

WARHAMMER
FANTASY
ROLE-PLAY

UBERSREIK ADVENTURES II



MORE GRIM AND PERILOUS ADVENTURES
IN THE DUCHY OF UBERSREIK

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◆ DEADLY DISPATCH ◆



This adventure should only take one or two sessions of play, but by the end, the Characters will know Chaos isn't the only threat to the Empire. This adventure takes place in the town of Ubersreik, but with little adaptation could be set in any of the river towns throughout the Empire. However, the adventure requires a location with relatively strong Bretonnian connections.

ADVENTURE SUMMARY

One of the Characters is approached by a courier bearing a far-travelled package, apparently addressed to them. The parcel contains a cunning puzzle box that holds occult items of a most necromantic nature... and wasn't addressed to the Character at all! The package is expected by a ruthless necromancer, who is using a riverwoman captain as a 'face' for his activities in Ubersreik. The necromancer needs the package's contents to assist in his scheme to acquire the misplaced skull of a Bretonnian Grail Knight, and will soon unleash a lethal Undead minion to retrieve his parcel if it goes missing.

The party's choice of how to deal with the package will help determine the necromancer's actions, more than likely leading to him unleashing the Undead on Ubersreik to prevent further interference in his plans. The Characters are in for a harrowing night; whether they seek to thwart the necromancer or just try to survive to see the sun rise!

GETTING STARTED

Before playing **Ubersreik Adventures: Deadly Dispatch**, read it through from start to finish at least once. It may also prove useful to read through the **Guide to Ubersreik** in the **WFRP Starter Set**, as it provides additional information about the scenario's setting. Brushing up on the effects of Fear can't hurt, either. (See **WFRP Rulebook 4th Edition**, page 190.) Once you feel confident with the material, you're ready to begin.



INCLEMENT PRESENTS

It's early summer as the Characters pass through Ubersreik's Artisan's Quarter not far from the Teufel River. Suddenly, the weather turns foul. The Characters find themselves at the mercy of an unexpected squall, immediately followed by a heavy driving rain. This catches them outside and unprepared for hard weather.

Folk surrounding the Characters dive for cover, swiftly moving their goods under tarps, and pedestrians rapidly clear the streets around them. As the Characters attempt to escape the lashing of the rain, a voice calls out to one of them by name, or so it seems...

THE PARCEL PERILOUS

If your Players are using the pregenerated Characters from the **Starter Kit**, the voice calls out, '*Sigloben! Mistress Sigloben?*' or perhaps '*Mistress Drakenburg?*' if the Witch Hunter is not in the party. If your players have created their own characters, the voice should call out the last name of a Human woman, otherwise you'll need to tweak the following sections, and perhaps change the Fisherwoman Gele (see page 5) to suit.

A courier bearing a large backpack with a high wooden frame and covered with a tarpaulin comes running out of the rain. He touches his forelock and offers a short bow. '*Fritz the Fleet at your service. You are Mistress Sigloben, yes? I have a package for you.*' It doesn't actually occur to Fritz to get in out of the rain, he's spent so much of his life being pelted by inclement weather he barely notices. However, he agrees to move indoors into a nearby tavern if asked.

The parcel proves to be a small, heavily sealed package, bound up in multiple strings of varying thickness and set with several wax seals. The ink of the delivery address is smudged, but it does seem to, more or less, resemble the recipient's name. Fritz casually mentions to the Characters that, '*I was charged with delivery in Ubersreik, Human woman, to be found along the Teufel. Some kindly souls pointed me in your direction.*' Fritz has the recipient sign off (or make an 'X' if they're illiterate) as having received the package in a small leather book he carries. He doesn't mention further funds, which the Characters should find odd — the majority of couriers receive at least some recompense from the receiving party for their labour.

FRITZ THE FLEET - COURIER

Fritz is a well-travelled courier with a tongue near as quick as his feet. He's a good source of non-local gossip as he is constantly on the move, ranging from as far south as Dunkelberg to the northern edges of the Vorbergland.

Characters that want to ask Fritz more can make a **Challenging (+0) Charm Test**, as it is clear Fritz intends to move on without further delay. The courier generally delights in a bit of news, but something about the package has put him off. On a success, he remains for a while to talk, and down a mug of ale. If the party asks him further about the package, Fritz notes that the whole thing has been a bit odd. The delivery instructions were very explicit...

