness Hildegarde Tussen-Hochen, Count Aldebrand Ludenhof is enthroned as Grand Baron of Hochland. His bid for the throne meets little resistance, as most Hochlanders simply want to return to their peaceful lives more than anything else.

The exact fate of Bergsburg and the Tussen-Hochen dynasty will be described in the **Road to Oblivion** campaign; a series of articles and scenarios that will appear at the Bergsburg web site (bergsburg.darcore.net) in the near future. For now, it will suffice to say a new road bypassing the town was built in 2515, linking Garsen to Krudenwald. Dark rumours circulated the region, but no one would speak directly about what had befallen Bergsburg. Soon after, the former Hochland capital was removed from most Imperial maps.

Grand Countess Emmanuelle von Liebewitz

The wealth and power of Nuln paid for the much of the reconstruction of the war-torn Empire from 2514 to 2518. Having clearly established herself as a political power in the southern Empire, Grand Countess Emmanuelle von Liebewitz of Nuln exercised her own form of justice and formally resumed her rule of

Wissenland in the latter part of 2514. Her errant vassal, Count Bruno Pfreifraucher, was allowed to retain his lands near Grissenwald and Kreutzhofen in southern Wissenland.

Grand Countess Emmanuelle von Liebewitz' power grows when she annexes the province of Sudenland and its rich wool trade in 2515. Rumours abound across the southern Empire that Grand Baroness Etelka Toppenheimer surrenders her Electoral status in order to avoid the fallout of a mysterious scandal involving her heir and adopted son of a distant relative, Baron Olaf Sektliche.

Grand Theogonist Volkmar

The Lector of Middenland, Manfred von Hindenstern, is elected to become Grand Theogonist, taking the name of Volkmar in the 2514 Conclave of Sigmar. Under his regime, the Church of Sigmar began an intensive programme to root out Chaos cultists in the midst of Imperial society. The authority and powers of the Witch-Hunters were expanded during this time, which caused some strain in the Church's relations with other Imperial cults. Surprisingly, Volkmar reached an accord with Ar-Ulric that lessened tensions between the two cults. The fight against the enemy within compelled the two leading cults to unite against the common foe.

In early 2521, Volkmar's expeditionary force to slay Archon was decimated with only few survivors returning to tell of the Grand Theogonist's death at the hands of the Chaos Lord. Arch Lector Johann Esmer becomes the Grand Theogonist and, unlike Volkmar, opts to keep the Dwarf name he receives upon his election secret. Under Esmer's leadership, the cooperation Volkmar achieved with the Ulrican cult begins to fray. The Church of Sigmar turns from battling the enemies of the Empire to political aims. The Church finds itself divided as Luthor Hess, known as the Prophet of Sigmar, leads a fight to reform the Church from those who would witlessly weaken it.

As the Chaos Incursion of 2522 neared Middenheim, a captive Volkmar was freed from the Chaos horde and returned to fight against the fell army in the Siege of Middenheim. The return of Volkmar has caused further dissention within the Church of Sigmar.

Appendix One

Altdorf This appendix provides an index of the sites marked on the Altdorf map (except Mundsens Keep, see below). A more complete description can be found at the Strike to Stun website: <http://www.strike-to-stun.com/WFRP/index.html>

Western Districts of Altdorf

Obereik (Upper Reik) District

The Obereik district is an affluent residential district situated on the high ground along the northern end of the western bank of the River Reik. Many minor nobles from across the Empire, including those who have achieved substantial success as merchants, make their homes here. Some of the ambassadors to the Imperial Court have also found the Obereik district to their liking.

- **Reichenhall Mansion [1]**
- **The Estalian Mansion [2]**

Palast (Palace) District

The area to the west and south of Imperial Palace constitutes the richest district in Altdorf. Many of the Electors maintain their Altdorf residence in this district where their servants and retainers can also perform duties as their master's or mistress' spies. The more important ministries have their offices as close to the Emperor as possible.

- **The Imperial Palace (Kaiserliche Palast) [3]**
- **Volkshalle [3a]**
- **Imperial Guard Barracks & Armoury (Hofgarde) [4]**
- **Imperial Chancellery (Kaiserliches Kanzleiamt) [5]**
- **Tower of the Amber College [6]**
- **Heldenplatz [a]**
- **Kaiserplatz [b]**

Amtsbezirk (Civic District)

The Amtsbezirk runs along west bank of Reik from the Obereik District and north of the Emperor's Bridge to the Three Toll Bridge. A large number of governmental ministries and other bodies have their offices in this district. A number of influential nobles also make their residence among the few enclaves of townhouses found in this district.

- **Tower Prison (Schuldturm) [7]**
- **Bitterhof [8]**
- **Judiciary Scriptorium and Secretarium (Magistratsamt) [9]**
- **The Imperial Courts of Justice (Kaiserlicher Gerichtshof) [10]**
- **Hangman's Tavern [11]**
- **Emperor Karl-Franz Bridge [c]**
- **Judicial Square (Richten Platz) [d]**
- **Three Toll Bridge [e]**

Domplatz (Cathedral) District

The Domplatz encompasses the area surrounding Cathedral of Sigmar. Most of the priesthood have their residences in this neighbourhood in order to be as close to the internal politics of the cult as possible.

- **Great Cathedral of Sigmar [12]**
- **Chapter House of the Order of the Fiery Heart (Tempel Haus) [13]**
- **Priest's Rest [14]**
- **Vagr Breughel Memorial Playhouse [15]**
- **Geheimnisstrasse Theatre [16]**
- **Pious Pilgrim's Boarding House [17]**
- **Collegium Sigismundae [18]**
- **Tempelstrasse [f]**
- **Tempelgarten [g]**

Reikmarkt

One of the smallest districts in the city, the Reikmarkt is nestled on the west bank of the Reik between Domplatz and Süderich districts.

- **Celestial College [19]**
- **Imperial Opera House [20]**
- **Reikmarkt [h]**
- **Sigmar Bridge [i]**

Oberhausen

The Oberhausen district is one of southern districts on the west bank and stretches from the Reikmarkt in the east to the west wall. It borders the Domplatz in the north and the smaller Süderich to the south. Many affluent families, including a number of non-noble government officials, have townhouses in this district.

- **Templeplatz Watch Station [21]**
- **Temple of Mórr [22]**
- **College of Heraldry [23]**
- **The Imperial [24]**
- **Royal Conservatory (Hof Konservatorium) [25]**
- **Ulthuan Embassy [26]**
- **Templeplatz [j]**

Süderich

The Süderich is the southernmost district on the Westside and rivals the Reikmarkt in size. Some affluent merchants and scholars, mostly middle-class, make their residence in the few townhouses that can be found in this district.

- **Collegium Medicinae [27]**
- **Graustein Keep [28]**
- **Hospice Priory of Shallya [29]**
- **Marketplatz [k]**
- **Mourners' Bridge [l]**

North of the Talabec

Reikhoch

This district is a rather small one located in the northernmost portion on east bank of Reik, west of University district. The houses here are old compared to other parts of the city and rather expensive.

Ruhstatt Cemetery (Burgher's Cemetery) [30]

Friedwang

Another small district, the Friedwang is located between the Northern gate and University district. A number of scholars from the University and successful merchants make their home in this quaint district.

- **Temple of Verena [31]**
- **Public Library [32]**
- **Light College [33]**

University District

The University district follows the east bank of Reik from Karl-Franz Bridge to Three Toll Bridge. It lies to the north of Street of a Hundred Taverns (see below) to Königplatz. Many minor nobles make their homes near the riverfront, while students of wealthy parents make their residences closer to the University. The district gets a bit more unsettled closer to the Docks.

- **Temple of Shallya [34]**
- **University of Altdorf [35]**
- **Wizards' and Alchemists' Guild [36]**
- **Barbers' Guild [37]**
- **College of Noble Sorcery [38]**
- **Gold College [39]**
- **Jade College [40]**
- **Grey College [41]**
- **Königplatz [m].**

Bankbezirk (Bankers' District)

The Bankbezirk is the centre of Altdorf's commerce and lies east of the Middenheim Road and the Königplatz. Not surprisingly, many merchants and traders make their homes in this mercantile district. Banking companies are also situated in the Bankbezirk.

- **Association of Coachmen [42]**
- **Imperial Mercantile Bank [43]**
- **Altdorf Council Hall [44]**
- **Association of Financiers & Moneylenders [45]**
- **Merchants' Guild [46]**
- **Foogerhaus [47]**
- **Fuhrmarkt [n]**
- **Münzestrasse [o]**

The Docks

The Docks is officially known as the Niederhafen district and a place where many visitors to Altdorf lose their wealth, their way, and sometimes their life. The neighbourhood is rather impoverished from the perspective of the locals, but through it passes much of the trade that is Altdorf's lifeblood. The Docks is also the centre of Altdorf's more notorious forms of entertainment and its dark and narrow alleys the scene of many crimes.

- **Freudenhaus [48]**
- **Dock Watch Station [49]**
- **Harbourmaster (Hafenmeisterei) [50]**
- **Chapel of Manann [51]**
- **Rivermen's Association [52]**
- **Stevedores' and Teamsters' Guild [53]**
- **Reik-Talabec Trading Company [54]**
- **Street of a Hundred (sometimes "Thousand") Taverns [p]**
- **Volker Weg [q]**
- **Luitpoldstrasse [r]**
- **Fischmarkt [s]**
- **Old Emperor Bridge (sometimes called the Ostlander Bridge) [t]**

Werksviertel (Niederwind)

The Werksviertel district lies south of the Bankbezirk district and between Metallschlack

and Niederhafen districts on the north bank of the River Talabec. This district is the heart of the manufacturing district of Altdorf and contains a number of working class tenements.

- **Starr's Funeral Parlour [55]**
- **Hengt's Book Shoppe [56]**
- **Altdorf Press [57]**
- **Masons' Guild [58]**
- **Kürten's Leatherworks and Tannery (Lederei) [59]**
- **Reik Steel and Iron Foundry (Reiksstahl Giesserei) [60]**
- **Faltzer Metalworks [61]**
- **Schrägkruez Strasse [u]**
- **Schwarzwasser Strasse [v]**
- **Talabecplatz [w]**
- **Hammerstrasse [x]**
- **Eastender Bridge [y]**

Metallschlack

The Metallschlack district is the easternmost north of the Talabec and borders the Bankbezirk district (north) and the Werksviertel (or Niederwind) district (west). The district is also referred to as the Dwarf Quarter for the number of Dwarfs living there. It is by no means an exclusive Dwarf district, though the Dwarfs run many of the taverns in the district. In fact, some of the best ale in all of Altdorf can be found in the Metallschlack district.

- **Dwarf Engineer Guildhouse [62]**
- **Karaz Ankor Embassy [63]**
- **Imperial Engineer Guildhouse [64]**
- **Eisenschlacke Weg [z]**

East End Districts

Reikerbahn

The Reikerbahn is the westernmost of the East End districts and one that has an ill-favoured reputation. The harbour on this side of Altdorf is in poorer repair than the one in Niederhafen. Most of the smuggled goods coming into and going out of Altdorf comes from this district. When night falls, the Reikerbahn becomes a very dangerous place to wander alone. One of the smaller streets in this district is Geblenz

Strasse, which is unkindly referred to by the locals as the Street of the Assassins.

- **Altdorf Sanatorium [65]**
- **Necropolis [66]**

Sindelfingen

Sindelfingen [A] district. It is both here and in the neighbouring Drecksack Slums where members of the Muckrakers Guild make their living. The Muckrakers gather up the contents of chamber pots to ferry down to the tanneries at night as well as remove other wastes from the streets. Most of the latter are dump a distance to the east near the borders with Talabecland.

- **Bright College [67]**

Drecksack Slums

The **Drecksack Slums [B]** is the easternmost of the East End districts. The people who live in the squalor of the Slums are the most wretched and desperate people in the entire city. Many of the derelicts here have no jobs and depend heavily on the Shallyan soup kitchens. Disease festers in this district and most people with sense shun the Slums as they would any warren filled with plague-infested vermin.

Morrwies

Morrwies is also known as “Mórr Town” as much for the large cemetery as for the Chapel of Mórr and the Crematorium. Few people, other than the priests of Mórr and members of the Mourners’ Guild, make their residence in this district.

- **Raven and Portal Tavern [68]**
- **Chapel of Mórr & Crematorium [69]**
- **Morrwies (Commoner’s) Graveyard [70]**
- **Amethyst College [71]**

Outside Altdorf

An old and dirty castle south of the city walls goes by the name of **Mundsen Keep**. It serves as the largest jail for the city of Altdorf, and is the home of all sorts of criminals serving long terms of imprisonment, from the tradesman gone broke to the worst of murderers. Those who go to their place of execution in the Königplatz do so bounded to a pole on a small skiff that is towed by a river barge down river. The barge is painted black so that all who see the condemned can hurriedly find their place at the square for the best viewing. From the docks, the condemned is placed on a small cart and led to their final destination.

Appendix Two – A Magic Touch

As written, **Empire at War** is a complex and challenging scenario that makes little use of magic. Some GMs may have opted for a style of gaming that is richer in magic than that presented above. In support of this alternative approach, a GM may include the following magic items for Helmut Todbringer. As a scion of one of the premier dynasties of the northern Empire, and the leader of a well-established cult, he is likely to have found a few magic items within his reach, if the GM considers magic items to be available beyond the circles of Electors and the mightiest wizards and priests.

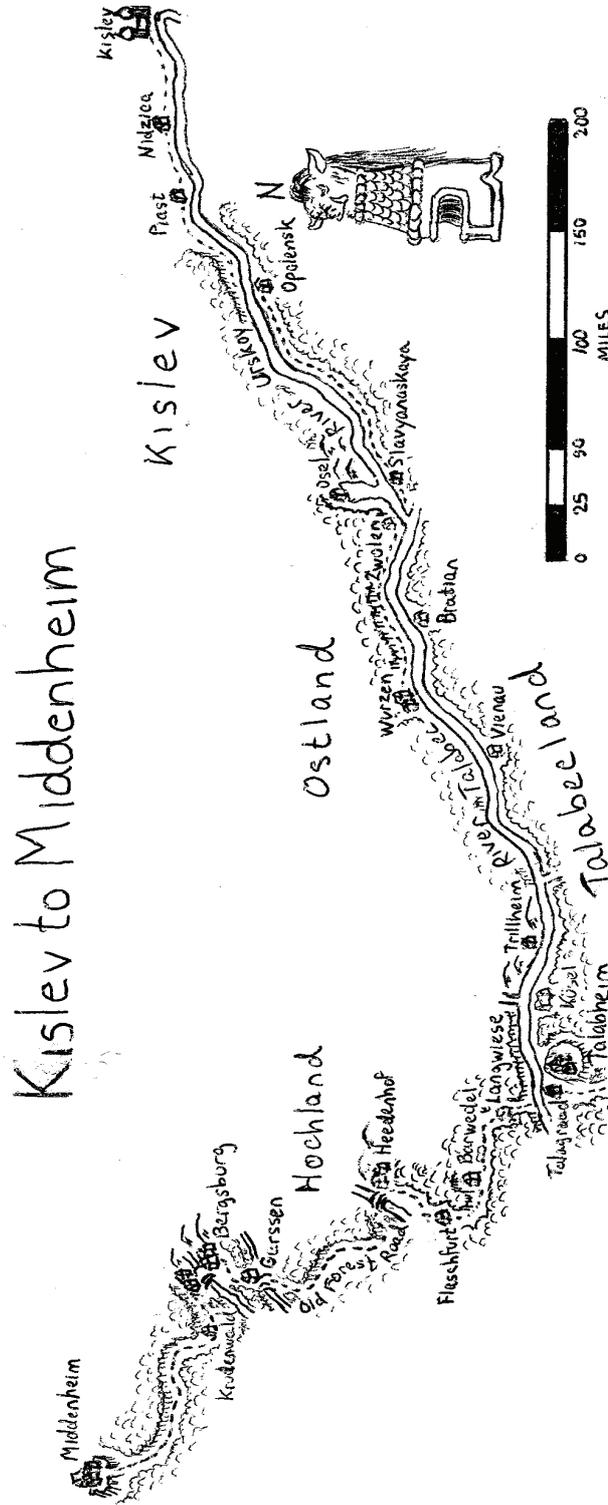
Eisnir: A blessed sword that has been with the Todbringer dynasty for as long as anyone can remember. It is mentioned the first time in the annals of Albert Grau in the twelfth century, and its perfect steel blade as well as the pommel with three diamonds and a wolf in

gold is well known amongst the armed men of Middenheim. The sword glitters with the icy fire of Ulric and causes D3 extra wounds on a successful hit, unless the victim is resistant to cold or passes a **T** test. Any PC who should obtain Eisnir must become its master in order to use it; this requires a successful **WP** test (devout Ulricans +20; characters with anti-Ulrican sentiments or religious indifference suffer a -10 penalty). Furthermore, PCs who somehow reveal their possession of Eisnir to nobles or military leaders of Middenheim may find themselves the target of suspicion and harsh questions.

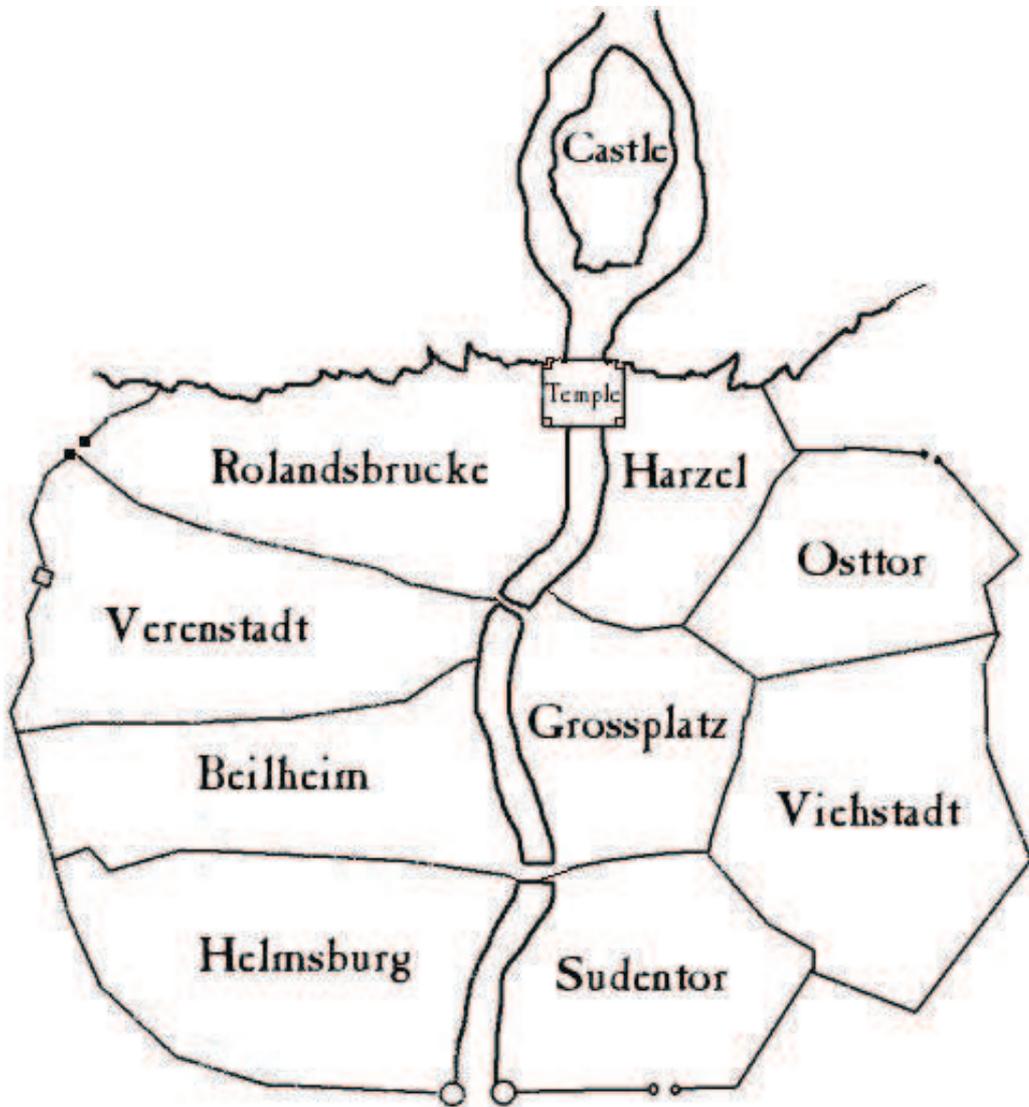
Ulric's Ward: This simple, yet elegant silver ring with a square aquamarine is a Ring of Protection against magic. Its wielder has a +10 modifier to magic tests and suffers only half damage from magic attacks.

Maps

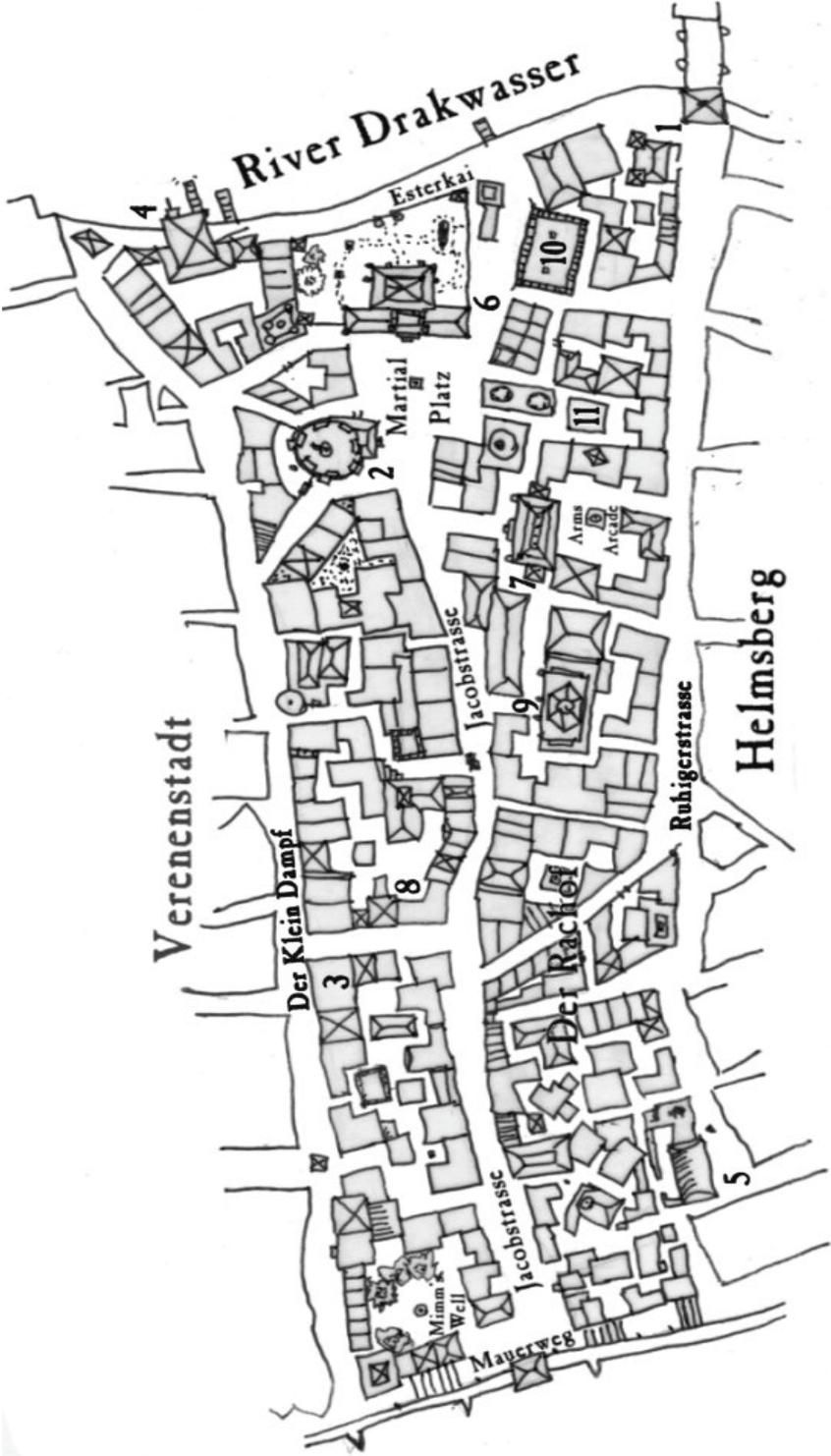
Map 1. Route to Middenheim



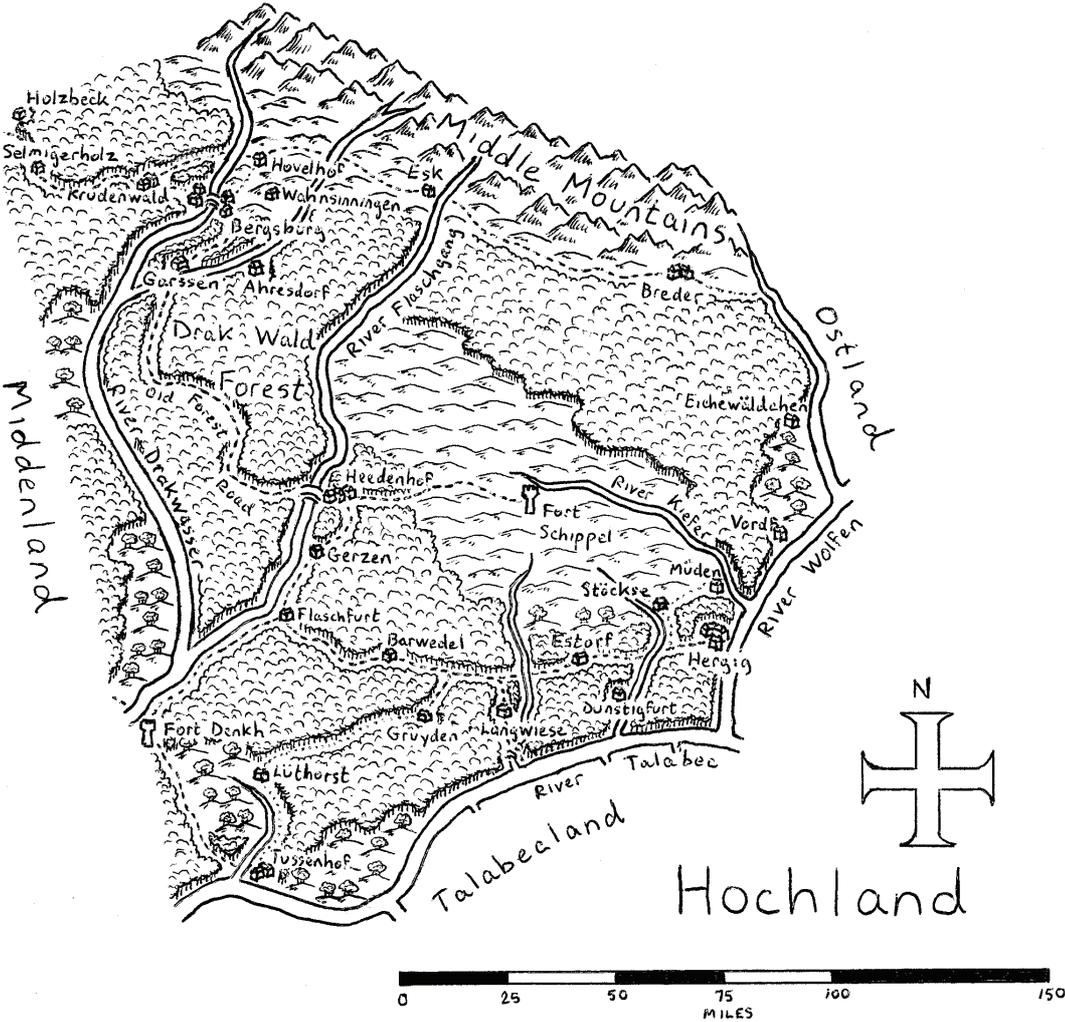
Map 2. District map of Bergsburg



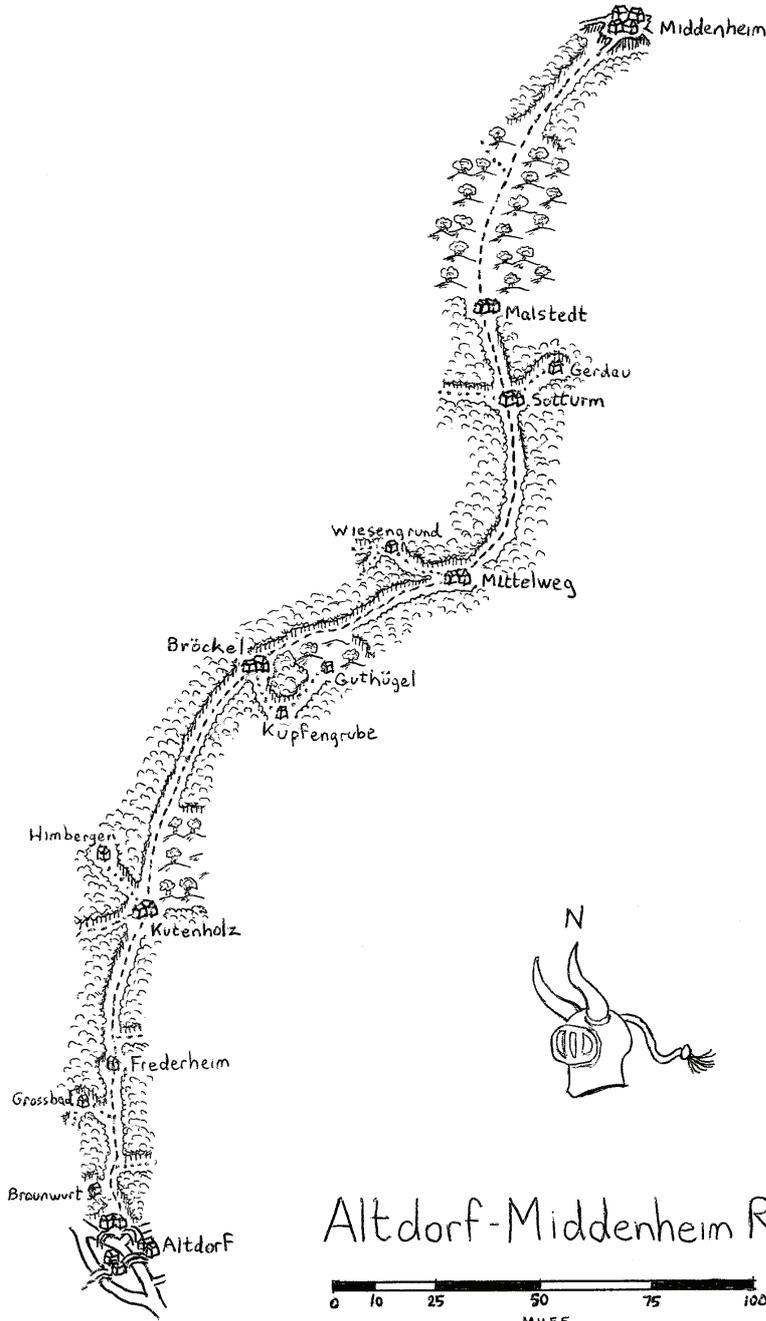
Map 3. Beilheim District



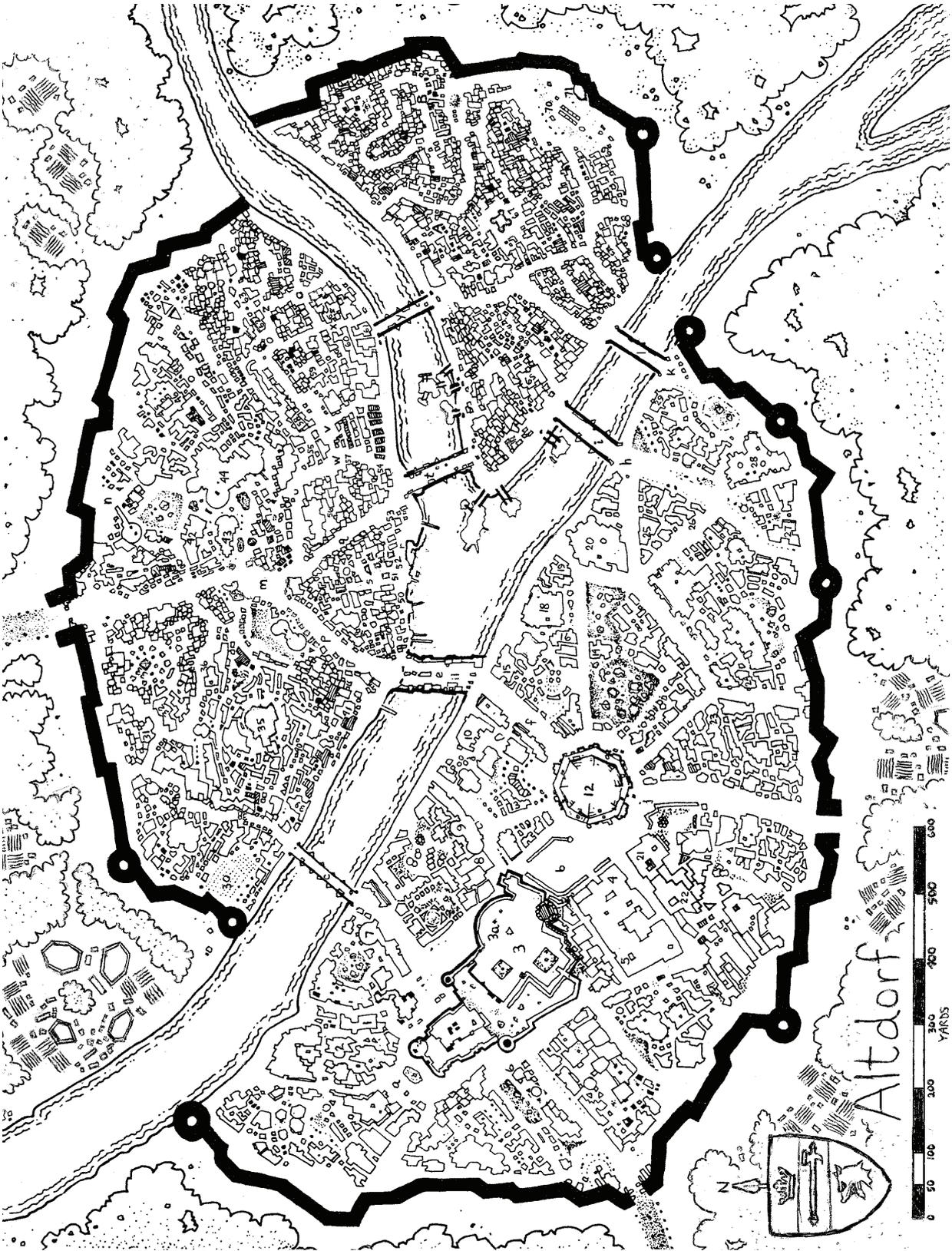
Map 4. Province of Hochland



Map 5. Altdorf-Middenheim Road

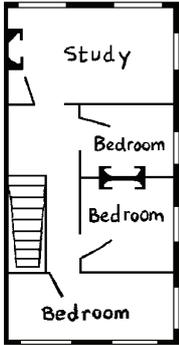


Map 6. Altdorf

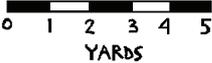


Map 7. Number 8 Schrägkruez Strasse

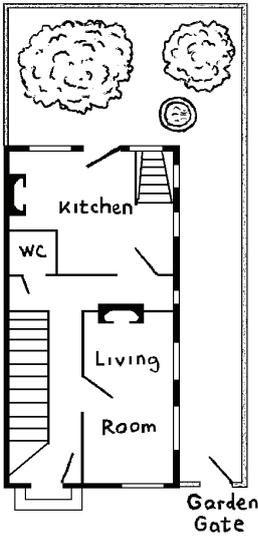
Upper Floor



Cellar



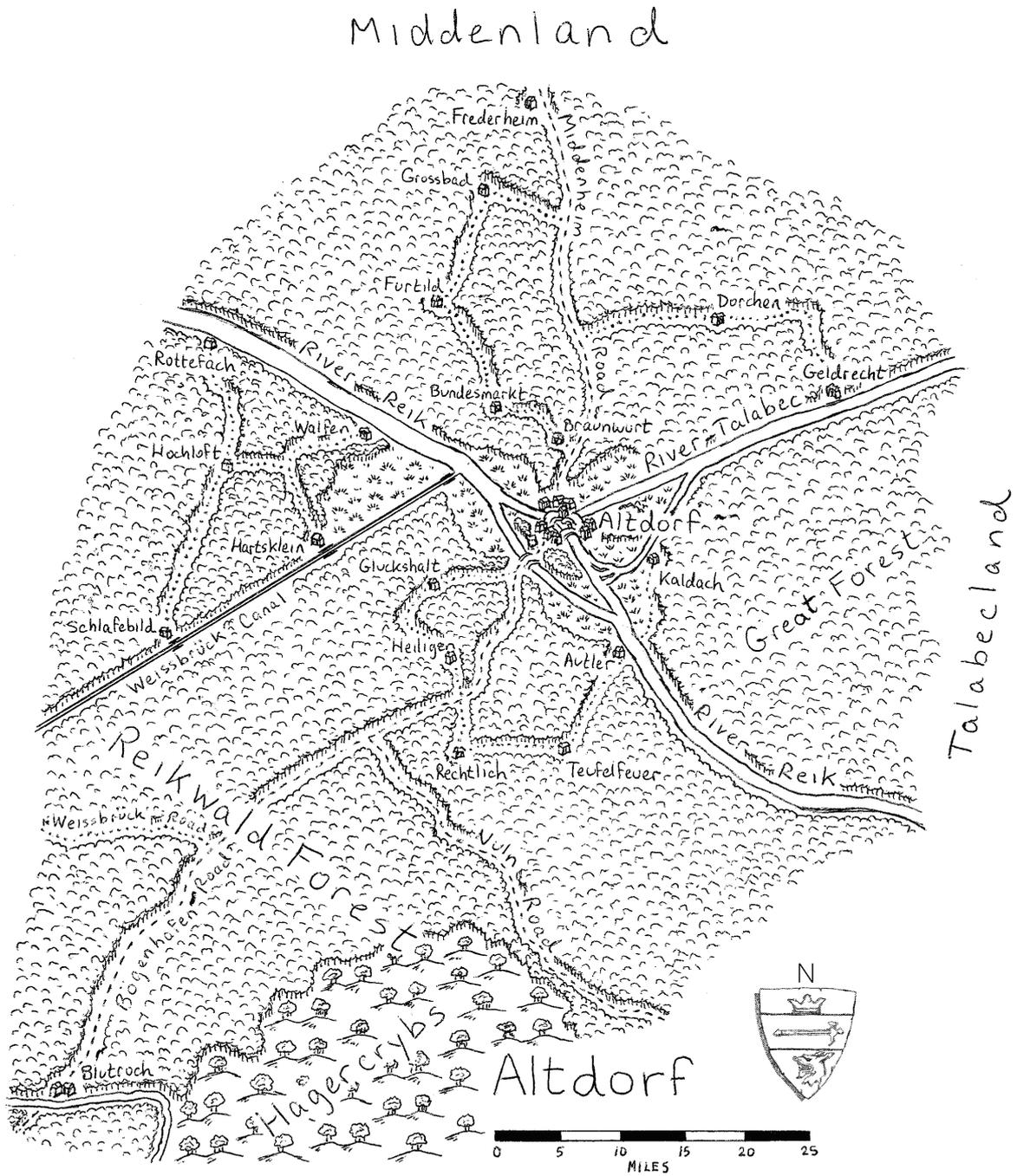
6 Schrägkruez



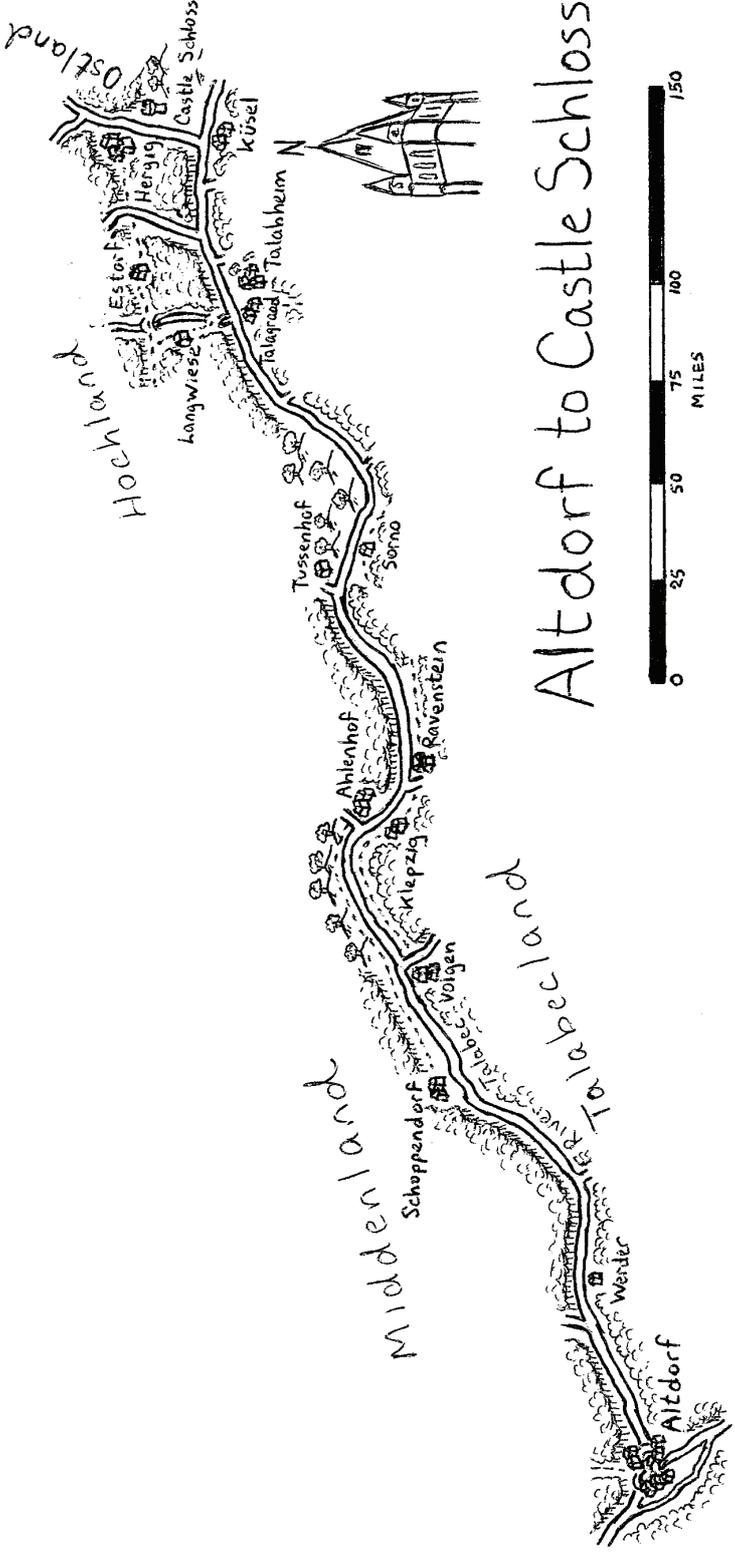
10 Schrägkruez

Schrägkruez Strasse

Map 8. Altdorf and surrounding villages



Map 9. From Altdorf to Castle Schloss



Knights Panther,

Reports of your exploits in Kislev have reached our ears and we are most interested in hearing your side of the tales.