FRITZ THE FLEET

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	36	27	38	42	43	42	31	36	41	36	12

Skills: Endurance 68, Gossip 61, Lore(Heraldry) 62, Lore (Local) 66

Traits: Weapon (Club) +7

'Quite precise as was, extra coin on it and all. Under no circumstances to be opened, except by recipient. Now I pride, myself, I do – I've never opened any of my parcels, ever. But Hartwicus, one of the chaps I deliver for... he was mighty shook. "Sort it quick as you can, Fritz, and be done with it", he says. Not like him at all.'

If asked if there is anything else strange about the parcel, Fritz nods. He points to several of the wax seals.

'Aye. Come a long way, this one has. See here, this seal is the gold lion of Nuln, right? But this one here, the black tower on red, why that's all the way from Estalia! That package has travelled further than most folk ever will.'

Soon after, he gathers himself and makes his farewells.

'Sigmar be with you... especially you, miss', he adds to the recipient, and then he swiftly disappears into the rain.

WHAT'S IN THE BOX?

The party is brimming with curiosity to find out what the parcel contains, though the recipient may want to (wisely) move somewhere more private before opening it. Beneath the outer layers of packaging and wax seals lies a beautifully crafted, but seemingly solid, wooden box. The exterior is made of darkly stained and varnished wood, marked with strange sigils and some scratches, indicating travel damage. No Lore known to the party can identify the sigils, though if Magister Gruber (or another character that knows the Lore of Death) studies them, they look disturbingly familiar...

The box appears to have neither seams nor hinges of any kind. It is a puzzle box requiring a **Challenging (+0) Intelligence Test** to solve, though if any player can make a good argument for why any of their Character's skills would assist them in opening it, they can make the test at an **Average (+20) Difficulty**. Success means they find a series of cleverly concealed panels that slide open, eventually unfolding to reveal the disturbing contents: a leather pouch filled with worryingly small finger bones, four tightly sealed jars filled with various substances, and an ornately carved urn. The jars are marked with sigils that look like they were drawn with blood. Similar markings cover the inner surfaces of the box as well. The jars hold crematory ash, loam, oil with a sweet aroma, and crushed flowers (perhaps roses).

A successful **Challenging (+0) Lore (Magic) Test** indicates that some sort of spell has been woven into the contents of the box and that disturbing them might have some sort of effect. The black urn is marked with the head of a jackal. To anyone with the **Second Sight Talent**, the urn nearly sears their eyes with the roiling waves of *dbar* energy that seem to pool and overflow from it. Characters have a chance of recognising the urn's distinctive style with a **Difficult (-10) Lore (Theology) Test**. On a success, they know such things are associated with near-legendary distant Nehekhara: an ancient empire obsessed with the dead, and the first site of human civilisation. If anyone looks inside the urn, it contains a Human heart, which is still, occasionally, beating. Characters that specifically open the jar to discover this fact must make a **Challenging (+0) Cool Test** or gain 1 Corruption point.

If the Characters fail to solve the puzzle, they may attempt to hack the box open and reveal its contents. The box proves highly resistant to damage, but with enough time and effort the Characters can break it. In this case, all of the jars inside are shattered and their contents hopelessly mingled, with the brittle bones being reduced to powder. However, the urn emerges, intact, from the wreckage of the box.



Removing the urn from the box breaks an enchantment, alerting the Necromancer, Rule Leidtragende (whose parcel it is). Destroying the box also breaks the enchantment wrapped within the package. In both cases, the enchantment also reveals the box's location to its original owner. Leidtragende waits till nightfall to send his deadly minion Rojas (see page 8) to the box's location to investigate what has happened to his shipment.

CLEARLY THERE HAS BEEN A MISTAKE

If your Players are using some of the pregenerated characters from the **Starter Kit**, several of them will have very different assessments of the package. Magister Gruber knows (as would any Empire-sanctioned wizard) without any Test that the contents of the box and the urn stink of necromancy, and being caught possessing either by Imperial authorities could lead to a very short trip to a pyre. Else Sigloben may well suspect that the package and its contents may have something to do with her mother. They don't, but it could take some time to determine that.

A literate Character who thinks to double-check the outer packaging to verify the addressee discovers that the water-stained blurry name, while a close match, is in fact spelled slightly differently from the recipient's actual last name. Regardless of what the recipient's name is, the name on the package will always be one or two letters off - and that will be the Fisherwoman Gele's actual last name (more about her in the next section). For example, if Mistress Sigloben received the package, it was actually addressed to a 'Silgoben'.