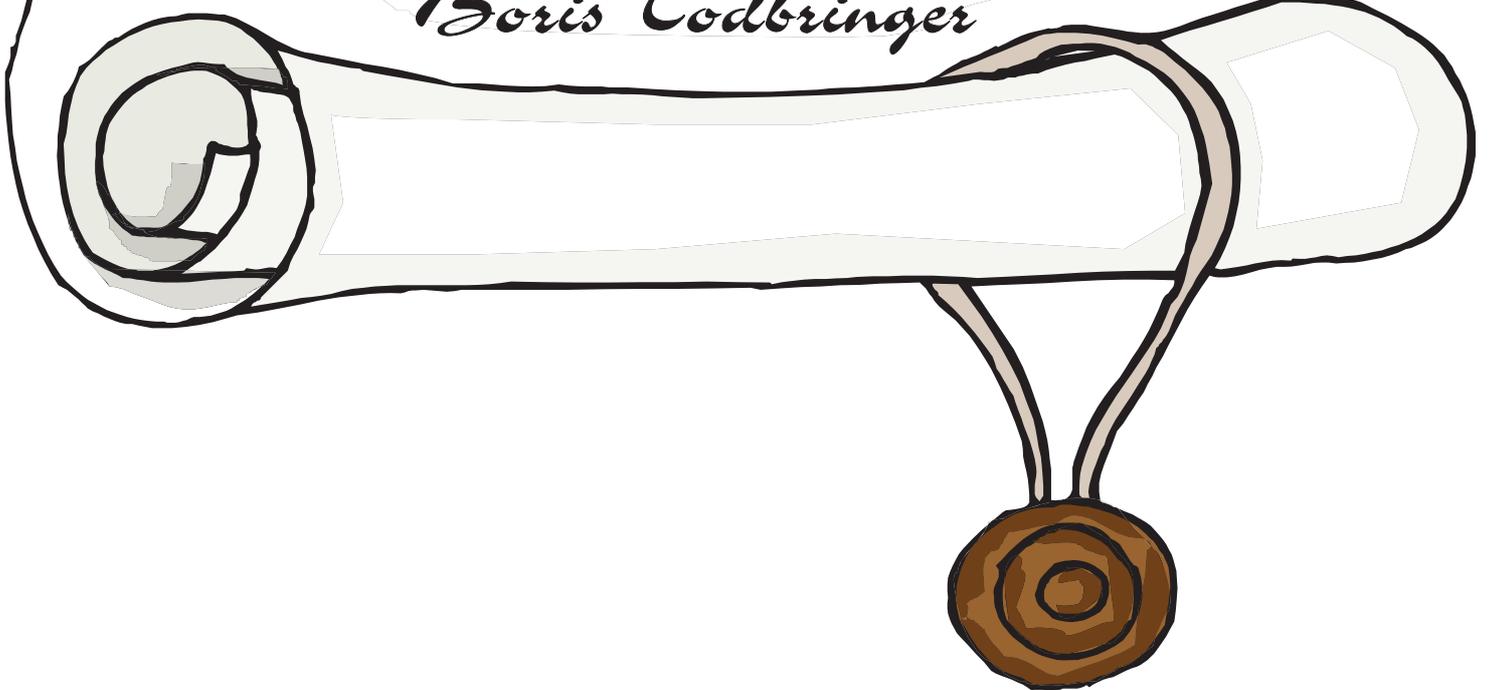
We have sent one of our most trusted servants, Alf Weisschlag, to bring you safely to Talagrad by river. The roads have become more dangerous in your absence and we wish your journey to Middenheim to be as safe as possible.

When you arrive at Talagrad, you are to go to the Hangman's Inn to the south side of town. We have arranged for your accommodations there. In addition, another one of our servants will meet you there to inform you of recent developments. Due to the delicate nature of the information, our servant will contact you in a manner that is deemed to be appropriate.

May Ulric and Taal protect you on your journey.

His Grace the Graf and Elector of Middenheim,

Boris Todbringer



Gentles.

I trust that this communiqué finds you in excellent health.

It is my duty to inform you that you must proceed to the city of Bergsburg. Once you have arrived, continue to the Bear's Bait in the Beilheim district of that city. Be there on 18 Pflugzeit by 9:00 P.M. One of my men, Captain Franz von Holzbeck, will contact you.

The watchword is discretion.

Your Eminence, Grand Master of the Knights Panther.

Hermann von Plauen

Everything is proceeding as planned.

You should be contacted by one of Herr Wanner's men around 20 Pflugzeit. The Priest of Ulric from Ostland has agreed to the terms of alliance and will join us in our next strike against the Sigmarites.

You should also be receiving a visit from one of our more enthusiastic fellows around that same time. Beyond joining our new allies along with other of our fellows, he has a purpose in that spineless town to strike a blow against the appeasers in the cult. This should also send a message to the powerful in Middenheim that we consider those who have not come to see the evil of the Sigmarites as witless tools of that accursed cult.

One last thing: You'll need to arrange for the departure of this man. He is to join our new allies as they travel south.

May Ulric grant us strength in our holy war against the daemon-worshipping cult of Sigmar.

The Heir

Change in plans.

It has come to my attention that agents in the employ of the Knights Panther might be in Bergsburg. I have no idea why they are there or their purpose. It would be best to assume they know of our plan and are making an attempt to stop its success. Our plans must not fail.

It is my will that you make all speed possible to reach our comrades. I am counting on you to ensure that the ambush comes off as planned. Kill any who get in your way.

One last thing, inform Baron von Kutenholz to return to Middenheim immediately. I have need of him to plan our next venture.

May Ulric bless our efforts to send the followers of the false god to the abyss.

The Heir

*****Handout #5*****

*Colleagues,
Meet me at the Red
Moon Cabaret at
8:00 PM this
evening. Tell the
man at the door that
Elise sent for you to
meet her cousin.
He'll let you in
without collecting the
admission fee.*

*****Handout #6*****

*RUMOUR HAS IT THAT
YOU'RE LOOKING FOR
INFORMATION ABOUT THE
DEATH OF THE GRAND
THEOGONIST. MEET ME AT
WAREHOUSE NUMBER 2 AT
MIDNIGHT THIS EVENING.
THE REAR DOOR WILL BE
UNLOCKED SO COME IN
THROUGH THAT WAY. AND
BRING ABOUT 10 GOLD
CROWNS. I'LL WANT
SOME MONEY FOR THE
INFORMATION I HAVE*

**You may have
forgotten us, but
we haven't
forgotten about
you. Get out of
Altdorf while you
still can**

*****Handout #7*****

**Kastor Lieberung has
contacted me. I need to
see you immediately as
we need to discuss how to
deal with this new
complication. I am not
sure what he wants, but I
fear that his return to
Altdorf after a two-year
absence doesn't bode well
for our plans, especially
in light of the problems
wrought by the Crown
Prince's declarations.**

*****Handout #8*****

Geheimnisstag 2510

soqd qdi lupqoke ub uan jek ok qdi ydanyd qu eppopq qdi kis hiyqun si eni now in lupqouk qu xieok qdi enezaeh yunnalqouk ub qdi heizin. qdi qoji ub yhekeip op yujoke.

30 Pflugzeit 2512

fapq e znul ub qdi yunnalqoke yukyuyqouk ok soki dep qdi ziponiz ibbiyq. qdi kis izoyq op yeapoke juni yukpaineqouk qdek si deri duliz.

5 Jahrdzung 2513

sunz dep yuji qdeq qdi ikijv dep ynapdiz qdi yihhp ok suhf yoqv ekz jekv jixinp eni joppoke. qdi eneiq jaequn ukhv nisenzp qdupi soqd qdi jupq yakkoke.

29 Pflugzeit 2513

eqqijq xv ikijv qu niyukyohi beohp. qdi ikijv qegip ekuqdin pqil qu sen.

22 Kaldzeit 2513

ku pock ub yhekeip uk qdi heizin viq. di jev viq payyajx xaq akqoh qdik di op ub api qu qdi eneiq yeapi.

12 Sigmarzeit 2514

qdi heizin op jezi ub pqink pqabb. pqohh ku pock ub yhekeip qu dop linpuk. dop jokz ekz diehqd deri ziyhoki pokyi si xieck ezjokopqinoke qdi yukyuyqouk xaq di olijp qu deri pqexohopiz ok qdi hepq qdnii jukqdp. ukyi di uaqhorip dop apibahhkippp dop zupeci sohh okyneipi.

21 Sigmarzeit 2514

kisp ub qdi uaqxnieg ub sen ok qdi iepq nieydip qdi yoqv. oq dep xieak. qdi qoji ub yhekeip op ehjupq aluk ap.

29 Sigmarzeit 2514

itlhupouk eq ydanyd gohhp doed lnoipq ub qdi eyynapiz nihocouk. kuq pani shu yujjoqiz qdop eyq xaq oq ezrekyip uan lhekp.

2 Sommerzeit 2514

qdi pkorihhoke ynusk lnokyip ziyheneqouk ub dop okqikq qu qegi qdi qoqhi ub uan qenciq sep akitliyqiz ekz aksihyujiz. si eni bunyiz qu yiepi soqd qdi phus luopukoke ub qdi heizin akqoh si yek ziqinjoki uan kitq yuanpi.

*****Handout #10*****

I have some important information to discuss with you. Please play along as we are being watched.

*****Handout#11*****

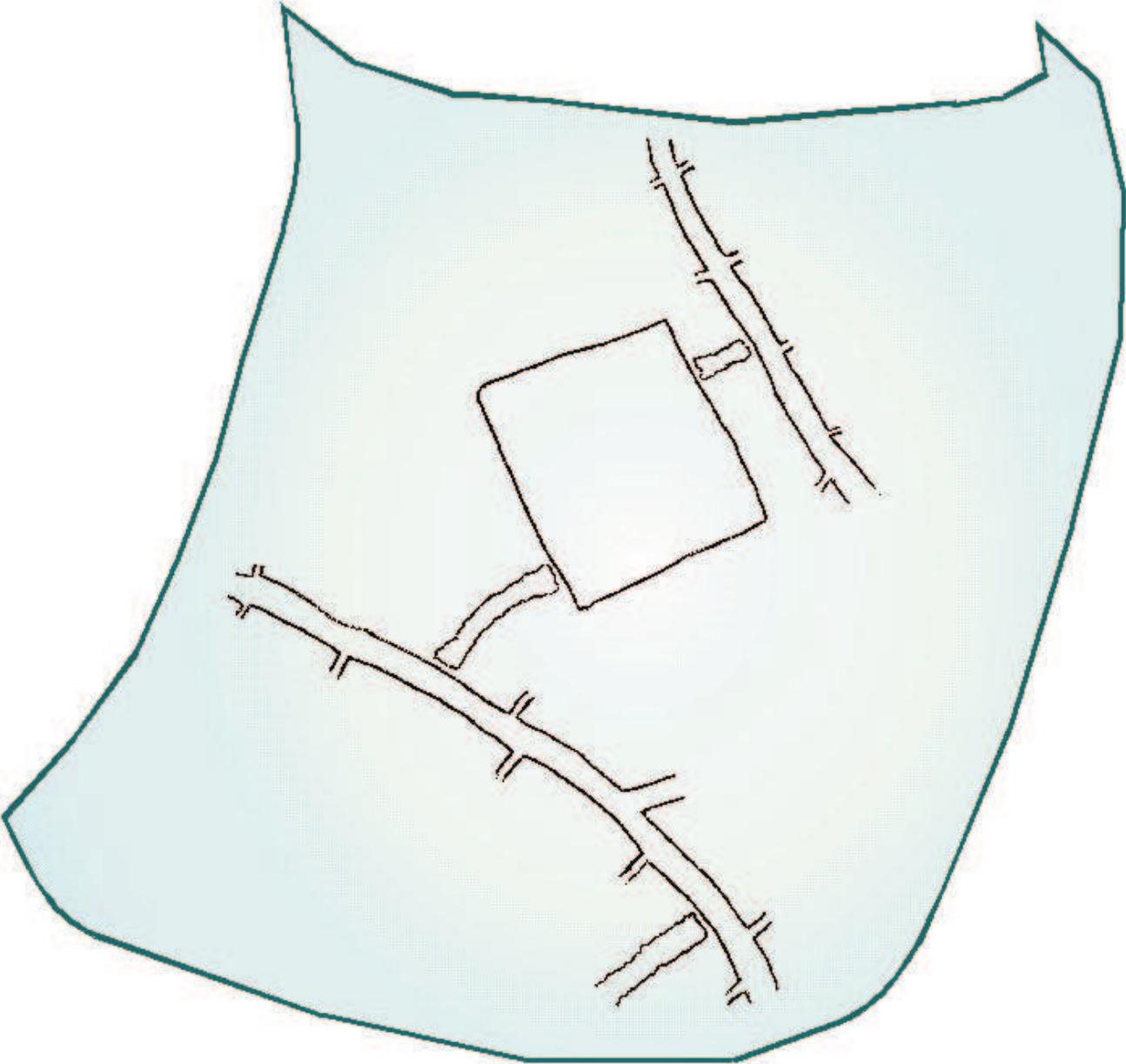
Brother Dieter, aide to the Court Lector, is a man with secrets. He lives near the Pious Pilgrim Boarding House in the Domplast District and scurries to the Imperial Palace around noon. He may be your key.

*****Handout #12*****

Please forgive the theatrics. Many of us concerned about the state of the Empire and, more specifically, the well being of the Emperor will likely be arrested over the course of the next few days. Given the desperate situation we find ourselves in, your continual effort is urgently needed.

Go to the back of Graustein Keep in the Süderich district near the south city wall two hours before dawn. There is a back door to the prison recessed in an alcove. Wait there for further instruction. The contact will recognise you.

May all the gods of the Empire bless you in this endeavour.



*****Handout #14*****

Don't be fooled by the continued incarceration of the Chancellor. The Purple Hand has not been destroyed by his arrest. Already one individual, maybe two, seek to unite several large cells under his Leadership. Meet me at the Hangman's Inn on Three Toll Bridge at noon.

QF

*****Handout #15*****

The former Chancellor was found murdered in his cell this morning. Be on your guard. Whoever killed him might have learned about your activities

The Empire at War

A New Finale to The Enemy Within Campaign



v2 Update

**A supplemental detailing amendments to suit
Warhammer Fantasy Roleplay version 2**

**By
Michael Congreve**

**With Permission of the original authors:
Alfred Nuñez Jr., Paul Adler,
Timothy Eccles, and John Foody**

Introduction

The original adventure “The Empire At War” was written as a new conclusion to the acclaimed “Enemy Within” Campaign. Since the original release of Warhammer Fantasy Roleplay, a significant change had occurred in the Warhammer Background, rendering the original conclusion “The Empire In Flames” redundant. With the release of the Second Edition of Warhammer Fantasy Roleplay by Black Industries, “The Empire At War” was written to resolve the differences in the

background and to offer a transition between the old and the new.

In keeping with the original parts of “The Enemy Within”, “The Empire At War” was written for the first Edition of Warhammer Fantasy Roleplay. This document aims to enable this adventure to be ran using the Second Edition rules, presenting the characters from the original adventure updated to the new rules.

Return of the Knights Panther

It Takes A Thief

Knyazates (boatman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	45	48	37	33	30	28	31
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	4	3	4	0	0	0

Equipment: Sword, Crossbow, 20 bolts, Total - 18 crowns, 20 shillings, 10 pence, 86 denga, 53 pulo.

Armour: Leather Jerkin (1 body), Helmet and Skullcap (3 head), Shield.

Skills: Common Knowledge (Empire), Common Knowledge (Kislev), Consume Alcohol, Gossip, Navigation, Outdoor Survival, Perception, Row, Sail, Speak Language (Kislevite), Speak Language (Reikspiel), Swim.

Talents: Marksman, Orientation, Seasoned Traveller, Very Strong.

Uruk Szeckler (marine, ex boatman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
50	45	48	42	42	33	47	34
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	14	4	4	4	0	0	0

Equipment: Sword, Crossbow, 20 bolts, 10 crowns, 20 shillings, 18 pence.

Armour: Leather Jacket and Mail Shirt (3 body/arms), Helmet Coif and Skullcap (5 head), Shield.

Skills: Common Knowledge (Empire), Common Knowledge (Kislev), Consume Alcohol, Dodge Blow, Gossip, Intimidate, Navigation, Outdoor Survival, Perception, Row, Sail, Speak Language (Kislevite), Speak Language (Reikspiel), Swim +10%.

Talents: Cool Headed, Disarm, Orientation, Seasoned Traveller, Strike Mighty Blow, Strike to Stun, Very Resilient.

The Winters Chill

Main Profile		
M	TB	W
3	8	100

Chaika Boat

Main Profile		
M	TB	W
3	5	70

Fishing Boats

Main Profile		
M	TB	W
3	4	10

Howls In The Distance

Cultists of the Howling One (mercenary)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	39	44	38	41	29	33	31
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	13	4	3	4	0	0	0

Equipment: Sword, Dagger, Bow, 20 arrows, 8 shillings, 13 pence.

Armour: Leather Jacket (1 body/arms), Wolf Pelt (1 head)

Skills: Animal Care, Common Knowledge (Empire), Common Knowledge (Kislev), Dodge Blow, Drive, Gossip, Haggle, Perception, Search, Secret Language (Battle Tongue), Speak Language (Reikspiel), Swim.

Talents: Disarm, Strike Mighty Blow, Strike to Stun.

Farmsteaders (vagabond)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37	42	32	32	32	43	27	27
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	3	4	0	0	0

Equipment: Axe, Bow, 15 arrows.

Skills: Common Knowledge (Empire), Common Knowledge (Kislev), Gossip +10%, Haggle, Perception, Navigation, Outdoor Survival, Secret Signs (Ranger), Silent Move, Speak Language (Reikspiel).

Talents: Marksman, Rover, Savvy, Seasoned Traveller.

Talagraad

Conmen (rogue)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25	31	28	32	38	42	30	42
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	2	3	4	0	0	0

Equipment: Dagger, 8 crowns, 15 shillings.

Skills: Blather, Charm, Common Knowledge (Empire), Evaluate, Gamble, Gossip, Haggle, Perception, Performer (Actor), Search, Speak Language (Reikspiel).

Talents: Flee, Luck, Public Speaking, Savvy, Suave.

Servant of Helmut Sternwald (servant)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
28	28	29	38	27	30	36	34
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	11	2	3	4	0	0	0

Skills: Animal Care, Blather, Common Knowledge (Empire), Dodge Blow, Search, Haggle, Gossip +10%, Perception, Read/Write, Speak Language (Reikspiel).

Talents: Acute Hearing, Etiquette, Very Resilient.

Footpads (thug)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33	26	43	31	32	25	36	30
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	4	3	4	0	0	0

Equipment: Cudgel, 12 pence.

Armour: Leather Jerkin (1 body)

Skills: Common Knowledge (Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Secret Language (Thieves Tongue), Speak Language (Reikspiel).

Talents: Coolheaded, Disarm, Quick Draw, Strike to Injure, Strike to Stun, Very Strong.

The Captain

Bruno Zuber (racketeer, ex thug)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
54	48	49	48	41	37	39	42
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	17	4	4	4	0	0	0

Equipment: Mace, Dagger, Crossbow, 10 Bolts.

Armour: Mail Shirt and Leather Jacket (3 body/arms)

Skills: Command, Common Knowledge (Empire), Consume Alcohol, Dodge Blow +10%, Gamble, Gossip, Intimidate +10%, Secret Language (Thieves Tongue), Speak Language (Reikspiel).

Talents: Disarm, Lightening Reflexes, Quick Draw, Resistance to Disease, Strike to Injure, Strike to Stun.

Footpads (thug)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
36	31	41	34	41	28	33	39
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	13	4	3	4	0	0	0

Equipment: Sword, Dagger, Crossbow, 10 Bolts, 2 Incendiary.

Armour: Mail Shirt and Leather Jacket (3 body/arms)

Skills: Common Knowledge (Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Secret Language (Thieves Tongue), Speak Language (Reikspiel).

Talents: Disarm, Lightening Reflexes, Quick Draw, Strike to Injure, Strike to Stun, Very Strong.

Captain Heins (navigator, ex boatman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	41	34	35	34	64	37	33
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	14	3	3	4	0	0	0

Equipment: Cudgel, Trade Tools (Navigator's Instruments).

Armour: Leather Jacket (1 body/arms)

Skills: Common Knowledge (Empire), Common Knowledge (Kislev), Consume Alcohol, Gossip, Navigation, Outdoor Survival, Perception, Read/Write, Row, Sail, Speak Language (Kislevite), Speak Language (Reikspiel), Swim +10%, Trade (Cartographer).

Talents: Orientation, Savvy, Seasoned Traveller.

Count Von Zorlov (politician, ex noble)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
47	35	38	46	44	54	41	53
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	15	3	4	4	0	0	0

Equipment: Best Craftmanship Sword, Main Gauche, 42c, Golden Chain (38c), 83 crowns, 34 shillings.

Armour: Best Craftmanship Leather Jacket (1 body/arms)

Skills: Academic Knowledge (History), Academic Knowledge (Law), Blather, Common Knowledge (Empire) +10%, Charm +10%, Gossip +10%, Performer (Musician), Read/Write, Ride, Speak Language (Reikspiel) +10%.