With the information Fritz gave them, the party knows that they can search along the Teufel for the actual named recipient. If they're upstanding citizens (or still a part of the Watch) they may well want to discover whatever the package is intended for and try to stop it. If the party holds more unscrupulous sorts, they may wish to seek out the actual named recipient for 'delivery fees' or blackmail purposes. Regardless, they're probably interested in finding the actual intended recipient.

ALONG THE DOCKS

The rain doesn't let up anytime soon. That may encourage the party to postpone their search for the actual recipient for a few days, but delaying will bring trouble to their door in the form of Rojas. Whoever is in possession of the package will feel a growing sense of unease about it, and must make a **Challenging (+0) Cool Test** or suffer a string of terrifying, if vague, nightmares. Since the Characters know to look along the Teufel, it isn't hard to conclude that the actual recipient is likely to be found somewhere in the Teubücke. It takes an **Average (+20) Charm or Gossip Test** to locate someone who knows the Riverwoman Gele, the 'intended' recipient, in a timely fashion. On an **Impressive** or better success, the questioner learns that Gele owns a ship called *The Deft Dancer* and that she is relatively recently widowed, having lost her beloved husband to the Reik late last year when he drowned during a fierce storm.



GELE* - RIVER ELDER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	39	32	30	43	42	43	38	25	30	42	12

Skills: Cool 43, Melee (Polearm) 49

Traits: Weapon (Halberd) +7

* Gele's last name is close to the recipient's, with only one or two letters changed.

Gele is a successful Riverwoman in her mid-thirties, with russet hair and guarded brown eyes. Her hands are heavily scarred from a life of fishing lines, sharp hooks, and hard labour. She and her husband, Thomel, worked their way up from greenfish deckhands to having their own ship. Thomel's death occurred in a storm on the Reik as they struggled to save the ship, and it has hit her hard. She misses him terribly and has a heavy case of survivor's guilt. In her worst times, she believes that she should've died with Thomel.

Gele can be found pacing somewhere between where her ship is docked in the southern end of the Merchant Quarter and the Sprichstumpf in the Marktplatz. She is quite anxious, as she is awaiting an important parcel...

Once located, Gele can easily be followed from a discreet distance. Surveilling her for a few hours reveals that she may be running errands for someone, as she comes and goes from her ship with parcels quite frequently.

Gele's reaction to the Party varies depending on how they approach her. If the Characters question her bluntly about the parcel, Gele responds guardedly. She may claim that there has been a mistake of some kind. It takes a successful **Intuition** Test against her **Cool** to discern that she is desperately trying to mask being both anxious and terrified. A Character that sees her fear can try to break through Gele's bluster. A successful **Hard (-20) Charm** Test opposed by Gele's **Cool** will lead to her blurting out that the package is for someone else.

'But he's dangerous,' she whispers, 'so very dangerous.'

She is too frightened of the necromancer to betray him much further, other than to state that she has to get the package back.

If the Characters give the package to her, she suddenly grabs one of their arms and whispers, *'The Grail Chapel. Warn him.'*

Then Gele flees. If the Characters fail to win her trust, she may make a scene to cause a distraction, loudly accusing the characters of theft, and then run back to her ship to tell Leidtragende about the party.

If hit up for an immediate bribe or blackmail, Gele abruptly agrees to pay whatever is asked, with minimal haggling on her part. She'll simply note she expects the intact package and all its contents at once. In this, she is being totally honest — the necromancer made it clear that she was to secure the package at whatever cost. She'll ask where the party wishes to meet, return to her ship to secure their funds, meet them to collect the package, and send the Characters on their way without any trouble on her part. (See page 12 for the eventual repercussions if the party doesn't intervene.) Depending on the party's actions, Gele may well move her ship to a different mooring.

If the Characters fail to locate Gele, and Rojas retrieved the package without being noticed, then it is likely the next they hear of the situation will be when the dead begin to pull themselves down from their Gibbets! If this occurs, the Characters will encounter a terrified and remorseful Gele running through the streets, telling anyone who will listen,

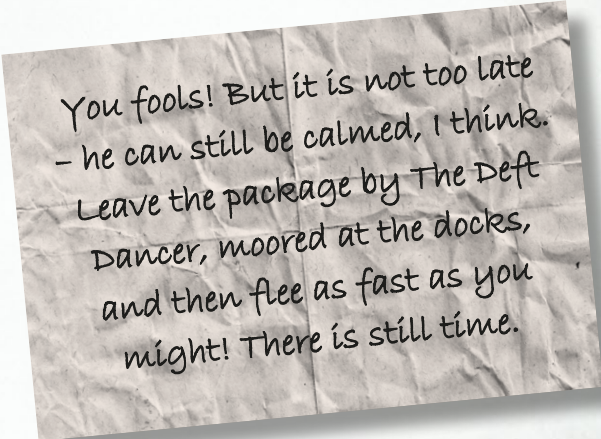
'I didn't know! I didn't know! He took it to the chapel, I don't know to what end, but you must believe me, I didn't know! Oh Thomel, please forgive me!'

If the Characters fail to locate Gele, Rojas finds them first. Rojas will try to acquire the package without alerting the party. Should he fail in this, either because he is discovered or because no opportunity presents itself, he will give the Character a single opportunity to hand it over willingly.

He will offer no explanation beyond, *'It is not yours to keep.'*

Should the Characters refuse, Rojas will wait no more than a day before attacking them outright, preferring a moment when they are isolated or otherwise vulnerable, but will not hesitate to attack them in broad daylight if he has no other choice. Rojas has no real desire to kill the Characters, and will withdraw if he gets the box. He will also withdraw if he is reduced to 4 wounds or fewer — he is, after all, a valuable asset of Leidtragende's.

If the Characters fail to locate Gele, but manage to hold on to the package, Gele will send a short note to the Characters, having learned of their identity by following Rojas.



You fools! But it is not too late
- he can still be calmed, I think.
Leave the package by The Deft
Dancer, moored at the docks,
and then flee as fast as you
might! There is still time.

THE DEFT DANCER

Gele's riverboat was formerly a fine one, a small merchant vessel used for both fishing and transporting cargo. These days, the ship is in want of maintenance: the once brightly painted red hull has faded and the decks are grimy. Gele released the small crew that manned the boat not long after Thomel's death. *The Deft Dancer* is a sailed vessel with a single tall mast, with both stern and prow boasting high castle towers. Below decks there is a great deal of cargo space, with three different holds for fish and trade goods.

Gele uses the stern castle tower as her cabin. The necromancer Rule Leidtragende has taken up the two forward cargo holds. One is filled with his necromantic paraphernalia: a wide assortment of bones, blood-drained organs, fluid- and powder-filled jars, blood-filled organs in various containers, and esoteric books. Most of the volumes are banned in the Empire, but none so much so as his prized fully intact copy of Vanhel's legendary masterwork on necromancy, the *Liber Mortis*. This book is difficult to put a price on, but 200GC would not be out of bounds. However, finding a buyer would be near impossible, as anyone caught with it in the Empire is subject to a summary death sentence.

The necromancer sleeps (very, very rarely) in the other hold, which otherwise is occupied by his undead minion, Rojas. Leidtragende keeps several purses with coins from various countries, collectively worth approximately 20GC. He also hides a small pouch of onyx gemstones worth an additional 20GC within a jar filled with organs in a preservation fluid.

A SKULL MOST GALLANT

Leidtragende ended up in Ubersreik on a casual whim that turned up a potential prize beyond his dreams. The opportunity has made him near giddy with anticipation and caused him to act recklessly. Necromancers can make great and terrible use of the remains of the mighty — there is a great deal of mystical power within them and some of the most puissant necromantic spells of legend require the bones of heroes to be successfully cast. Leidtragende has only managed one such enchantment before, upon the bones of a fallen Estalian hero — his minion Rojas.

Most of the time, the remains of great heroes are esteemed and protected, sanctified by priests in such a manner as to render them near useless to a necromancer. To his astonished delight, Leidtragende discovered something remarkable. During the Fifth Parravon War, some 38 years ago, the valorous Bretonnian Knight Sir Galleren de Grismerie was shot off his Pegasus and fell near Ubersreik. The Grail Knight's fall broke his body, but miraculously did not kill him. However, the subsequent fighting over his mangled form rendered him near unrecognisable. The dying knight was taken to an Empire internment camp, where he perished. Thus, the skull of one of the legendary Grail Knights of Bretonnia is sitting somewhere inside a small shrine within the Grail Chapel of Ubersreik. It is anonymous in death, and guarded only by a single old man.

Leidtragende could barely believe his fortune. Research and such spying as Rojas can manage has assured Leidtragende that what he has discovered is probably true, but like most (successful) necromancers, he is utterly paranoid. He suspects a trap and is rightly wary of discovery, as the known presence of a necromancer in Ubersreik would immediately cause the various factions presently jockeying for power to instantly unite, however temporarily, in destroying him. Thus, he realised that he needed time and privacy to make arrangements.