Talents: Etiquette, Luck, Master Orator, Public Speaking, Savvy, Schemer, Specialist Weapon (Fencing), Specialist Weapon (Parrying).

Counts Bodyguards (bodyguard)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
48	32	42	47	37	27	27	27

Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	11	4	4	4	0	0	0

Equipment: Sword, Buckler.

Armour: Leather Jacket (1 body/arms)

Skills: Common Knowledge (Empire), Dodge Blow, Gossip, Heal, Intimidate, Perception, Speak Language (Reikspiel).

Talents: Disarm, Specialist Weapon (Parrying), Specialist Weapon (Throwing), Street Fighting, Strike to Stun, Very Resilient, Warrior Born.

The Hangman's Inn

Natassia Hess (assassin, ex spy, ex charlatan, ex thief)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
61	57	41	53	64	60	64	57
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	15	4	5	4	0	0	1

Equipment: Duellists Dagger, Swordbreaker, Amulet of Thrice Blessed Copper, Vial of Green Scorpion Venom.

Armour: Mail of the Waywarden (5 body/arms/legs)

Skills: Blather, Charm +20%, Common Knowledge (Bretonnia), Common Knowledge (Empire) +10%, Common Knowledge (Tilea), Concealment +10%, Disguise +20%, Evaluate, Gamble, Gossip +10%, Lip Reading, Pick Lock +10%, Perception +10%, Performer (Actor), Prepare Poison, Read/Write, Scale Sheer Surfaces, Search, Secret Language (Thieves Tongue), Secret Signs (Thief), Shadowing +20%, Silent Move +20%, Sleight of Hand, Speak Language (Breton), Speak Language (Empire), Speak Language (Tilean).

Talents: Alley Cat, Flee, Lightning Parry, Linguistics, Mimic, Public Speaking, Quick Draw, Schemer, Seasoned Traveller, Sharpshooter, Sixth Sense, Specialist Weapon (Parrying), Specialist Weapon (Throwing), Streetwise, Strike to Stun, Suave, Swashbuckler, Trapfinder.

The Duellists Dagger

(Academic Knowledge: Magic)

Inflicts SB-1 Damage. Possesses the Magic Quality. When wielded (even if not in the principle hand) grants +10% to Initiative.

Amulet of Thrice Blessed Copper

(Academic Knowledge: History)

When placed within an inch of poison, turns green, regaining its colour when moved away. The wearer gains +20% to all Tests to resist the effects of poison. Whenever the wearer suffers Wounds from any source, the amount of Wounds suffered is reduced by one.

Mail of the Waywarden

(Academic Knowledge: Magic)

Functions as mail armour, providing 4 Armour Points to all locations. May be combined with leather, but not plate armour. Grants +10% to Silent Move and Shadowing (offsetting the -10% to Agility suffered for wearing mail armour).

Looking for a Few Good Men

Baron Konrad Von Heerden (sergeant, ex soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51	49	46	45	41	44	44	52
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	17	4	4	4	0	0	0

Equipment: Sword, Greatsword, 33 crowns, 28 shillings.

Armour: Full Mail, Breastplate, Bracers, Greaves (3 head, 5 body/arms/legs), Shield

Skills: Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Empire), Dodge Blow +10%, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Ride, Speak Language (Reikspiel).

Talents: Disarm, Quick Draw, Specialist Weapon (Two Handed), Strike Mighty Blow, Strike to Injure, Strike to Stun.

Hochland Infantry (soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43	35	35	36	40	29	29	29
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	12	3	3	4	0	0	0

Equipment: Sword, Dagger, Firearm, 10 shots.

Armour: Full Mail Armour (3 all), Shield

Skills: Common Knowledge (Empire), Dodge Blow, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Speak Language (Reikspiel).

Talents: Quick Draw, Strike Mighty Blow, Specialist Weapon (Gunpowder), Rapid Reload, Mighty Shot, Strike to Stun.

Conscripts (peasant)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25	25	28	37	31	29	37	33
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	11	2	3	4	0	0	0

Equipment: Axe.

Armour: Shield.

Skills: Animal Care, Common Knowledge (Empire), Concealment, Drive, Gamble, Gossip, Row, Silent Move, Speak Language (Reikspiel), Swim, Trade (Cook), Trade (Farmer).

Talents: Flee, Rover.

Thrown to the Wolves

Drunk Thug (thug)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	28	34	37	36	29	39	37
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	13	3	3	4	0	0	0

Equipment: Improvised Weapons.

Armour: Leather Jacket (1 body/arms)
Skills: Common Knowledge (Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate,

Secret Language (Thieves Tongue), Speak Language (Reikspiel).
Talents: Coolheaded, Disarm, Resistance to Poison, Strike to Stun, Wrestling.

Enter The Wolf's Den

On The Hunt

Wolfgang Blitzen (knight of the inner circle, ex knight, ex sergeant, ex mercenary)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
68	30*	60	62	58	52	57	51
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	19	6	6	4	0	4	0

Equipment: Best Craftmanship Sword, White Wolf Hammer, Buckler, Wolf Head medallion, writing kit, wolf's head signet ring, paper, sealing wax, 32 crowns 12 shillings, 8 pence.

Armour: Leather Jacket (1 body/arms).

Skills: Academic Knowledge (Strategy/Tactics), Academic Knowledge (Theology), Animal Care, Charm, Command +10%, Common Knowledge (Empire), Common Knowledge (Kislev), Common Knowledge (Tilea), Dodge Blow +20%, Gossip, Haggle, Intimidate, Perception +10%, Read/Write, Ride +10%, Search, Secret Language (Battle Tongue), Secret Signs (Templar), Speak Language (Kislevite), Speak Language (Reikspiel), Speak Language (Tilean), Swim.

Talents: Disarm, Lightning Parry, Menacing, Seasoned Traveller, Specialist Weapon (Cavalry), Specialist Weapon (Flail), Specialist Weapon (Parrying), Specialist Weapon (Two Handed), Specialist Weapon (White Wolf Hammer), Stout Hearted, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Resilient, Very Strong, Wrestling.

*Lost left eye

Günter Carstens (mercenary)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43	41	41	35	42	32	32	31
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	13	4	3	4	0	0	0

Equipment: Sword, Dagger, 6 crowns 10 shillings, 8 pence.

Armour: Leather Jacket (1 body/arms)

Skills: Common Knowledge (Empire), Common Knowledge (Tilea), Dodge Blow, Drive, Gamble, Gossip, Haggle, Perception, Search, Secret Language (Battle Tongue), Swim.

Talents: Disarm, Strike Mighty Blow, Strike to Stun.

Recruit (mercenary)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	30	33	35	30	25	35	28

Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	11	3	3	4	0	0	0

Equipment: Sword, 3 crowns 18 shillings.

Skills: Common Knowledge (Empire), Common Knowledge (Tilea), Dodge Blow, Drive, Gamble, Gossip, Haggle, Perception, Secret Language (Battle Tongue), Swim.

Talents: Disarm, Strike Mighty Blow, Strike to Stun.

Torsten Gauss (soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43	41	36	38	42	32	32	31
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	13	3	3	4	0	0	0

Equipment: Mace, Dagger, Firearm, 10 shots, 7 crowns 8 shillings, 6 pence.

Armour: Full Leather Armour (1 all), Shield

Skills: Common Knowledge (Empire), Dodge Blow, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Speak Language (Reikspiel).

Talents: Quick Draw, Sharpshooter, Specialist Weapon (Gunpowder), Rapid Reload, Mighty Shot.

Markus Staudiger (sergeant, ex militiaman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
53	51	46	42	52	42	42	41
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	15	4	4	4	0	0	0

Equipment: Sword, Dagger, Halberd, Lantern, 12 crowns, 15 shillings, 7 pence.

Armour: Full Mail Armour (3 all), Shield

Skills: Animal Care, Command, Common Knowledge (Reikspiel), Dodge Blow +10%, Drive, Gamble, Gossip, Intimidate, Outdoor Survival, Perception +10%, Search, Trade (Smith), Speak Language (Reikspiel).

Talents: Lightning Reflexes, Specialist Weapon (Two Handed), Street Fighting, Strike Mighty Blow, Strike to Stun, Wrestling.

'Elite' Watchmen (mercenary, ex pit fighter)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
53	41	41	42	42	30	32	31
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	13	4	4	4	0	3	0

Equipment: Sword, Dagger, Buckler, Crossbow, 10 Bolts, 2 crowns, 12 shillings, 10 pence.

Armour: Leather Jacket (1 body/arms).

Skills: Common Knowledge (Empire), Dodge Blow +10%, Gamble, Gossip, Intimidate, Perception, Speak Language (Reikspiel).

Talents: Disarm, Quick Draw, Rapid Reload, Specialist Weapon (Flail), Specialist Weapon (Parrying), Specialist Weapon (Two Handed), Strike Mighty Blow, Strike to Injure, Strike to Stun, Strong Minded, Wrestling.

Meeting Of Minds

Leberecht Eucken (sergeant, ex mercenary)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
54	52	46	40	51	42	45	41
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	14	4	4	4	0	0	0

Equipment: Axe, Dagger, Crossbow and 10 bolts, 15 crowns, 13 shillings, 18 pence.

Armour: Sleeved Mail Coat and Coif, Leather Jack and Cap, Helmet (5 head, 3 body/arms)

Skills: Animal Care, Command, Common Knowledge (Empire), Common Knowledge (Kislev), Dodge Blow +10%, Drive, Gamble, Gossip, Haggle, Intimidate, Perception, Ride, Search, Secret Language (Battle Tongue), Swim.

Talents: Disarm, Lightning Reflexes, Seasoned Traveller, Strike Mighty Blow, Strike to Stun, Very Strong.

Bernd Kuster (witch hunter, ex anointed priest, ex priest, ex friar, ex wolf-kin)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
63	61	41	43	57	42	76	43
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	18	4	4	4	2	5	0

Equipment: Best Quality Sword, Best Quality Dagger, 4 Throwing Knives, Crossbow Pistol, 20 bolts, Silver Medallion of Upright Wolf Holding Sword, 7 crowns, 8 shillings, 6 pence.

Armour: Full Plate Armour (5 body/arms/legs).

Skills: Academic Knowledge (Strategy/Tactics), Academic Knowledge (History), Academic Knowledge (Magic), Academic Knowledge (Theology) +20%, Animal Care, Channelling +20%, Charm, Command, Common Knowledge (Empire), Common Knowledge (Kislev), Gossip, Heal, Intimidate +20%, Outdoor Survival, Perception +10%, Public Speaking, Read/Write, Ride, Magical Sense +10%, Silent Move, Speak Arcane Language (Magick), Speak Language (Kislevite), Speak Language (Reikspiel).

Talents: Aethyric Attunement, Armoured Casting, Coolheaded, Divine Lore (Ulric), Fast Hands, Frenzy, Hardy, Lightning Parry, Lesser Magic (Blessed Weapon, Silence), Lightning Reflexes, Menacing, Petty Magic (Divine), Seasoned Traveller, Specialist Weapon (Throwing), Specialist Weapon (Two Handed), Stout Hearted, Strike Mighty Blow, Strike to Injure.

The Gathering

Reinhardt Von Kutenholtz (outlaw chief, ex demagogue, ex cult acolyte of tzeentch, ex priest, ex initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
58	51	45	45	54	46	48	59
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	16	4	4	4	1	4	0

Equipment: Sword, Bow, 20 arrows, Holy Symbol Of Ulric, 18 crowns, 10 shillings, 6 pence.

Armour: Full Chain Armour, (3 all)

Skills: Academic Knowledge (Daemonology), Academic Knowledge (History), Academic Knowledge (Law), Academic Knowledge (Magic), Academic Knowledge (Strategy/Tactics), Academic Knowledge (Theology) +10%, Blather, Channelling +20%, Charm +20%, Command +10%, Common Knowledge (Empire), Common Knowledge (Kislev), Concealment +10%, Disguise +10%, Dodge Blow +10%, Evaluate, Gossip +10%, Heal, Intimidate +10%, Magic Sense, Perception +20%, Prepare Poison, Read/Write, Ride, Secret Language (Battle Tongue), Silent Move, Speak Arcane Language (Daemonic), Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (Reikspiel).

Talents: Armoured Casting, Controlled Corruption, Coolheaded, Dark Magic, Dealmaker, Etiquette, Frenzy, Inured to Chaos, Lightning Parry, Lightning Reflexes, Linguistics, Mighty Shot, Public Speaking, Quick Draw, Resistant to Magic, Schemer, Seasoned Traveller, Specialist Weapon (Two Handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Suave, Sure Shot, Petty Magic (Divine), Petty Magic (Chaos), Warrior Born.

Mutations: Telepathy (can read surface thought of others on successful opposed Will Power Test).

Sons Of Ulric (outlaw)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
49	35	42	31	40	31	36	32
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	4	3	4	0	0	0

Equipment: Sword, Dagger, Bow, 20 arrows, Face Paint, 8 shillings, 6 pence.

Armour: Leather Jacket (1 body/arms), Wolf Pelt (1 head)

Skills: Animal Care, Common Knowledge (Empire), Common Knowledge (Kislev), Dodge Blow, Drive, Gossip, Haggle, Perception, Search, Secret Language (Battle Tongue), Speak Language (Reikspiel), Swim.

Talents: Disarm, Strike Mighty Blow, Strike to Stun, Very Strong.

Chedwic Wanner (veteran, ex flagellant, ex anointed priest, ex priest, ex initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel

53	45	47	48	40	40	55	42
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	18	4	4	4	2	3	0

Equipment: Warhammer, Holy Symbol Of Ulric, Component Pouch.

Armour: Leather Jacket, Sleeved Mail Shirt (3 body/arms), Wolf Pelt (1 head), Shield

Skills: Academic Knowledge (History) +20%, Academic Knowledge (Strategy/Tactics), Academic Knowledge (Theology) +20%, Channelling +20, Charm, Common Knowledge (Empire), Common Knowledge (Kislev), Common Knowledge (Norsca), Dodge Blow, Heal +10%, Intimidate, Gossip +20%, Magical Sense, Perception +20%, Read/Write, Ride, Secret Language (Battle Tongue), Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (Kislevite), Speak Language (Reikspiel) +10%, Speak Language (Norscan).

Talents: Aethyric Attunement, Armoured Casting, Divine Lore (Ulric), Fast Hands, Fearless, Frenzy, Lesser Magic (Blessed Weapon, Silence), Petty Magic (Divine), Public Speaking, Specialist Weapon (Flail), Specialist Weapon (Two Handed), Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Strong, Warrior Born.

Cultists of the Howling One (mercenary)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	39	43	35	41	29	33	31
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	13	4	3	4	0	0	0

Equipment: Sword, Dagger, Bow, 20 arrows, 6 shillings, 13 pence.

Armour: Full Leather Armour and Mail Shirt (3 body/arms, 1 legs), Shield

Skills: Common Knowledge (Empire), Common Knowledge (Kislev), Dodge Blow, Drive, Gamble, Gossip, Haggle, Perception, Secret Language (Battle Tongue), Speak Language (Reikspiel), Swim.

Talents: Disarm, Strike Mighty Blow, Strike to Stun.

Ambush

Lector Nikolaus Auerbach (high priest, ex anointed priest, ex priest, ex initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
57	52	55	53	57	51	61	60
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	18	5	5	4	3	0	0

Equipment: Warhammer, Holy Symbol of Sigmar, Religious Robes, Small Wooden Coffer on Chain around Neck.

Armour: Chain Shirt and Leggings (3 body/arms/legs).

Skills: Academic Knowledge (Astronomy) +10%, Academic Knowledge (History) +10%, Academic Knowledge (Theology) +20%, Channelling +20%,

Charm +10%, Command, Common Knowledge (Dwarves) +10%, Common Knowledge (Empire) +10%, Common Knowledge (Kislev), Gossip +10%, Heal +10%, Magical Sense +20%, Perception, Read/Write, Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (Khazalid), Speak Language (Kislevite), Speak Language (Reikspiel) +10%, Swim.
Talents: Aethyric Attunement, Armoured Casting, Divine Lore (Sigmar), Fast Hands, Lesser Magic (Exorcise, Dispel), Lightening Reflexes, Mighty Missile, Petty Magic (Divine), Seasoned Traveller, Strike Mighty Blow, Strike to Stun, Strong Minded, Suave, Very Strong, Warrior Born.

Sigmarite Priests (priest, ex initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33	34	41	34	36	38	41	41
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	13	4	3	4	1	0	0

Equipment: Warhammer, Holy Symbol of Sigmar, Religious Robes, 14 crowns, 12 shillings, 6 pence.

Armour: Chain Shirt (3 body/arms)

Skills: Academic Knowledge (Astronomy), Academic Knowledge (History), Academic Knowledge (Theology) +10%, Channelling, Charm +10%, Command, Common Knowledge (Dwarves), Common Knowledge (Empire), Gossip +10%, Heal +10%, Magical Sense, Perception, Read/Write, Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (Khazalid), Speak Language (Reikspiel) +10%.

Talents: Armoured Casting, Lightening Reflexes, Petty Magic (Divine), Strike Mighty Blow, Strike to Stun, Suave, Very Strong.

Knight Templar (templar of the fiery heart, ex squire)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
53	33	39	55	43	33	46	38
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	17	3	5	4	0	0	0

Equipment: Claymore, Sword, Holy Symbol Of Sigmar.

Armour: Full Plate Armour (5 all), Shield

Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Theology), Animal Care, Animal Training, Charm, Command, Common Knowledge (Dwarves), Common Knowledge (Empire), Dodge Blow +10%, Gossip, Perception, Ride, Speak Language (Reikspiel) +10%.

Talents: Disarm, Etiquette, Grudge Born Fury, Specialist Weapon (Cavalry), Specialist Weapon (Two Handed), Stout Hearted, Strike Mighty Blow, Sturdy, Warrior Born.

At the Sword and Axe

Johann Weissbach (innkeeper, ex burgher, ex soldier)

Main Profile							
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WS	BS	S	T	Ag	Int	WP	Fel
41	36	36	40	45	36	40	31
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	13	3	4	4	0	0	0

Equipment: Club, Dagger, 15 shillings.

Armour: Leather Jerkin (1 body).

Skills: Blather, Common Knowledge (Empire), Consume Alcohol +10%, Dodge Blow, Drive, Evaluate +10%, Gossip +10%, Haggle +10%, Intimidate, Perception +10%, Search, Sleight of Hand, Speak Language (Kislevite), Speak Language (Reikspiel).

Talents: Acute Hearing, Dealmaker, Disarm, Savvy, Street Fighting, Streetwise, Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Strong.

Artur Mahler (spy, ex camp follower)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
44	42	39	43	53	51	73	53
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	3	4	4	0	0	0

Equipment: 2 Daggers, Coin-blade, Lock Picks, 4 pence, Lucky Penny (Lucky Charm).

Skills: Animal Care, Charm, Common Knowledge (Empire), Concealment, Disguise, Evaluate, Gossip +10%, Haggle, Perception, Search, Shadowing, Sleight of Hand +10%, Silent Move, Speak Language (Reikspiel).

Talents: Dealmaker, Flee, Hardy, Seasoned Traveller, Sixth Sense, Suave.

Into The Maelstrom

Night Moves

Beastmen (caprigors)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
40	25	35	44	35	26	25	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	4	5	0	0	0

Equipment: Axe.

Skills: Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue), Speak Language (Beast Tongue).

Talents: Keen Senses, Menacing, Rover, Silent as the Beasts of the Woods.

Mutations: Animalistic Legs, Bestial Appearance, Horns.

- #1: Pointed Head (Int 16).
- #2: Additional Eye (+5% sight-based Perception), Multiple Arms (A 2, T 51).
- #3: Frog-like Eyes (Fel 19), Crown of Flesh – Eyes, Blood Substitution – Wax, Frightening.
- #4: Fangs (SB-2, precise quality), Hunchback, Transparent Skin, Frightening.
- #5: Strong (S 41).

Get Back

Gerd Hollweg (flagellant, ex priest, ex initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
44	40	51	52	44	35	47	43
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	17	5	5	4	1	3	0

Equipment: Sword, Prayer Book, Holy Symbol of Ulric, Face Paint, 4 crowns, 12 shillings, 9 pence.

Armour: Full Leather, Mail Shirt and Leggings (3 body/arms/legs), Wolf Pelt (1 head), Shield.

Skills: Academic Knowledge (Astronomy), Academic Knowledge (Theology) +10%, Channelling, Charm, Common Knowledge

(Empire), Common Knowledge (Kislev), Gossip, Heal +10%, Intimidate, Magical Sense, Perception, Read/Write, Speak Language (Classical), Speak Language (Reikspiel) +10%, Speak Language (Kislevite), Swim.

Talents: Armoured Caster, Fearless, Strike Mighty Blow, Strike to Injure, Strike to Stun, Petty Magic (Divine), Very Strong, Warrior Born.

Sons Of Ulric (outlaw)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
44	35	40	31	40	31	36	32
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	4	3	4	0	0	0

Equipment: Sword, Dagger, Bow, 20 arrows, Face Paint, 7 shillings, 8 pence.

Armour: Leather Jacket (1 body/arms), Wolf Pelt (1 head)

Skills: Animal Care, Common Knowledge (Empire), Common Knowledge (Kislev), Dodge Blow, Drive, Gossip, Haggle, Perception, Search, Secret Language (Battle Tongue), Speak Language (Reikspiel), Swim.

Talents: Disarm, Strike Mighty Blow, Strike to Stun, Very Strong.

Franz Lessing (sergeant, ex roadwarden)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	46	36	31	50	52	41	30
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	13	3	3	4	0	0	0

Equipment: Sword, 2 Pistols, 20 shot.

Armour: Leather Jacket, Mail Shirt (3 body/arms), Shield.

Skills: Animal Care, Command, Common Knowledge (Empire) +10%, Dodge Blow, Drive, Follow Trail, Gossip, Navigation, Outdoor Survival, Perception, Ride, Search, Secret Signs (Scout).

Talents: Quick Draw, Rapid Reload, Specialist Weapon (Gunpowder), Strike to Stun.

Roadwardens (roadwarden)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
36	41	34	31	43	36	41	32
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	13	3	3	4	0	0	0

Equipment: Sword, Pistol, 10 shot.

Armour: Leather Jacket, Mail Shirt (3 body/arms), Shield.

Skills: Animal Care, Common Knowledge (Empire) +10%, Drive, Follow Trail, Gossip, Navigation, Outdoor Survival, Perception, Ride, Search, Secret Signs (Scout).

Talents: Quick Draw, Rapid Reload, Specialist Weapon (Gunpowder).

The Banner of the Red Crown

Anders Köhler (chaos knight, ex chaos warrior, ex acolyte of tzeentch, ex outlaw)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	40	38	46	44	47	44	40
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	3	4	5	2	5	0

Equipment: Sword, Dagger.

Armour: Mail Shirt and Leggings (3 body/arms/legs)

Skills: Academic Knowledge (Daemonology), Academic Knowledge (Magic), Animal Care, Channelling, Command +10%, Common Knowledge (Chaos Wastes), Common Knowledge (Empire) +10%, Common Knowledge (Norsca), Concealment, Disguise, Dodge Blow +10%, Evaluate, Follow Trail, Gossip, Intimidate +10%, Magical Sense, Navigation, Outdoor Survival, Perception +20%, Prepare Poison, Read/Write, Ride, Search, Secret Signs (Thief), Scale Sheer Surfaces, Set Trap, Silent Move, Speak Arcane Language (Daemonic), Speak Language (Dark Tongue), Speak Language (Reikspiel), Speak Language (Norscan), Swim.

Talents: Aethyric Attunement, Armoured Caster, Chosen of Chaos, Controlled Corruption, Coolheaded, Dark Lore (Tzeentch), Dark Magic, Etiquette, Inured to Chaos, Linguistics, Orientation, Petty Magic (Chaos), Public Speaking, Resistant to Magic, Rover, Schemer, Seasoned Traveller, Sharpshooter, Specialist Weapon (Two Handed), Strike Mighty Blow, Strike to Injure, Strike to Stun, Suave.

Mutations: Evil Eye (8 yards, WP test or permanent -10% to all tests until casters death), Bestial Appearance, Animalistic Legs.

Rewards of Chaos: Mark of Tzeentch (+10% to all interactions with followers of Tzeentch).

Beastmen (caprigors)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
53	33	39	55	43	33	46	38
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	17	3	5	4	0	0	0

40	25	35	44	35	26	25	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	4	5	0	0	0

Equipment: Axe.

Skills: Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue), Speak Language (Beast Tongue).

Talents: Keen Senses, Menacing, Rover, Silent as the Beasts of the Woods.

Mutations: Animalistic Legs, Bestial Appearance, Horns.

#1: Blood Lust (Frenzy, -10% WP test to regain control), Feathered Hide.

#2: Foul Stench (all within 2 yards suffer penalty of -5 to all rolls), Warty Skin (1 AP all).

#3: Poisonous Bite (SB-2, precise, if wound T test or suffer D10/2 damage), Spiked Tail (SB, pummelling quality).

#4: Bestial Appearance – Bear (Natural Weapons, Keen Senses), Long Spines (opponents AG test or suffer Damage 1 hit).

Mutants (marauder)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	29	41	36	30	29	29	29
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	4	3	4	0	0	0

Equipment: Hand Weapon, Tattered Clothing.

Skills: Animal Care, Common Knowledge (Empire), Concealment, Consume Alcohol, Follow Trail, Navigation, Perception, Ride, Search, Silent Move, Speak Language (Reikspiel).

Talents: Flee, Orientation, Specialist Weapon (Two Handed), Strike to Injure.

Mutations:

#1: Scaly Skin (1 AP all).

#2: Tail (Ag 38), Transparent Skin, Vampire, Frightening.

#3: Head Crest, Iron Hard Skin (3 AP all).

#4: Albino (T 30, -5% sight-based perception), Bestial Appearance – Goat (Fel 17, Keen Senses).

#5: Moronic (Int 14).

#6: Midnight Skin (+20% Concealment), Weapon Master (WS 49)

#7: Uncontrollable Flatulence (when attacked, centre small template. See TOC pg 53)

#8: Spit Acid (range 10 yards, Damage 5 if hit, 1d10 rounds recharge).

#9: Overgrown Body Part – Feet x3 (Ag 16, W 13, M 2).

#10: Large Ears (Acute Hearing).

Templars of Sigmar (templar of the fiery heart, ex squire)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
53	33	39	55	43	33	46	38
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	17	3	5	4	0	0	0

Equipment: Claymore, Sword, Holy Symbol Of Sigmar.

Armour: Full Plate Armour (5 all), Shield

Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Theology), Animal Care, Animal Training, Charm, Command, Common Knowledge (Dwarves), Common Knowledge (Empire), Dodge Blow +10%, Gossip, Perception, Ride, Speak Language (Reikspiel) +10%.

Talents: Disarm, Etiquette, Grudge Born Fury, Specialist Weapon (Cavalry), Specialist Weapon (Two Handed), Stout Hearted, Strike Mighty Blow, Sturdy, Warrior Born.

Templars of Ulric (templar of the white wolf, ex squire)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
58	33	50	45	43	33	46	33
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	18	5	4	4	0	0	0

Equipment: White Wolf Hammer, Hammer, Holy Symbol of Ulric

Armour: Full Plate Armour (5 body/arms/legs), Wolf Pelt (1 head), Shield

Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Theology), Academic Knowledge (Strategy/Tactics), Animal Care, Animal Training, Charm, Common Knowledge (Empire), Dodge Blow +10%, Gossip, Intimidate, Perception, Ride, Speak Language (Reikspiel) +10%.

Talents: Disarm, Etiquette, Fearless, Frenzy, Menacing, Specialist Weapon (Cavalry), Specialist Weapon (Two Handed), Specialist Weapon (White Wolf Hammer), Stout Hearted, Strike Mighty Blow, Strike to Injure.

Priests of Sigmar (anointed priest, ex priest, ex initiate, ex student)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
46	50	43	45	43	54	53	50
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	4	4	4	2	0	0

Equipment: Best Craftmanship Hammer, Holy Symbol of Sigmar

Armour: Chain Shirt and Leggings (3 body/arms/legs), Shield

Skills: Academic Knowledge (Astronomy), Academic Knowledge (History) +10, Academic Knowledge (Theology) +20%, Channelling, Charm +10%, Command, Common Knowledge (Dwarves), Common Knowledge (Empire), Consume Alcohol, Gossip +10%, Heal +20%, Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (Khazalid) +10%, Speak Language (Reikspiel) +10%.

Talents: Aethyric Attunement, Armoured Casting, Divine Lore (Sigmar), Lightning Reflexes, Linguistics, Petty Magic (Divine), Seasoned Traveller, Strike Mighty Blow, Strike to Injure, Strike to Stun, Suave, Very Strong.

Priests of Ulric (anointed priest, ex priest, ex initiate, ex mercenary)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
46	50	43	45	43	49	53	50
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	4	4	4	2	0	0

Equipment: Best Craftmanship Greathammer, Holy Symbol of Ulric

Armour: Chain Shirt and Leggings (3 body/arms/legs), Wolf Pelt (1 head)

Skills: Academic Knowledge (Astronomy), Academic Knowledge (History), Academic Knowledge (Theology) +10%, Channelling, Charm +10%, Common Knowledge (Empire), Common Knowledge (Kislev), Dodge Blow, Drive, Gamble, Gossip +10%, Haggle, Heal +10%, Intimidate, Magical Sense, Perception, Read/Write, Search, Secret Language (Battle Tongue), Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (Kislevite), Speak Language (Reikspiel) +10%, Swim.

Talents: Aethyric Attunement, Armoured Casting, Disarm, Divine Lore (Ulric), Frenzy, Lightning Reflexes, Petty Magic (Divine), Quick Draw, Specialist Weapon (Two Handed), Strike Mighty Blow, Strike to Injure, Strike to Stun, Suave, Very Strong.

When Things Go Boom

Seigfried Von Walfen (captain, ex noble lord, ex spy, ex courtier, ex noble)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
66	50	54	55	59	59	71	66
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	19	5	5	4	0	0	0

Equipment: Rapier, Swordbreaker, Nobles clothing, Disguise kit, 600 crowns, amulet (200c), gold ring (75c), silver ring (25c), jewelled cuff links (100c), Emerald collar pin (100c).

Skills: Academic Knowledge (Arts), Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (History), Academic Knowledge (Strategy/Tactics), Blather, Command +20%, Common Knowledge (Bretonnia), Common Knowledge (Empire) +10%, Common Knowledge (Estalia), Common Knowledge (Kislev), Common Knowledge (Tilea), Concealment, Consume Alcohol, Charm +20%, Dodge Blow, Disguise, Evaluate, Gamble, Gossip +20%, Lip Reading, Perception +10%, Performer (Actor) +10%, Performer (Musician), Pick Lock, Read/Write, Ride, Secret Language (Thieves Tongue), Shadowing, Silent Move, Sleight Of Hand, Speak Language (Breton), Speak Language (Classical), Speak Language (Estalian), Speak Language (Reikspiel) +10%, Speak Language (Tilean).

Talents: Dealmaker, Disarm, Etiquette, Flee, Lightning Parry, Linguistics, Luck, Master Orator, Public Speaking, Quick Draw, Savvy,

Schemer, Sixth Sense, Specialist Weapon (Fencing), Specialist Weapon (Parrying), Suave.

Reiksguard Knights (knight, ex sergeant, ex soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
62	49	50	51	51	49	53	51
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	5	5	4	0	0	0

Equipment: Sword, Halberd.

Armour: Full Plate Armour (5 all), Shield

Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Empire), Common Knowledge (Wasteland), Dodge Blow +20%, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Ride, Secret Language (Battle Tongue), Speak Language (Reikspiel).

Talents: Coolheaded, Disarm, Menacing, Quick Draw, Seasoned Traveller, Specialist Weapon (Cavalry), Specialist Weapon (Flail), Specialist Weapon (Two Handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Wrestling.

Streets Of Aldorf

Watchman (watchman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	39	41	35	41	29	30	30
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	4	3	4	0	0	0

Equipment: Halberd, Club, 2 crowns, 5 shillings, 10 pence.

Armour: Leather Jacket (1 body/arms)

Skills: Academic Knowledge (Law), Common Knowledge (Empire), Dodge Blow, Follow Trail, Gossip +10%, Intimidate, Perception, Search, Speak Language (Reikspiel).

Talents: Disarm, Street Fighting, Strike Mighty Blow, Strike to Stun.

Templars of Sigmar (templar of the fiery heart, ex squire)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
53	33	39	55	43	33	46	38
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	17	3	5	4	0	0	0

Equipment: Claymore, Sword, Holy Symbol Of Sigmar.

Armour: Full Plate Armour (5 all), Shield

Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Theology), Animal Care, Animal Training, Charm, Command, Common Knowledge (Dwarves), Common Knowledge (Empire), Dodge Blow +10%, Gossip, Perception, Ride, Speak Language (Reikspiel) +10%.

Talents: Disarm, Etiquette, Grudge Born Fury, Specialist Weapon (Cavalry), Specialist Weapon

(Two Handed), Stout Hearted, Strike Mighty Blow, Sturdy, Warrior Born.

Purple Haze

Inga Von Rabespeicher (knight of the inner circle, ex templar of the raven, ex anointed priest, ex priest, ex initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
68	51	56	51	47	50	60	59
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	18	5	5	5	2	0	0

Equipment: Silver Claymore, Main Gauche, Holy Symbol of Morr, Vial of Garlic Essence, 3 Vials of Holy Water.

Armour: Best Craftmanship Full Plate Armour (5 all), Shield.

Skills: Academic Knowledge (History) +10%, Academic Knowledge (Necromancy) +20%, Academic Knowledge (Philosophy), Academic Knowledge (Strategy/Tactics), Academic Knowledge (Theology) +20%, Command, Common Knowledge (Border Princes), Common Knowledge (Empire), Common Knowledge (Tilea), Channelling +10%, Charm, Dodge Blow +10%, Gossip, Heal +20%, Intimidate +10%, Perception +20%, Magical Sense +10%, Read/Write, Ride, Scale Sheer Surfaces, Secret Signs (Templar), Shadowing, Silent Move, Speak Arcane Language (Magick), Speak Language (Classical) +10%, Speak Language (Reikspiel), Speak Language (Tilean).

Talents: Aethyric Attunement, Armoured Casting, Disarm, Divine Lore (Morr), Fast Hands, Fleet Footed, Lesser Magic (Exorcise, Dispel), Lightning Parry, Menacing, Petty Magic (Divine), Seasoned Traveller, Specialist Weapon (Cavalry), Specialist Weapon (Crossbow), Specialist Weapon (Parrying), Stout Hearted, Strike Mighty Blow, Strike to Injure, Strike to Stun, Strong Minded, Suave, Unsettling, Very Strong, Warrior Born.

Acolytes of Morr (initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37	36	33	38	34	40	40	40
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	3	4	0	0	0

Equipment: Robes, Holy Symbol of Morr

Skills: Academic Knowledge (History), Academic Knowledge (Theology), Charm, Heal, Perception, Read/Write, Speak Language (Classical), Speak Language (Reikspiel).

Talents: Lightning Reflexes, Public Speaking, Suave.

The Blackpowder Plot

Templars of Sigmar (templar of the fiery heart, ex squire)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel

53	33	39	55	43	33	46	38
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	17	3	5	4	0	0	0

Equipment: Claymore, Sword, Holy Symbol Of Sigmar.

Armour: Full Plate Armour (5 all), Shield

Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Theology), Animal Care, Animal Training, Charm, Command, Common Knowledge (Dwarves), Common Knowledge (Empire), Dodge Blow +10%, Gossip, Perception, Ride, Speak Language (Reikspiel) +10%.

Talents: Disarm, Etiquette, Grudge Born Fury, Specialist Weapon (Cavalry), Specialist Weapon (Two Handed), Stout Hearted, Strike Mighty Blow, Sturdy, Warrior Born.

There's No Place Like Home

Simon Helmholtz (master thief, ex spy, ex servant)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
50	49	40	46	78	56	61	61
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	18	4	4	4	0	0	0

Equipment: Rapier, 3 Throwing Knives, Best Craftmanship Lock Picks, Disguise Kit.

Skills: Blather, Charm +10%, Common Knowledge (Bretonnia), Common Knowledge (Empire), Concealment +10%, Disguise +10%, Dodge Blow +10%, Evaluate +10%, Gossip +20%, Haggle, Lip Reading, Perception +10%, Performer (Actor), Pick Lock +10%, Read/Write, Scale Sheer Surface, Search, Secret Language (Thieves Tongue), Secret Signs (Thief), Shadowing, Silent Move, Sleight of Hand +20%, Speak Language (Bretonnia), Speak Language (Eltharin), Speak Language (Reikspiel), Trade (Cook).

Talents: Acute Hearing, Etiquette, Flee, Hardy, Lightening Reflexes, Linguistics, Savvy, Schemer, Sixth Sense, Specialist Weapon (Throwing), Streetwise, Suave, Trapfinder, Very Resilient.

Magic Carpet Ride

Crista Feldmann (doomweaver, ex maledictor, ex wizard lord, ex master wizard, ex journeyman wizard, ex apprentice wizard)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
55	51	42	53	50	74	85	60
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	17	4	5	4	4	4	1

Equipment: Shining Eagle, 3 Goldstones, Best Craftmanship Robes, 150c.

Skills: Academic Knowledge (Daemonology) +20%, Academic Knowledge (Engineering), Academic Knowledge (History), Academic Knowledge (Magic) +20%, Academic Knowledge (Science) +10%, Charm +20%, Channelling +20%, Common Knowledge (Chaos Wastes), Common

Knowledge (Empire) +10%, Common Knowledge (Estalia), Common Knowledge (Kislev), Common Knowledge (Norsca) +10%, Gossip, Haggle, Intimidate +20%, Magical Sense +20%, Perception +20%, Read/Write, Ride, Search, Speak Arcane Language (Arcane Elf), Speak Arcane Language (Daemoniac) +10%, Speak Arcane Language (Magick) +10%, Speak Language (Classical), Speak Language (Estalian), Speak Language (Kislevite), Speak Language (Reikspiel), Speak Language (Norscan), Trade (Apothecary).

Talents: Aethyric Attunement, Arcane Lore (Metal), Dark Lore (Tzeentch), Dark Magic, Fast Hands, Hardy, Lesser Magic (Aethyric Armour, Bind, Dispel, Exorcism, Hand of God, Magic Lock, Silence, Skywalk, Tremor), Meditation, Mighty Missile, Petty Magic (Arcane), Petty Magic (Chaos), Resistant to Magic, Stout Hearted, Strong Minded, Savvy, Very Resilient.

Arcane Mark: Quicksilver Tears

Mutations: Fear of Blood, Withering Gaze (WP test, -10 to enemy WS).

Rewards of Chaos: Might of Chaos.

Shining Eagle

(Academic Knowledge: Magic or Runes)

Best Craftmanship Sword, inscribed with the Rune of Striking (attacks made with this weapon gain a +10% to Weapon Skill), and the Rune of Might (attacks with this weapon inflict SBx2 Damage against creatures with a Toughness Characteristic of 50% or greater).

Goldstone

(Academic Knowledge: Magic)

When attempting to cast a spell of the Lore of Metal, a caster may roll up to two extra casting dice than their Magic Characteristic would normally allow. This destroys the Goldstone.

What's Going On?

Karstin Largsdottir (guild master, ex merchant, ex artisan, ex tradesman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51	40	40	50	43	62	48	59
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	4	5	3	0	0	0

Equipment: Hand Axe, 132 crowns.

Armour: Mail Shirt (3 body/arms).

Skills: Academic Knowledge (History), Charm +10%, Common Knowledge (Dwarves), Common Knowledge (Empire), Common Knowledge (Wasteland), Drive, Evaluate +20%, Gossip +20%, Haggle +20%, Perception +20%, Read/Write, Secret Language (Guild Tongue), Speak Language (Breton), Speak Language (Khazalid), Speak Language (Reikspiel), Speak Language (Tilean), Trade (Goldsmith), Trade (Merchant) +10%, Trade (Smith).

Talents: Artistic, Dealmaker, Dwarfcraft, Etiquette, Grudge-Born Fury, Linguistics, Night Vision,

Resistance to Magic, Savvy, Stout Hearted, Streetwise, Sturdy, Super Numerate.

Guild Guards (shieldbreaker)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51	37	44	53	23	24	36	21
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	13	4	5	3	0	0	0

Equipment: Hammer, Crossbow, 10 bolts.
Armour: Full Leather Armour, Mail Shirt and Coif, Helmet (5 head, 3 body/arms, 1 legs), Shield.
Skills: Common Knowledge (Dwarves), Dodge Blow, Navigation, Perception, Scale Sheer Surfaces, Shadowing, Speak Language (Khazalid), Speak Language (Reikspiel), Trade (Miner).
Talents: Acute Hearing, Coolheaded, Dwarfcraft, Grudge-Born Fury, Night Vision, Orientation, Resistance to Magic, Stout Hearted, Strike Mighty Blow, Strike to Injure, Strike to Stun, Sturdy.

What The Dead Tell

Philip Nachtrenner / Albert Schwarzrabe (anointed priest, ex priest, ex initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	44	38	42	49	50	61	50
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	3	4	4	2	0	0

Equipment: Sword, Holy Symbol of Morr.
Skills: Academic Knowledge (Astronomy), Academic Knowledge (History), Academic Knowledge (Necromancy), Academic Knowledge (Theology) +10%, Channelling, Charm +10%, Common Knowledge (Bretonnia), Common Knowledge (Empire), Gossip +10%, Heal +10%, Intimidate, Magical Sense, Perception, Read/Write, Speak Arcane Language (Magick), Speak Language (Breton), Speak Language (Classical), Speak Language (Reikspiel) +10%, Trade (Embalmer).
Talents: Aethyric Attunement, Armoured Casting, Divine Lore (Morr), Lightning Reflexes, Petty Magic (Divine), Strike Mighty Blow, Strike to Injure, Strike to Stun, Suave.

Priests of Morr (priest, ex initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
40	39	33	42	44	45	56	45
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	15	3	4	4	1	0	0

Equipment: Sword, Holy Symbol of Morr.
Skills: Academic Knowledge (Astronomy), Academic Knowledge (History), Academic Knowledge (Theology) +10%, Channelling, Charm +10%, Common Knowledge (Empire), Common Knowledge (Tilea), Gossip +10%, Heal +10%, Intimidate, Magical Sense, Perception, Read/Write, Speak Arcane Language (Magick), Speak Language

(Classical), Speak Language (Reikspiel) +10%, Speak Language (Tilean), Trade (Embalmer).
Talents: Armoured Casting, Lightning Reflexes, Petty Magic (Divine), Strike to Stun, Suave, Very Strong.

Acolytes of Morr (initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37	36	33	38	34	40	40	40
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	3	4	0	0	0

Equipment: Robes, Holy Symbol of Morr
Skills: Academic Knowledge (History), Academic Knowledge (Theology), Charm, Heal, Perception, Read/Write, Speak Language (Classical), Speak Language (Reikspiel).
Talents: Lightning Reflexes, Public Speaking, Suave.

Someone Is Watching

Purple Hand Cultist (rogue)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	24	31	31	40	30	30	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	3	4	0	0	0

Equipment: Dagger, Best Craftmanship Clothing, 3 crowns, 10 shillings, 22 pence.
Armour: Leather Jacket (1 body/arms).
Skills: Blather, Charm, Common Knowledge (Empire), Evaluate, Gamble, Gossip, Haggle, Perception, Performer (Actor), Search, Speak Language (Reikspiel).
Talents: Flee, Luck, Public Speaking, Savvy.

Brother Marcus Returns

Brother Marcus (scholar, ex priest, ex friar, ex initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
32	33	28	38	36	58	49	52
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	16	4	4	4	1	0	0

Equipment: Holy Symbol of Sigmar
Skills: Academic Knowledge (Astronomy), Academic Knowledge (History) +10, Academic Knowledge (Law), Academic Knowledge (Philosophy), Academic Knowledge (Theology) +20%, Animal Care, Channelling, Charm +10%, Common Knowledge (Border Princes), Common Knowledge (Dwarves) +10%, Common Knowledge (Empire) +20%, Gossip +10%, Heal +20%, Outdoor Survival, Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Magick), Speak Language (Breton), Speak Language (Classical), Speak Language (Khazalid) +10%, Speak Language (Reikspiel) +10%, Trade (Cartographer).

Talents: Aethyric Attunement, Armoured Casting, Lightening Reflexes, Linguistics, Petty Magic (Divine), Savvy, Seasoned Traveller, Strike Mighty Blow, Strike to Injure, Strike to Stun, Suave.

Death of an Engineer

Vikram Greathammer (guild master, ex engineer, ex artisan, ex tradesman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51	46	44	52	46	53	51	58
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	4	5	3	0	0	0

Equipment: Military Pick, Repeater Handgun, 2 Magazines, Duck Foot Pistol, Engineers Kit, 116 crowns.

Armour: Full Chain Armour, Breastplate, Bracers, Greaves (5 body/arms/legs, 3 head).

Skills: Academic Knowledge (Engineering), Academic Knowledge (History), Academic Knowledge (Science), Charm, Command, Common Knowledge (Dwarves), Common Knowledge (Tilea), Drive, Evaluate +20%, Gossip +10%, Haggle +10%, Perception +20%, Read/Write, Secret Language (Guild Tongue), Speak Language (Estalian), Speak Language (Khazalid), Speak Language (Reikspiel), Speak Language (Tilean), Trade (Armourer), Trade (Gunsmith) +20%, Trade (Smith), Trade (Weaponsmith) +10%.

Talents: Artistic, Dealmaker, Dwarfcraft, Etiquette, Grudge-Born Fury, Linguistics, Master Gunner, Night Vision, Resistance to Magic, Savvy, Specialist Weapon (Engineer), Specialist Weapon (Gunpowder), Stout Hearted, Sturdy.

Guild Guards (shieldbreaker)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51	37	44	53	23	24	36	21
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	13	4	5	3	0	0	0

Equipment: Hammer, Crossbow, 10 bolts.

Armour: Full Leather Armour, Mail Shirt and Coif, Helmet (5 head, 3 body/arms, 1 legs), Shield.

Skills: Common Knowledge (Dwarves), Dodge Blow, Navigation, Perception, Scale Sheer Surfaces, Shadowing, Speak Language (Khazalid), Speak Language (Reikspiel), Trade (Miner).

Talents: Acute Hearing, Coolheaded, Dwarfcraft, Grudge-Born Fury, Night Vision, Orientation, Resistance to Magic, Stout Hearted, Strike Mighty Blow, Strike to Injure, Strike to Stun, Sturdy.

Murderer's Found

Viktor Kahl and Otto Bauer (boatmen)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37	30	44	31	44	42	27	28
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP

1	14	4	3	4	0	0	0
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Equipment: Cudgel, Dagger.

Armour: Leather Jacket (1 body/arms).

Skills: Common Knowledge (Empire), Common Knowledge (Kislev), Consume Alcohol, Gossip, Navigation, Outdoor Survival, Perception, Row, Sail, Speak Language (Kislevite), Speak Language (Reikspiel), Swim.

Talents: Orientation, Seasoned Traveller, Very Strong.

Gustav Fokker (demagogue, ex anointed priest, ex priest, ex initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43	39	38	42	42	37	52	50
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	17	4	4	4	2	3	0

Equipment: Sword, Dagger, Holy Symbol of Sigmar, Sling bag of ingredients, 14 crowns, 10 shillings, 18 pence.

Armour: Chain Shirt and Leather Jacket (3 body/arms).

Skills: Academic Knowledge (History) +20%, Academic Knowledge (Law), Academic Knowledge (Philosophy), Academic Knowledge (Theology) +20%, Blather, Channelling +20%, Charm, Common Knowledge (Dwarves), Common Knowledge (Empire), Common Knowledge (Tilea), Concealment, Dodge Blow, Disguise, Gossip, Heal, Magical Sense (Wp), Perception, Read/Write, Ride, Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (Khazlid), Speak Language (Reikspiel) +10%, Speak Language (Tilean), Swim.

Talents: Aethyric Attunement, Armoured Caster, Divine Lore (Sigmar), Fast Hands, Lesser Magic (Silence, Blessed Weapon), Lightening Reflexes, Master Orator, Petty Magic (Divine), Public Speaking, Street Fighting, Streetwise, Strike Mighty Blow, Strike to Injure, Strike to Stun, Suave.

Thomas Carstens, Joachim Windhaus, Thomas Pauli (rogue, ex noble)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	39	32	41	43	32	32	43
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	13	3	4	4	0	0	0

Equipment: Sword, Dagger, 24 crowns, 16 shillings, 12 pence, 40 crowns jewellery.

Armour: Chain Shirt and Leather Jacket (3 body/arms).

Skills: Blather +10%, Charm, Command, Common Knowledge (Empire) +10%, Consume Alcohol, Evaluate, Gamble, Gossip, Haggle, Perception, Read/Write, Ride, Search, Speak Language (Reikspiel) +10%.

Talents: Etiquette, Flee, Luck, Public Speaking, Specialist Weapon (Fencing), Schemer, Very Resilient.

Watchman (watchman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	39	41	35	41	29	30	30
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	4	3	4	0	0	0

Equipment: Halberd, Club, 2 crowns, 5 shillings, 10 pence.

Armour: Leather Jacket (1 body/arms)

Skills: Academic Knowledge (Law), Common Knowledge (Empire), Dodge Blow, Follow Trail, Gossip +10%, Intimidate, Perception, Search, Speak Language (Reikspiel).

Talents: Disarm, Street Fighting, Strike Mighty Blow, Strike to Stun.

Burning Down the House

Mayer Gauss (agitator)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	39	36	31	44	46	35	48
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	4	5	0	0	0

Equipment: Sword, 11 Anti-Ulrican Pamphlets, 2 crowns, 12 shillings, 14 pence.

Armour: Leather Jacket (1 body/arms)

Skills: Academic Knowledge (History), Academic Knowledge (Law), Common Knowledge (Empire), Concealment, Charm, Gossip +10%, Perception, Read/Write, Speak Language (Breton), Speak Language (Reikspiel) +10%.

Talents: Coolheaded, Flee, Lightning Reflexes, Public Speaking, Savvy, Street Fighting.

Angry Mob (thug)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	28	34	37	36	29	39	37
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	3	4	0	0	0

Equipment: Improvised Weapons.

Skills: Common Knowledge (Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Secret Language (Thieves Tongue), Speak Language (Reikspiel).

Talents: Disarm, Lightning Reflexes, Quick Draw, Strike to Injure, Strike to Stun.

Unwanted Attention

Purple Hand Cultist (rogue)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	24	31	31	40	30	30	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	3	4	0	0	0

Equipment: Dagger, Best Craftmanship Clothing, 3 crowns, 10 shillings, 22 pence.

Armour: Leather Jacket (1 body/arms).

Skills: Blather, Charm, Common Knowledge (Empire), Evaluate, Gamble, Gossip, Haggle, Perception, Performer (Actor), Search, Speak Language (Reikspiel).

Talents: Flee, Luck, Public Speaking, Savvy.

Late Night Visitor

Quintus Fassbinder (scholar, ex student)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	44	39	46	48	66	43	51
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	14	3	4	4	0	0	0

Equipment: Stout Walking Cane, Pistol, 10 shots, Journal, Writing Kit.

Skills: Academic Knowledge (Daemonology) +10%, Academic Knowledge (History), Academic Knowledge (Law), Academic Knowledge (Science), Charm, Common Knowledge (Empire) +10%, Common Knowledge (Norsca), Evaluate, Gossip, Perception +10%, Read/Write, Search, Speak Language (Classical) +10%, Speak Language (Reikspiel), Trade (Cartographer).

Talents: Etiquette, Linguistics, Savvy, Suave, Super Numerate.

Looking For Herr Heinz

Knights of the High Helm (knight, ex sergeant, ex soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
62	49	50	51	51	49	53	51
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	5	5	4	0	0	0

Equipment: Sword, Halberd.

Armour: Full Plate Armour (5 all), Shield

Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Empire), Common Knowledge (Wasteland), Dodge Blow +20%, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Ride, Secret Language (Battle Tongue), Speak Language (Reikspiel).

Talents: Coolheaded, Disarm, Menacing, Quick Draw, Seasoned Traveller, Specialist Weapon (Cavalry), Specialist Weapon (Flail), Specialist Weapon (Two Handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Wrestling.

Watchman (watchman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	39	41	35	41	29	30	30
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	4	3	4	0	0	0

Equipment: Halberd, Club, 2 crowns, 5 shillings, 10 pence.

Armour: Leather Jacket (1 body/arms)

Skills: Academic Knowledge (Law), Common Knowledge (Empire), Dodge Blow, Follow Trail, Gossip +10%, Intimidate, Perception, Search, Speak Language (Reikspiel).

Talents: Disarm, Street Fighting, Strike Mighty Blow, Strike to Stun.

Things Lurking in the Dark

12 Pink Horrors of Tzeentch

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	0	33	35	36	45	60	15
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	3(5)	4	3*	0	0

Skills: Channelling +20%, Dodge Blow, Perception, Speak Arcane Language (Daemonic), Speak Language (Dark Tongue).

Talents: Ambidextrous, Daemonic Aura, Frightening, Natural Weapons, Night Vision, Will of Iron.

Special Rules:

Divide: When a Horror is reduced to 0 wounds, there is a 20% chance of an unusual occurrence. On a 1-5 it divides into two identical Blue Horrors. On a 6-10 it explodes, all within the small template must pass a Willpower Test or gain one mutation.

Instability: On a round in which a Horror is injured in melee combat, but fails to inflict any Wounds in return, it must succeed at a Will Power Test or be banished back into the Realm of Chaos.

Living Magic: Once four Pink Horrors have been killed, the survivor's Magic characteristic is reduced to 2. Once a further six have been killed, the survivor's Magic characteristic is reduced to 1.

Mutations: Claws, Daemonic Aura

- #1: Agile (Ag 44).
- #2: Shrink - Half (S 28, SB 2, AG 46, W 11, M 3).
- #3: Tail (Ag 40).
- #4: Cyclops.
- #5: Bestial Appearance – Bat (Acute Hearing, Keen Senses, Fel 0).
- #6: Bestial Appearance – Weasel (Keen Senses, Fel 0).
- #7: Pointed Head (Int 35).
- #8: Emaciated Appearance (S 30, T 25, TB 2).
- #9: Beak (SB-1).

Blue Horrors of Tzeentch

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
34	0	28	35	36	20	32	15
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	6	2	3(5)	4	0	0	0

Skills: Channelling +20%, Dodge Blow, Perception, Speak Arcane Language (Daemonic), Speak Language (Dark Tongue).

Talents: Ambidextrous, Daemonic Aura, Frightening, Natural Weapons, Night Vision, Will of Iron.

Mutations: Claws, Additional as "Parent".

Special Rules:

Instability: On a round in which a Horror is injured in melee combat, but fails to inflict any Wounds in return, it must succeed at a Will Power Test or be banished back into the Realm of Chaos.

This Masquerade

Johann Heinz Lieberung (politician, ex charlatan, ex cult acolyte of tzeentch, ex journeyman wizard, ex apprentice wizard)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	49	42	51	48	61	55	62
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	19	4	5	4	2	0	0

Equipment: Swordbreaker, Dagger, Best Craftmanship Clothing, 100 crowns.

Skills: Academic Knowledge (History), Academic Knowledge (Law), Academic Knowledge (Magic) +10%, Academic Knowledge (Daemonology) +10%, Blather +10%, Charm +10%, Channelling +20%, Command +10%, Common Knowledge (Empire) +20%, Common Knowledge (Tilea), Disguise +10%, Evaluate +10%, Gamble, Gossip, Haggle, Intimidate +10%, Magical Sense +20%, Perception +20%, Prepare Poison, Read/Write, Ride, Search, Secret Language (Thieves Tongue), Speak Arcane Language (Daemonic), Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (Reikspiel), Speak Language (Tilean), Sleight of Hand, Trade (Merchant).

Talents: Aethyric Attunement, Dark Lore (Tzeentch), Dark Magic, Dealmaker, Controlled Corruption, Coolheaded, Etiquette, Flee, Fast Hands, Inured to Chaos, Lesser Magic (Dispel, Magic Lock), Linguistics, Meditation, Mighty Missile, Mimic, Petty Magic (Arcane), Petty Magic (Chaos), Public Speaking, Resistant to Magic, Savvy, Schemer, Seasoned Traveller, Streetwise, Suave, Very Resilient.

Mutations: Resilient.

Herbert Krebs (steward, ex valet)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
39	40	37	37	48	66	56	58
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	16	3	3	4	0	0	0

Equipment: Dagger, Best Craftmanship Nobles Garb.

Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Law), Common Knowledge (Empire), Blather, Evaluate, Gossip +20%, Haggle, Intimidate, Perception, Read/Write, Search, Speak Language (Reikspiel), Trade (Merchant).

Talents: Coolheaded, Dealmaker, Etiquette, Suave, Super Numerate.

Chancellery Guards (mercenary)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel

35	30	33	35	30	25	35	28
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	11	3	3	4	0	0	0

Equipment: Sword, Crossbow, 10 bolts, 4 crowns, 9 shillings, 12 pence.

Armour: Mail Shirt, Leather Jacket and Leggings (3 body/arms, 1 legs)

Skills: Animal Care, Common Knowledge (Empire), Common Knowledge (Tilea), Dodge Blow, Drive, Gossip, Haggle, Perception, Search, Secret Language (Battle Tongue), Speak Language (Reikspiel), Speak Language (Tilea), Swim.

Talents: Disarm, Strike Mighty Blow, Strike to Stun.

Abduction

Dieter Kucinich (anointed priest, ex acolyte of tzeentch, ex priest, ex initiate, ex witch, ex hedge wizard)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	38	48	42	50	58	47	48
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	16	4	4	4	2	2	0

Equipment: Dagger, Holy Symbol of Sigmar (subtly desecrated), Religious Robes, 8 crowns, 15 shillings, 10 pence.

Skills: Academic Knowledge (Astronomy), Academic Knowledge (Daemonology) +20%, Academic Knowledge (Theology), Command, Common Knowledge (Bretonnia), Common Knowledge (Dwarves), Common Knowledge (Empire), Charm +20%, Channelling +20%, Disguise, Evaluate, Gossip, Haggle, Heal +20%, Hypnotism, Intimidate +10%, Magical Sense +20%, Perception +20%, Prepare Poison, Read/Write, Search, Speak Arcane Language (Daemonic), Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (Khazalid), Speak Language (Reikspiel), Swim, Trade (Herbalist) +10%, Trade (Apothecary).

Talents: Aethyric Attunement, Armoured Caster, Controlled Corruption, Coolheaded, Dark Magic, Divine Lore (Sigmar), Etiquette, Fast Hands, Hedge Magic, Inured to Chaos, Lesser Magic (Dispel, Silence, Move, Aethyric Armour), Lightning Reflexes, Linguistics, Petty Magic (Hedge), Petty Magic (Chaos), Petty Magic (Divine), Public Speaking, Resistant to Magic, Savvy, Schemer, Strike Mighty Blow, Strike to Injure, Strike to Stun, Suave, Very Strong, Witchcraft (Claws of Fury [Amber], Fireball [Bright], Banish, Shimmering Cloak [Light], Bewilder, Cloak Activity [Grey]).

Mutations: Scales (1 body).

Anika Heisenburg (assassin, ex targeteer, ex bounty hunter)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
65	66	40	52	63	56	54	50
Secondary Profile							

A	W	SB	TB	M	Mg	IP	FP
3	17	4	5	4	0	0	0

Equipment: Sword, Main-Gauche, Longbow, 20 arrows, 4 Throwing Daggers, Garrote, Rope and Grapple, 5 Doses of Vipers Kiss.

Armour: Studded Leather Jacket and Leggings, Bracers (4 arms, 2 body/legs).

Skills: Common Knowledge (Empire) +10%, Concealment, Disguise, Follow Trail, Gossip +10%, Intimidate, Outdoor Survival, Perception +10%, Prepare Poison, Scale Sheer Surfaces, Search, Shadowing, Silent Move, Sleight of Hand, Speak Language (Reikspiel).

Talents: Lightning Parry, Marksman, Mighty Shot, Quick Draw, Rapid Reload, Sharpshooter, Specialist Weapon (Entangling), Specialist Weapon (Longbow), Specialist Weapon (Parrying), Specialist Weapon (Throwing), Streetwise, Strike Mighty Blow, Strike to Stun, Sure Shot, Swashbuckler, Very Resilient, Warrior Born.

Oskar Forssmann (zealot, ex agitator)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	45	46	38	43	34	34	33
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	14	4	3	5	0	7	0

Equipment: Sword, 3 Incendiaries, Tinderbox, 8 crowns, 5 shillings, 23 pence.

Armour: Studded Leather Jacket and Leggings (2 body/arms/legs).

Skills: Common Knowledge (Empire) +10%, Concealment, Charm, Gossip +10%, Intimidate, Perception, Read/Write, Speak Language (Tilean), Speak Language (Reikspiel) +10%.

Talents: Coolheaded, Flee, Fleet Footed, Hardy, Lightning Reflexes, Public Speaking, Specialist Weapon (Flail), Street Fighting, Very Strong.

Insanity: Pyromania.

Purple Hand Cultist (thug)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	22	36	31	40	30	30	24
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	4	3	4	0	0	0

Equipment: Club, Dagger, Best Craftmanship Clothing, Incendiary, 3 crowns, 10 shillings, 22 pence.

Armour: Leather Jacket (1 body/arms)

Skills: Common Knowledge (Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Secret Language (Thieves Tongue), Speak Language (Reikspiel).

Talents: Disarm, Lightning Reflexes, Quick Draw, Strike to Injure, Strike to Stun.

Crush The Wolf Worshippers

Templars of Morr (templar of the raven, ex squire)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel

58	43	40	55	43	33	51	33
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	17	4	5	5	0	0	0

Equipment: Mace, Spear, Crossbow, 20 bolts, Holy Symbol of Morr, 3 Wooden Stakes

Armour: Full Plate Armour (5 all), Shield

Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Necromancy), Academic Knowledge (Theology), Animal Care, Animal Training, Charm, Common Knowledge (Empire), Dodge Blow +10%, Gossip, Intimidate, Perception, Ride, Shadowing, Silent Move, Speak Language (Reikspiel) +10%.

Talents: Disarm, Etiquette, Fleet Footed, Specialist Weapon (Cavalry), Stout Hearted, Strike Mighty Blow, Strong Minded, Unsettling.

Purple Hand Cultist (rogue)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	24	31	31	40	30	30	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	3	4	0	0	0

Equipment: Dagger, Best Craftmanship Clothing, 3 crowns, 10 shillings, 22 pence.

Armour: Leather Jacket (1 body/arms).

Skills: Blather, Charm, Common Knowledge (Empire), Evaluate, Gamble, Gossip, Haggle, Perception, Performer (Actor), Search, Speak Language (Reikspiel).

Talents: Flee, Luck, Public Speaking, Savvy.

Desperate Acts

Watchman (watchman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	39	41	35	41	29	30	30
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	4	3	4	0	0	0

Equipment: Halberd, Club, 2 crowns, 5 shillings, 10 pence.

Armour: Leather Jacket (1 body/arms)

Skills: Academic Knowledge (Law), Common Knowledge (Empire), Dodge Blow, Follow Trail, Gossip +10%, Intimidate, Perception, Search, Speak Language (Reikspiel).

Talents: Disarm, Street Fighting, Strike Mighty Blow, Strike to Stun.

Watch Sergeant (watchman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51	49	46	44	46	39	40	38
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	4	3	0	4	0	0

Equipment: Sword, Crossbow, 20 bolts, 8 crowns, 16 shillings.

Armour: Leather Jacket and Mail Shirt (3 body, 1 arms)

Skills: Academic Knowledge (Law), Command, Common Knowledge (Empire), Dodge Blow +10%, Follow Trail, Gossip +10%, Intimidate +10%, Perception +10%, Search, Secret Language (Battle Tongue), Speak Language (Reikspiel).

Talents: Disarm, Street Fighting, Strike Mighty Blow, Strike to Stun.

Sewer Jack (sewer jack)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	39	33	41	41	29	30	28
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	4	4	0	0	0

Equipment: Shortsword, Club, Lantern, Crossbow, 20 bolts, 2 crowns, 8 shillings, 12 pence.

Armour: Leather Jacket (1 body/arms)

Skills: Common Knowledge (Empire), Concealment, Dodge Blow, Follow Trail, Gossip, Perception, Scale Sheer Surface, Secret Signs (Scout), Search, Swim, Silent Move, Speak Language (Reikspiel).

Talents: Quick Draw, Resistance to Disease, Tunnel Rat.

Palace Guard (soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43	35	35	36	40	29	29	29
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	12	3	3	4	0	0	0

Equipment: Sword, Imperial Surcoat, 3 crowns, 11 shillings.

Armour: Helmet, Sleeved Mail Shirt and Leather Jacket (2 head, 3 body/arms), Shield

Skills: Common Knowledge (Empire), Dodge Blow, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Speak Language (Reikspiel).

Talents: Disarm, Quick Draw, Specialist Weapon (Gunpowder), Strike Mighty Blow, Strike to Injure, Strike to Stun.

Reiksguard Knights (knight, ex sergeant, ex soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
62	49	50	51	51	49	53	51
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	5	5	4	0	0	0

Equipment: Sword, Halberd, 12 crowns, 7 shillings.

Armour: Full Plate Armour (5 all), Shield

Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Empire), Common Knowledge (Wasteland), Dodge Blow +20%, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Ride, Secret Language (Battle Tongue), Speak Language (Reikspiel).

Talents: Coolheaded, Disarm, Menacing, Quick Draw, Seasoned Traveller, Specialist Weapon

(Cavalry), Specialist Weapon (Flail), Specialist Weapon (Two Handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Wrestling.

Eva Herzberg (priest, ex initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
29	31	24	40	41	42	51	55
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	14	2	4	4	1	0	0

Equipment: Jewelled Holy Symbol of Shallya, Best Craftmanship Robes.

Skills: Academic Knowledge (Astronomy), Academic Knowledge (History), Academic Knowledge (Theology) +10%, Channelling, Charm +10%, Common Knowledge (Empire), Common Knowledge (Tilea), Gossip +10%, Heal +20%, Magical Sense, Perception, Read/Write, Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (Reikspiel) +10%,

Speak Language (Tilean), Trade (Apothecary), Trade (Herbalist).

Talents: Lightning Reflexes, Master Orator, Petty Magic (Divine), Resistance to Disease, Strike to Stun, Suave.

Standard Garrison (soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43	35	35	36	40	29	29	29
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	12	3	3	4	0	0	0

Equipment: Sword, Imperial Surcoat, 4 crowns, 9 shillings.

Armour: Full Mail Armour and Helmet (5 head, 3 body/arms/legs), Shield

Skills: Common Knowledge (Empire), Dodge Blow, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Speak Language (Reikspiel).

Talents: Disarm, Quick Draw, Specialist Weapon (Gunpowder), Strike Mighty Blow, Strike to Injure, Strike to Stun.

War!

In Through the Out Door

Axel Quiddle (interrogator, ex jailor)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	28	48	50	28	28	38	24
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	16	4	5	4	0	2	0

Equipment: Club, Bunch of keys, Bottle of Cheap Wine, 3 sets of Manacles.

Skills: Common Knowledge (Empire), Command, Consume Alcohol, Dodge Blow, Intimidate +10%, Perception +10%, Search, Sleight of Hand, Speak Language (Reikspiel), Torture.

Talents: Menacing, Resistance to Disease, Resistance to Poison, Specialist Weapon (Entangling), Very Resilient, Wrestling.

+20%, Gamble +10%, Gossip +10%, Haggle, Hypnotism, Intimidate, Magical Sense, Perception, Performer (Actor) +10%, Performer (Dancer), Read/Write, Secret Language (Guild Tongue), Secret Language (Thieves Tongue), Sleight of Hand, Speak Arcane Language (Daemonic), Speak Language (Breton), Speak Language (Classical), Speak Language (Reikspiel) +10%, Trade (Calligrapher), Swim.
Talents: Coolheaded, Dark Magic, Dealmaker, Etiquette, Inured to Chaos, Keen Senses, Lightning Reflexes, Linguistics, Mimic, Petty Magic (Chaos), Schemer, Specialist Weapon (Throwing), Streetwise, Suave.

Mutations: Alluring (+5% Charm Tests), Evil Eye (8 yards, WP test or permanent -10% to all tests until casters death), Minor Cosmetic Change - Emerald Green Eyes.

Triumphant Return

Greta Cranach (charlatan, ex entertainer, ex acolyte of slaanesh, ex scribe)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
44	38	39	32	58	55	52	73
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	14	3	3	4	1	2	0

Equipment: Sword, 3 Throwing Knives, Writing Kit, Books in Satchel, Disguise/Make-up Kit, Best Craftmanship Clothing.

Skills: Academic Knowledge (Daemonology), Academic Knowledge (Law), Blather, Channelling, Charm +20%, Consume Alcohol, Common Knowledge (Bretonnia), Common Knowledge (Empire), Disguise +10%, Evaluate

First Strike

Purple Hand Cultist (rogue)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	24	31	31	40	30	30	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	3	4	0	0	0

Equipment: Dagger, Best Craftmanship Clothing, 3 crowns, 10 shillings, 22 pence.

Armour: Leather Jacket (1 body/arms).

Skills: Blather, Charm, Common Knowledge (Empire), Evaluate, Gamble, Gossip, Haggle, Perception, Performer (Actor), Search, Speak Language (Reikspiel).

Talents: Flee, Luck, Public Speaking, Savvy.

Purple Hand Contact (charlatan, ex rogue)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	30	30	41	40	38	33	35
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	14	3	4	4	0	0	0

Equipment: Sword, Dagger, Best Craftmanship Clothing, Vial of Heartkill.

Armour: Leather Jacket and Leggings (1 body/arms/legs)

Skills: Blather, Charm +10%, Common Knowledge (Empire), Disguise, Evaluate +10%, Gamble, Gossip, Haggle, Perception, Performer (Actor), Search, Secret Language (Thieves Tongue), Speak Language (Reikspiel).

Talents: Flee, Luck, Public Speaking, Savvy, Schemer, Streetwise, Very Resilient.

Time To Kill**Eugen Klopstock** (assassin, ex outlaw chief, ex racketeer, ex thug)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
67	64	46	52	64	55	54	45
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	18	4	5	4	0	5	0

Equipment: Sword, Main-Gauche, Knuckledusters, Crossbow, 20 bolts, 4 Throwing Daggers, Garrotte, 4 Bombs, 4 Incendiaries, 5 Vials of Black Lotus, Best Craftmanship Clothing, Big Floppy Feathered Hat.

Armour: Leather Jacket and Mail Shirt (3 body/arms).

Skills: Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Empire), Concealment +10%, Consume Alcohol, Disguise, Dodge Blow +10%, Follow Trail, Gamble, Gossip, Intimidate, Perception +10%, Prepare Poison, Ride, Secret Language (Battle Tongue), Secret Language (Thieves Tongue), Secret Signs (Thief), Shadowing +10%, Silent Move +10%, Scale Sheer Surfaces +10%, Speak Language (Reikspiel).

Talents: Disarm, Lightning Parry, Lightning Reflexes, Menacing, Mighty Shot, Quick Draw, Rapid Reload, Resistance to Poison, Sharpshooter, Specialist Weapon (Parrying), Specialist Weapon (Throwing), Strike Mighty Blow, Strike to Injure, Strike to Stun, Street Fighting, Streetwise, Sure Shot, Swashbuckler, Very Resilient, Warrior Born, Wrestling.

Altdorf Burning

Karl Heinz Wasmeier (priest, ex friar, ex scholar, ex guild master, ex acolyte of tzeentch, ex master wizard, ex journeyman wizard, ex apprentice wizard)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	42	43	51	59	69	62	68
Secondary Profile							

A	W	SB	TB	M	Mg	IP	FP
2	16	4	5	4	3	0	1

Equipment: Religious Robes, Prayer Book, Unholy Symbol of Tzeentch, 3 Vials Black Lotus Poison, 2 Vials Heartkill, Bag of Components, 28 crowns, 15 shillings, 12 pence.

Skills: Academic Knowledge (Daemonology) +10%, Academic Knowledge (Law) +20%, Academic Knowledge (Magic) +20%, Academic Knowledge (Theology) +10%, Animal Care, Common Knowledge (Dwarves) +10%, Common Knowledge (Empire) +10%, Common Knowledge (Kislev), Command, Charm +10%, Channelling +20%, Disguise, Evaluate, Gossip, Haggle, Heal +10%, Intimidate +20%, Magical Sense +20%, Outdoor Survival, Perception +20%, Prepare Poison, Read/Write +10%, Ride, Search, Secret Language (Guild Tongue), Speak Arcane Language (Daemonic) +10%, Speak Arcane Language (Magick) +20%, Speak Language (Classical) +10%, Speak Language (Khazalid), Speak Language (Kislevite), Speak Language (Reikspiel) +10%, Trade (Apothecary) +10%, Trade (Herbalist).

Talents: Aethyric Attunement, Arcane Lore (Metal), Armoured Caster, Controlled Corruption, Coolheaded, Dark Lore (Tzeentch), Dark Magic, Dealmaker, Etiquette, Fast Hands, Inured to Chaos, Lesser Magic (Aethyric Armour, Dispel, Silence, Skywalk), Lightning Reflexes, Linguistics, Meditation, Mighty Missile, Petty Magic (Arcane), Petty Magic (Chaos), Petty Magic (Divine), Resistant to Magic, Savvy, Seasoned Traveller, Schemer, Strike to Injure, Strike to Stun, Strong Minded, Suave, Very Resilient.

Mutations: Warped Mind.

Rewards of Chaos: Ecstatic Duplication (upon death, 3 blue horrors burst from remains).

Erwin Von Muhlerberg (captain, ex knight, ex acolyte of tzeentch, ex sergeant, ex mercenary)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
65	62	62	51	53	49	44	51
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	20	6	5	4	1	0	0

Equipment: Best Craftmanship Claymore, Dagger, 14 crowns, 20 shillings, 12 pence.

Armour: Full Mail Armour, Breastplate, Helmet (5 head/body, 3 arms/legs), Shield.

Skills: Academic Knowledge (Daemonology), Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Strategy/Tactics) +10%, Channelling, Command +20%, Common Knowledge (Bretonnia), Common Knowledge (Empire) +10%, Common Knowledge (Tilea), Disguise, Dodge Blow +20%, Evaluate, Gamble, Gossip, Intimidate +20%, Perception +20%, Prepare Poison, Read/Write, Ride, Search, Secret Language (Battle Tongue) +20%, Speak Arcane Language (Daemonic), Speak Language (Reikspiel), Speak Language (Tilean), Swim, Trade (Armourer).

Talents: Controlled Corruption, Coolheaded, Dark Magic, Dealmaker, Disarm, Etiquette, Inured to Chaos, Lightning Parry, Linguistics, Menacing,

Petty Magic (Chaos), Public Speaking, Quick Draw, Resistant to Magic, Savvy, Schemer, Specialist Weapon (Cavalry), Specialist Weapon (Flail), Specialist Weapon (Two Handed), Strike Mighty Blow, Strike to Injure, Strike to Stun, Street Fighting, Suave, Very Strong, Wrestling.
Mutations: Regeneration.

Purple Hand Sentry (rogue)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	24	31	31	40	30	30	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	2	3	4	0	0	0

Equipment: Dagger, Best Craftmanship Clothing, 3 crowns, 10 shillings, 22 pence.

Armour: Leather Jacket (1 body/arms).

Skills: Blather, Charm, Common Knowledge (Empire), Evaluate, Gamble, Gossip, Haggle, Perception, Performer (Actor), Search, Speak Language (Reikspiel).

Talents: Flee, Luck, Public Speaking, Savvy.

Purple Hand Bodyguards (soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	41	35	36	43	30	30	22
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	14	3	3	4	0	0	0

Equipment: Sword, Dagger.

Armour: Sleeved Mail Shirt, Leather Jacket (3 body/arms).

Skills: Common Knowledge (Empire), Dodge Blow, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Speak Language (Reikspiel).

Talents: Quick Draw, Strike Mighty Blow, Strike to Injure, Strike to Stun.

Flamers of Tzeentch

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
27	45	41	46	44	-	-	-
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	11	4	4(6)	6	0	0	0

Talents: Daemonic Aura, Frightening, Hoverer, Natural Weapons.

Mutations: Bizarre Colouration.

#1: Warty Skin (1 Armour Point all locations).

#2: Mane of Hair.

#3: Horns (SB-1).

#4: Long Spines (All opponents in close combat must pass an Ag test or take a Damage 1 hit).

Special Rules:

Flamer: As a full action, can release a stream of flame using the cone template. All within take a Damage 4 hit, and must pass an Agility Test or catch fire.

Mindless: Flamers have no Intelligence, Will Power, or Fellowship, and can never take or fail tests based on these characteristics.

Death In The Drakwald

Gurg (caprigror - beastman champion, ex bestigor)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
88	45	48	59	50	34	44	30
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	19	4	5	5	0	0	0

Equipment: Best Quality Dwarven Military Pick.

Skills: Command, Concealment, Dodge Blow +10%, Follow Trail, Intimidate +10%, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue), Speak Language (Beast Tongue).

Talents: Keen Senses, Menacing, Rover, Silent as the Beasts of the Woods, Specialist Weapon (Two Handed), Strike Mighty Blow, Strike to Injure, Strike to Stun.

Mutations: Animalistic Legs, Bestial Appearance, Horns (SB), Metallic Skin (2 Armour Points all locations), Manic Fighter (Will Power test or Frenzy), Weaponmaster.

Beastmen (caprigrors)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
40	25	35	44	35	26	25	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	4	5	0	0	0

Equipment: Axe.

Armour: Chain Shirt and Leather Jacket (3 body/arms)

Skills: Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue), Speak Language (Beast Tongue).

Talents: Keen Senses, Menacing, Rover, Silent as the Beasts of the Woods.

Mutations: Animalistic Legs, Bestial Appearance, Horns.

#1: Beak (SB-1).

#2: Breathe Fire (range 4 yards, BS Test to hit, Damage 2 hit ignoring Armour).

#3: Transparent Skin, Levitation (Hoverer), Frightening.

#4: Hypnotic Gaze (Full action, 8 yards range, Will Power Test or may not act as long as you maintain gaze. Target allowed Will Power Test each round to break free).

Beastmen (caprigrors)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
40	25	35	44	35	26	25	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	4	5	0	0	0

Equipment: Axe.

Skills: Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue), Speak Language (Beast Tongue).

Talents: Keen Senses, Menacing, Rover, Silent as the Beasts of the Woods.

Mutations: Animalistic Legs, Bestial Appearance, Horns.

Escort Duty

Knights Panther (knight panther, ex sergeant, ex soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
63	49	50	51	42	37	47	48
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	18	5	5	4	0	0	0

Equipment: Sword, Morning Star.

Armour: Full Plate Armour (5 all), Shield.

Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Strategy/Tactics) +10%, Animal Care, Animal Training, Command +10%, Common Knowledge (Empire), Common Knowledge (Tilea), Dodge Blow +20%, Gamble, Gossip, Heal, Intimidate +10%, Perception +10%, Ride, Secret Language (Battle Tongue), Speak Language (Reikspiel), Speak Language (Tilean), Swim.

Talents: Disarm, Etiquette, Menacing, Quick Draw, Specialist Weapon (Cavalry), Specialist Weapon (Flail), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Sturdy, Warrior Born, Wrestling.

On The Talabec

The Windrunner

Main Profile		
M	TB	W
3	7	82

Captain Halder (captain, mate, ex seaman, ex boatman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
64	51	42	47	53	55	55	62
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	18	4	4	4	0	0	0

Equipment: Sword, Dagger, Rapier, Telescope, 12 crowns, 10 shillings.

Armour: Sleeved Mail Coat, Leather Jacket (3 body/arms, 2 legs)

Skills: Command, Common Knowledge (Empire), Common Knowledge (Kislev), Common Knowledge (Norsca), Common Knowledge (Wasteland), Consume Alcohol, Dodge Blow +10%, Gamble, Gossip +10%, Intimidate, Navigation, Outdoor Survival, Perception +10%, Row +20%, Sail +20%, Scale Sheer Surfaces, Speak Language (Kislevite), Speak Language (Reikspiel), Speak Language (Norse), Swim +20%, Trade (Cartographer), Trade (Shipwright) +10%.

Talents: Hardy, Orientation, Resistance to Disease, Seasoned Traveller, Specialist Weapon (Fencing), Street Fighting, Strike Mighty Blow, Swashbuckler, Warrior Born.

Windrunner Crew (boatman)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	41	38	33	43	33	34	31
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	12	3	3	4	0	0	0

Equipment: Sword, Bow, 20 arrows, 6 crowns, 20 shillings.

Armour: Leather Jack (1 body/arms).

Skills: Common Knowledge (Empire), Common Knowledge (Kislev), Consume Alcohol, Gossip, Navigation, Outdoor Survival, Perception, Row, Sail, Speak Language (Kislevite), Speak Language (Reikspiel), Swim.

Talents: Orientation, Seasoned Traveller.

Abandoned Ship

Mutants (peasant)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	29	42	31	30	29	29	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	13	4	3	4	0	0	0

Equipment: Handweapon, Tattered Clothing.

Skills: Animal Care, Common Knowledge (Empire), Concealment +10%, Drive, Gamble, Silent Move +10%, Row, Speak Language (Reikspiel), Swim, Trade (Cook), Trade (Farmer).

Talents: Flee, Rover, Specialist Weapon (Sling).

Mutations:

- #1: Scaly Skin (1 Armour Point all locations).
- #2: Tentacle-like Arm (-30% to tests requiring fine manipulation, +5% to grapple).
- #3: Were (Frenzy. When frenzied, assume Were form (see below)).
- #4: Froglike Eyes (Fel 15).
- #5: Scorpion Tail (SB, target must pass Toughness Test at -10% or die in TB rounds).
- #6: Prehensile Tail.
- #7: Bestial Appearance – Stag (Keen Senses, Acute Hearing, Fel 16).
- #8: Multiple Arms – Two (A 2, T 37).
- #9: Pointed Head (Int 22).
- #10: Warty Skin (1 Armour Point all locations).
- #11: Zoological Mutation – Feet of Sheep.
- #12: Rearranged Face.

Werewolf Mutant - Were Form

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51	29	52	41	50	19	19	5
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	18	5	4	5	0	0	0

Skills: Concealment +20%, Follow Trail, Perception, Silent Move +20%, Swim +10%.

Talents: Keen Senses, Natural Weapons, Night Vision.

Captain, There Be Pirates!

Pirate Vessel (stripped down Keel)

Main Profile		
M	TB	W
4	8	85

'Black Manfred' Lorenz (sea captain, ex mate, ex marine)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
58	51	50	48	52	56	56	58
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	18	4	5	4	0	0	0

Equipment: Scimitar, Dagger, Duckfoot Pistol, Telescope, Dapper Hat, 12 crowns, 10 shillings.
Armour: Studded Leather Jacket (2 body/arms).
Skills: Command, Common Knowledge (Empire), Common Knowledge (Kislevite), Common Knowledge (Wasteland), Consume Alcohol +10%, Dodge Blow +20%, Gamble +10%, Gossip +10%, Intimidate +10%, Perception, Row, Sail +10%, Secret Language (Battle Tongue), Speak Language (Reikspiel), Speak Language (Kislev), Swim +20%, Trade (Cartographer), Trade (Shipwright).
Talents: Disarm, Lightning Parry, Quick Draw, Resistance to Disease, Seasoned Traveller, Specialist Weapon (Fencing), Street Fighting, Strike Mighty Blow, Strike to Stun, Swashbuckler.

Otto Furtwangler (mate, ex marine)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
54	54	36	47	49	42	43	35
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	15	3	4	4	0	0	0

Equipment: Sword, Dagger, 12 crowns, 10 shillings.
Armour: Leather Jacket (1 body/arms).
Skills: Command, Common Knowledge (Empire), Common Knowledge (Kislev), Consume Alcohol, Dodge Blow +10%, Gamble, Gossip, Secret Language (Battle Tongue), Intimidate, Row, Speak Language (Kislevite), Speak Language (Reikspiel), Swim +10%.
Talents: Disarm, Resistance to Disease, Street Fighting, Strike Mighty Blow, Strike to Stun.

Pirates (marine)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	41	38	31	43	33	34	31
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	13	3	3	4	0	0	0

Equipment: Sword, Bow, 10 arrows, Rope and Grapple, 3 crowns, 10 shillings.
Armour: Leather Jacket (1 body/arms).
Skills: Common Knowledge (Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Secret Language (Battle Tongue), Intimidate, Row, Speak Language (Reikspiel), Swim.

Talents: Disarm, Strike Mighty Blow, Strike to Stun.

On The Run

Purple Hand Cultists (militiamen)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43	39	31	31	40	30	30	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	13	3	3	4	0	0	0

Equipment: Sword, Bow, 10 arrows, 3 crowns, 10 shillings, 22 pence.
Armour: Leather Jacket (1 body/arms)
Skills: Animal Care, Common Knowledge (Empire), Dodge Blow, Drive, Gamble, Gossip, Outdoor Survival, Perception, Search, Speak Language (Reikspiel), Trade (Bowyer).
Talents: Rapid Reload, Strike Mighty Blow.

Purple Hand Cultists (soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	41	31	31	43	30	30	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	14	3	3	4	0	0	0

Equipment: Sword, Dagger, 5 crowns, 12 shillings, 10 pence.
Armour: Mail Shirt, Leather Jacket (3 body 1 arms).
Skills: Common Knowledge (Empire), Dodge Blow, Gamble, Gossip, Heal, Intimidate, Perception, Ride, Speak Language (Reikspiel).
Talents: Disarm, Strike Mighty Blow, Strike to Injure, Strike to Stun.

Horse Trading

Helmut Todbringer (champion, ex duellist, ex courtier, ex noble)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
64	61	58	63	54	62	58	54
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	18	5	6	4	0	0	0

Equipment: Eisnir, Main Gauche, Signet Ring (30 crowns), Ulric's Ward, 18 crowns, 12 shillings, 6 pence.
Armour: Full Mail Armour, Wolf Pelt (3 all).
Skills: Academic Knowledge (History), Blather, Charm +20%, Command +10%, Common Knowledge (Empire) +10%, Common Knowledge (Tilea), Consume Alcohol, Dodge Blow +10%, Evaluate, Gamble, Gossip, Intimidate +10%, Perception +20%, Read/Write, Ride, Sleight of Hand, Speak Language (Reikspiel) +10%, Speak Language (Tilea).
Talents: Ambidextrous, Dealmaker, Disarm, Etiquette, Lightning Parry, Luck, Master Gunner, Mighty Shot, Public Speaking, Quick Draw, Savvy, Schemer, Sharpshooter, Specialist Weapon

(Fencing), Specialist Weapon (Flail), Specialist Weapon (Gunpowder), Specialist Weapon (Parrying), Specialist Weapon (Two-Handed), Specialist Weapon (White Wolf Hammer), Strike Mighty Blow, Strike to Injure, Swashbuckler, Wrestling.

Eisnir

(Academic Knowledge: Theology)

Best Craftmanship Sword with the Magic Quality. At the start of combat, the wielder must take a Willpower Test. If successful, during the combat, when this weapon inflicts at least 1 Wound, the target must pass a Toughness Test or suffer an additional Damage 3 hit which ignores armour. Devout followers of Ulric automatically pass this Willpower Test.

Ulrics Ward

(Academic Knowledge: History)

Grants the bearer +10% to Willpower Tests to ignore the effects of spells, permitting a Will Power Test even if one is not normally permitted. All Wounds inflicted on the wearer by magic spells are halved (calculated after deductions for Armour and Toughness).

Sons Of Ulric (outlaw)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
49	35	42	31	40	31	36	32

Secondary Profile

A	W	SB	TB	M	Mg	IP	FP
1	12	4	3	4	0	0	0

Equipment: Sword, Dagger, Bow, 20 arrows, Face Paint, 12 shillings, 22 pence.

Armour: Wolf Pelt (1 head/body)

Skills: Animal Care, Common Knowledge (Empire), Common Knowledge (Kislev), Dodge Blow, Drive, Gossip, Haggle, Perception, Search, Secret Language (Battle Tongue), Speak Language (Reikspiel), Swim.

Talents: Disarm, Strike Mighty Blow, Strike to Stun, Very Strong.

Into The Warzone

Thugs (thug)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33	25	35	41	30	29	29	29

Secondary Profile

A	W	SB	TB	M	Mg	IP	FP
1	12	3	4	4	0	0	0

Equipment: Club, Knuckledusters, 2 shillings, 8 pence.

Armour: Leather Jerkin (1 body)

Skills: Common Knowledge (Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Secret Language (Thieves Tongue), Speak Language (Reikspiel).

Talents: Disarm, Lightning Reflexes, Quick Draw, Strike to Injure, Strike to Stun.

Feodor Sachs (thief)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
26	32	28	31	43	31	29	35

Secondary Profile

A	W	SB	TB	M	Mg	IP	FP
1	11	2	3	4	0	0	0

Equipment: Dagger.

Skills: Charm, Common Knowledge (Empire), Concealment, Evaluate, Gamble, Gossip, Perception, Search, Secret Signs (Thief), Speak Language (Reikspiel), Silent Move, Sleight of Hand.

Talents: Alley Cat, Excellent Vision, Streetwise, Super Numerate.

Reconnaissance Unit (out rider)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
44	41	38	34	43	30	30	28

Secondary Profile

A	W	SB	TB	M	Mg	IP	FP
1	14	3	3	4	0	0	0

Equipment: Sword, Dagger, Crossbow, Riding Horse with Saddle and Harness. 10 bolts, 3 crowns, 10 shillings, 16 pence.

Armour: Leather Jack (1 body/arms).

Skills: Animal Care, Common Knowledge (Empire), Follow Trail, Gossip, Navigation, Outdoor Survival, Perception, Ride, Search, Silent Move, Speak Language (Reikspiel).

Talents: Orientation, Specialist Weapon (Entangling), Very Strong.

Sergeant Richard Munsterberg (sergeant, ex soldier)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
52	49	47	44	40	36	38	48

Secondary Profile

A	W	SB	TB	M	Mg	IP	FP
2	15	4	4	4	0	0	0

Equipment: Sword, Halberd.

Armour: Full Mail Armour (3 all), Shield
Skills: Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Empire), Dodge Blow +10%, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Ride, Speak Language (Reikspiel).

Talents: Disarm, Quick Draw, Specialist Weapon (Two Handed), Strike Mighty Blow, Strike to Injure, Strike to Stun.

Ostland Infantry (soldier)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
43	35	35	36	40	29	29	29

Secondary Profile

A	W	SB	TB	M	Mg	IP	FP
2	12	3	3	4	0	0	0

Equipment: Sword, Halberd.

Armour: Full Leather, Mail Shirt (3 body/arms, 1 legs), Shield

Skills: Common Knowledge (Empire), Dodge Blow, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Speak Language (Reikspiel).
Talents: Disarm, Quick Draw, Specialist Weapon (Gunpowder), Strike Mighty Blow, Strike to Injure, Strike to Stun.

Knights Of The Bull (knight, ex sergeant, ex soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
62	49	50	51	51	49	53	51
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	5	5	4	0	0	0

Equipment: Sword, Halberd.

Armour: Full Plate Armour (5 all), Shield
Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Empire), Common Knowledge (Wasteland), Dodge Blow +20%, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Ride, Secret Language (Battle Tongue), Speak Language (Reikspiel).

Talents: Coolheaded, Disarm, Menacing, Quick Draw, Seasoned Traveller, Specialist Weapon (Cavalry), Specialist Weapon (Flail), Specialist Weapon (Two Handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Wrestling.

Ostland Generals (captain, ex sergeant, ex soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
62	54	57	54	50	41	43	53
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	18	5	5	4	0	0	0

Equipment: Sword, Greatsword, Swordbreaker.

Armour: Full Mail, Breastplate, Helmet (5 head/body, 3 arms/legs), Shield
Skills: Academic Knowledge (Strategy/Tactics), Command +10%, Common Knowledge (Empire) +10%, Common Knowledge (Kislev), Common Knowledge (Tilea), Dodge Blow +20%, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Read/Write, Ride, Secret Language (Battle Tongue) +10%, Speak Language (Kislevite), Speak Language (Reikspiel), Speak Language (Tilean).

Talents: Disarm, Lightning Parry, Menacing, Quick Draw, Seasoned Traveller, Specialist Weapon (Cavalry), Specialist Weapon (Parrying), Specialist Weapon (Two Handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Wrestling.

A House Divided

Talabecland Captain (captain, ex sergeant, ex soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
62	54	57	54	50	41	43	53
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP

3	18	5	5	4	0	0	0
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Equipment: Axe, Greatsword (impact, slow), Buckler (+10 to parry, +10 strike to stun).

Armour: Full Plate Armour (5 all)

Skills: Academic Knowledge (Strategy/Tactics), Command +10%, Common Knowledge (Empire) +10%, Common Knowledge (Kislev), Common Knowledge (Tilea), Dodge Blow +20%, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Read/Write, Ride, Secret Language (Battle Tongue) +10%, Speak Language (Kislevite), Speak Language (Reikspiel), Speak Language (Tilean).

Talents: Disarm, Lightning Parry, Menacing, Quick Draw, Seasoned Traveller, Specialist Weapon (Cavalry), Specialist Weapon (Parrying), Specialist Weapon (Two Handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Wrestling.

Talabecland Infantry (soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43	35	35	36	40	29	29	29
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	12	3	3	4	0	0	0

Equipment: Sword, Halberd, Crossbow, 10 bolts.

Armour: Full Leather Armour (1 all), Shield
Skills: Common Knowledge (Empire), Dodge Blow, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Speak Language (Reikspiel).

Talents: Disarm, Quick Draw, Specialist Weapon (Gunpowder), Strike Mighty Blow, Strike to Injure, Strike to Stun.

Castellan of Castle Schloss (noble, ex steward, ex valet)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37	36	46	36	31	71	49	56
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	15	4	3	4	0	0	0

Equipment: Best Craftmanship Clothing, Chain of Office (150c).

Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Law), Blather, Charm +10%, Command, Common Knowledge (Empire) +10%, Evaluate, Gossip +20%, Haggle, Perception +10%, Performer (Musician), Read/Write, Ride, Search, Speak Language (Breton), Speak Language (Reikspiel) +10%.

Talents: Coolheaded, Dealmaker, Etiquette, Luck, Public Speaking, Savvy, Schemer, Specialist Weapon (Fencing), Specialist Weapon (Parrying), Suave, Super Numerate.

Helmut Feuerbach (captain, ex sergeant, ex duellist, ex courtier, ex noble)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
60	56	57	56	47	56	59	63
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP

3	18	5	5	4	0	0	1
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Equipment: Runefang, Mace, Swordbreaker, Pistol, 10 shots, Bracelet (100 crowns), Earring (40 crowns), 104 crowns.

Armour: Full Plate Armour (5 all).

Skills: Academic Knowledge (History), Academic Knowledge (Strategy/Tactics), Animal Care, Charm +10%, Command +20%, Common Knowledge (Border Princes), Common Knowledge (Empire) +10%, Common Knowledge (Tilea), Consume Alcohol, Dodge Blow +20%, Evaluate, Gamble +10%, Gossip +10%, Intimidate +20%, Perception +20%, Read/Write, Ride, Secret Language (Battle Tongue), Sleight of Hand, Speak Language (Reikspiel), Speak Language (Tilean).

Talents: Ambidextrous, Dealmaker, Disarm, Etiquette, Quick Draw, Lightning Parry, Luck, Master Gunner, Mighty Shot, Night Vision, Public Speaking, Savvy, Schemer, Sharpshooter, Specialist Weapon (Fencing), Specialist Weapon (Flail), Specialist Weapon (Gunpowder), Specialist Weapon (Parrying), Specialist Weapon (Two Handed), Strike Mighty Blow, Strike to Injure, Street Fighting, Suave, Swashbuckler, Wrestling.

A Final Enemy Within

Knights of the Empire (knight, ex sergeant, ex soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
62	49	50	51	51	49	53	51
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	5	5	4	0	0	0

Equipment: Sword.

Armour: Full Plate Armour (5 all), Shield
Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Empire), Common Knowledge (Wasteland), Dodge Blow +20%, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Ride, Secret Language (Battle Tongue), Speak Language (Reikspiel).

Talents: Coolheaded, Disarm, Menacing, Quick Draw, Seasoned Traveller, Specialist Weapon (Cavalry), Specialist Weapon (Flail), Specialist Weapon (Two Handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Wrestling.

Stephan Von Raukov (captain, ex sergeant, ex soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
65	44	52	61	55	42	43	54
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	18	5	6	4	0	0	0

Equipment: Best Craftmanship Sword.

Armour: Full Mail, Breastplate (5 body, 3 head/arms/legs), Shield

Skills: Academic Knowledge (Strategy/Tactics), Command +10%, Common Knowledge (Empire) +10%, Common Knowledge (Kislev), Common Knowledge (Tilea), Dodge Blow +20%, Drive, Heal, Gamble, Gossip, Intimidate, Perception, Read/Write, Ride, Secret Language (Battle Tongue) +10%, Speak Language (Kislevite), Speak Language (Reikspiel), Speak Language (Tilean).
Talents: Disarm, Lightning Parry, Menacing, Quick Draw, Seasoned Traveller, Specialist Weapon (Cavalry), Specialist Weapon (Parrying), Specialist Weapon (Two Handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Resilient, Wrestling.

Mayer Feuerbach (duellist, ex pistolier, ex noble)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51	52	37	44	49	46	54	46
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	16	3	4	4	0	0	0

Equipment: Sword, Main Gauche, 2 Best Craftmanship Pistols, 10 shot.

Armour: Studded Leather Jacket and Leggings (2 body/arms/legs)

Skills: Animal Care, Blather, Charm, Command, Common Knowledge (Empire) +10%, Consume Alcohol, Dodge Blow +10%, Evaluate, Gamble, Gossip +10%, Perception +10%, Performer (Musician), Read/Write, Ride +10%, Secret Signs (Scout), Sleight of Hand, Speak Language (Reikspiel) +10%.

Talents: Ambidextrous, Disarm, Etiquette, Luck, Master Gunner, Mighty Shot, Public Speaking, Quick Draw, Rapid Reload, Savvy, Sharpshooter, Specialist Weapon (Fencing), Specialist Weapon (Gunpowder), Specialist Weapon (Parrying), Strike Mighty Blow, Strike to Injure, Sure Shot, Swashbuckler.

Runefang

(Academic Knowledge: Genealogy/Heraldry, History, or Runes)

Best Craftmanship Sword inscribed with the Master Rune of Alaric the Mad – all attacks made with this weapon ignore all Armour Points. Runefangs have the Magic Quality.

Lushtongue (Daemonette of Slaanesh)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
44	0	40	37	52	31	40	55
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	12	4	3(5)	5	0	0	0

Skills: Charm +20%, Dodge Blow, Gossip +20%, Perception, Performer (Dancer), Speak Arcane Language (Daemonic), Speak Language (Breton), Speak Language (Dark Tongue), Speak Language (Reikspiel), Torture.

Talents: Ambidextrous, Daemonic Aura, Frightening, Natural Weapons, Night Vision, Will of Iron.

Mutations: Animalistic Legs, Pincer Hand (SB, precise), Irrational Hatred – Elves (Frenzy in the presence of Elves, until all leave sight).

Special Rules:

Aura of Slaanesh: A Daemonette is so seductive and bewildering that living opponents within 4 yards take a –10% penalty to Weapon Skill and Will Power.

Instability: On a round in which a Daemonette is injured in melee combat, but fails to inflict any Wounds in return, it must succeed at a Will Power Test or be banished back into the Realm of Chaos.

Riploose Sinewthrob – Eu'dair'kwano (Keeper of Secrets of Slaanesh)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
86	0	77	77	89	89	89	66
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
6	39	7	7(9)	4	0	0	0

Armour: Chaos Armour (5 all).

Skills: Academic Knowledge (Daemonology) +10%, Academic Knowledge (Magic), Channelling, Charm +20%, Command, Common Knowledge (Chaos Wastes), Common Knowledge (Empire), Common Knowledge (Kislev), Common Knowledge (Norsca), Dodge Blow, Hypnotism +20%, Intimidate +20%, Magical Sense, Perception, Performer (Actor), Performer (Dancer), Read/Write, Search, Speak Arcane Language (Daemonic), Speak Arcane Language (Magick), Speak Language (Breton), Speak Language (Dark Tongue), Speak Language (Reikspiel), Speak Language (Norscan), Torture +20%.

Talents: Acute Hearing, Ambidextrous, Armoured Caster, Contortionist, Daemonic Aura, Dark Lore (Slaanesh), Dark Magic, Etiquette, Excellent Vision, Frenzy, Keen Senses, Lesser Magic (Silence, Tremor), Lightning Parry, Linguistics, Master Orator, Natural Weapons, Night Vision, Petty Magic (Chaos), Public Speaking, Strike to Injure, Terrifying, Unstoppable Blows, Will of Iron.

Mutations: Claws, Extra Limbs – Two Arms, Horns (SB-1), Piercing Tongue (4 yards range, SB, precise), Pincer Hand (SB, precise), Poisonous Bite (SB-2, precise, if wound T test or suffer D10/2 damage), Scorpion Tail (SB, target must pass Toughness Test at –10% or die in TB rounds).

Special Rules:

Aura of Slaanesh: A Keeper of Secrets is so seductive and bewildering that living opponents within 16 yards take a –10% penalty to Weapon Skill and Will Power.

Domination: The Keeper of Secrets may attempt to control a single living creature within 24 yards as a full action. This is an opposed Test between the Keeper of Secrets Fellowship, and the targets Will Power. If successful, the Daemon has complete control over the target, which is permitted another Will Power Test after 1d10 minutes.

Instability: On a round in which a Daemonette is injured in melee combat, but fails to inflict any Wounds in return, it must succeed at a Will Power Test or be banished back into the Realm of Chaos.

Rending Attack: The Keeper of Secrets natural weapons are so razor-sharp, they count as having the Armour Piercing and Impact Qualities.

Soporific Musk: All living creatures within 8 yards must succeed a Challenging (-10%) Toughness Test or halve their Weapon Skill and Agility characteristics for 24 hours.

Appendix A – Careers

Presented here are three new careers to represent the Empire's finest – the Knightly Orders of Sigmar, Morr, and Ulric.

Templar of the Fiery Heart

This Order of Knights, based in Altdorf, are the foremost of Sigmar's Templar orders. It is the Order of the Fiery Heart who guard the Great Cathedral to Sigmar, and the Grand Theogonist himself. The Knights have a long tradition of sending members to aid the Dwarves in times of trouble, and many a Knight has found honourable death in the depths of the Dwarf Holds. Ferocious and zealous, the Order possesses a hatred for Greenskins akin to that of the Dwarves. The commander of the Fiery Hearts is Cleric Captain Adrian Hoven.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+25	-	+15	+20	+15	+5	+15	+15
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
+1	+5	-	-	-	-	-	-

Skills: Academic Knowledge (History), Academic Knowledge (Theology), Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Empire or Dwarves), Dodge Blow, Perception, Ride, Read/Write, Secret Language (Battle Tongue), Secret Signs (Templar), Speak Language (Reikspiel or Khazalid).

Talents: Disarm, Grudge-Born Fury, Specialist Weapon (Cavalry), Specialist Weapon (Two Handed), Stout Hearted, Strike to Injure or Warrior Born, Sturdy.

Trappings: Full Plate Armour, Destrier with Saddle and Harness, Lance, Claymore or Two Handed Sword, Holy Symbol of Sigmar.

Career Entries: Anointed Priest, Knight, Noble Lord, Priest, Sergeant, Squire, Witch Hunter,

Career Exits: Captain, Initiate, Knight of the Inner Circle, Shieldbreaker, Witch Hunter, Zealot.

Templar of the White Wolf

One of the largest and most powerful knightly orders, formed by the Templars of Ulric. They are all sworn servants of Ulric and their duties in peace

time include the provision of the Temple Guard, escorting the high priest on his rare visits to temples outside the City, and the mounting of honour guards for ceremonial occasions. The Templars have a reputation for ruthlessness and are generally feared and avoided. The members of this order are amongst the fiercest and most aggressive of the Empire's warriors. Unfortunately their tendency to attack in a frenzy, irrespective of tactical or strategic considerations, does have its drawbacks. The White Wolves were founded in the city of Middenheim during one of the many Chaos incursions which threatened to sweep the whole Empire away. The Knights are a fearsome sight, riding out on their fiery war horses, bareheaded and brandishing huge warhammers, distaining the traditional Knightly weapon, the lance. The order has a secondary chapter house, located in the northern city of Kislev.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+30	-	+20	+15	+15	+5	+15	+5
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
+1	+6	-	-	-	-	-	-

Skills: Academic Knowledge (Theology), Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Empire or Kislev), Dodge Blow, Intimidate, Perception, Ride, Read/Write, Secret Language (Battle Tongue), Secret Signs (Templar), Speak Language (Reikspiel or Kislevite).

Talents: Disarm, Fearless, Frenzy, Menacing, Specialist Weapon (Two Handed or White Wolf Hammer), Strike Mighty Blow, Strike to Injure.

Trappings: Full Mail Armour, Breastplate, Plate Bracers, Plate Greaves, Destrier with Saddle and Harness, Two Handed Hammer or White Wolf Hammer, Holy Symbol of Ulric, Pelt from Wolf killed by self.

Career Entries: Anointed Priest, Knight, Priest, Sergeant, Squire, Zealot (Wolf Kin).

Career Exits: Captain, Champion, Initiate, Knight of the Inner Circle, Zealot (Wolf Kin).

Templar of the Raven

Deathly silent, they are the dark guardians of the Empire. Held in mixture of fear and respect by the imperial military and the other knightly orders no one can doubt their martial prowess as they despatch enemies with silent efficiency. There are many dark whispers about the secret rites involved in becoming a knight of Morr.

An unofficial sect of the Cult of Morr, and which is excommunicated by the 'official' cult. Despite the opposition of the Cult of Morr, the Emperor has refused to ban the Order due to its exemplary work in combating evil. The Order are commanded by the Tilean former priest of Morr, Bassiano Dutra. Their two bases of operations are in Monte Negro near Remas in Tilea and in the Abbey of St Aethelbert the Vigilant in Siegfriedhof on the border of Sylvania.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+25	+10	+15	+15	+20	+5	+20	-
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
+1	+5	-	-	-	-	-	-

Skills: Academic Knowledge (Theology), Academic Knowledge (Necromancy), Common Knowledge (Empire or Tilea), Dodge Blow, Intimidate, Perception, Ride, Secret Signs (Templar), Scale Sheer Surfaces, Shadowing, Silent Move, Speak Language (Reikspiel or Tilean).

Talents: Fleet Footed, Specialist Weapon (Cavalry), Specialist Weapon (Crossbow), Stout Hearted, Strong Minded, Strike to Injure or Mighty Shot, Unsettling.

Trappings: Full Plate Armour, Destrier with Saddle and Harness, Lance, Crossbow Pistol or Repeater Crossbow and 10 bolts, Holy Symbol of Morr, 3 Wooden Stakes.

Career Entries: Anointed Priest, Knight, Priest, Squire, Vampire Hunter,

Career Exits: Captain, Initiate, Knight of the Inner Circle, Vampire Hunter.