He found a likely dupe in Gele, and approached her in secret for her assistance. Leidtragende can no longer easily travel in polite society, as his 'unnatural' condition is fairly obvious in daylight or to any extended scrutiny. He therefore needed a go-between to conduct errands for him, collect the important package he was arranging from afar, and secure a safe place for him to stay. In exchange for her services and the use of her ship, the necromancer has promised to restore her husband, something he has neither the power nor any real intention to do. Only the Riverwoman's desperate sorrow and grief have convinced her to believe the necromancer's lies.

Leidtragende arranged for an apprentice of his to send along some very specific materials at his request, in a box he had prepared before travelling to Ubersreik. While Leidtragende very much desires the Nehekharan urn back, it is the finger bones and the jars' contents that he eagerly awaits. These are materials that will make his planned summoning far more easily accomplished.

RULE LEIDTRAGENDE – NECROMANCER

While Leidtragende acknowledges that he is a necromancer, he sees himself, first and foremost, as a scholar. In his distant youth he was a medical student at the University of Altdorf, and pursued many avenues of medical inquiry, seeking a specialisation that interested him, before discovering a copy of the infamous *Liber Mortis*. Soon, his interests focused on a new form of 'life extension'. Now, well over a century since he began his studies, he is plagued by others interfering with his research. He reasons that his advances into the science of longevity will one day benefit all, so surely the trivial sacrifice of a few malnourished souls is a small price to pay? After all, to advance his work, he simply must be able to study the moment when a soul leaves the flesh, and the poor and the vulnerable make ideal subjects for this avenue of research...

Leidtragende regularly stays on the move to keep ahead of 'critics' of his work. He is a slight man who speaks Reikspeil with a clipped Sylvanian accent. He wears heavy dark clothing, which particularly contrasts with his skin, as it is roughly the colour of alabaster. He lost his right eye long ago to a Witch Hunter's blade, and the empty socket has since filled with a pale nascent green glow that he masks with an eyepatch on his exceedingly rare forays in public.





RULE LEIDTRAGENDE – NECROMANCER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	32	37	37	54	44	30	56	63	21	15

Skills: Channelling (Necromancy) 83, Cool 73, Dodge 55, Language (Magick) 86

Traits: Dark Vision, Fear 1, Painless, Spellcaster (Necromancy), Weapon (Sword) +4

Known Spells: All Necromancy Spells from the Lore of Necromancy on page 256 of the **WFRP Rulebook 4th Edition**. Necromantic versions of **Bolt** (an arc of black energy), **Bridge** (ethereal spirits instantly form a solid span made from their flickering forms), **Distracting** (screaming spirits wheel about the necromancer) and **Drop** (targeted item briefly grows thorns made of bone). He has access to quite a few more spells and rituals amidst his books.

THE JACKAL URN

The Nehekharan urn preserves organs, after a fashion, imbuing them with dark energy. It can act as a powerful focus for spells drawing from the various Dark Magic lists. Additionally, if Leidtragende recovers the urn, he can pull the heart from within and crush it as he casts a Necromancy spell – allowing him to instantly make a successful cast with +4 SL.

**ROJAS - WIGHT
(FORMERLY ESTALIAN DIESTRO)**

Leidtragende spent many cautious years in Estalia, learning things best left forgotten. When a famed Estalian Diestro was poisoned and left to die in an alleyway, the necromancer found a long-sought bodyguard. Rojas is undead, but mightier by far than any simple animated corpse. He is sentient, and though his memories of cool wine, warm nights, and beautiful women have all faded, his skill with a blade has not. Rojas has to obey Leidtragende to the best of his ability, though he has become cognisant of his situation and has slowly begun to realise he hates the necromancer. Rojas's skin is well preserved and when bound in heavy clothing during the day he passes for one of the living. However, his once melodious voice has been reduced to a heavy rasp. Also, his blood turned to dust long ago and any wound he suffers immediately reveals his true nature. At night, his eyes burn with a pale eldritch light.



ROJAS - WIGHT (FORMERLY ESTALIAN DIESTRO)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	65	55	45	45	30	40	30	25	55	20	17

Traits: Armour 2, Dark Vision, Elite*, Fast*, Fear 2, Immunity to Psychology, Painless, Stealthy, Undead, Weapon (Rapier) +8

THE BEST LAID NEFARIOUS PLANS GO AWRY

Leidtragende's original plan to retrieve the Grail Knight's skull was fairly straightforward. Upon receiving his package, along with the materials he needed, he intended to have Gele move *The Deft Dancer* to a mooring along the Docks not far from the Grail Chapel, as it is very close to the western bank of the Teufel. In the darkest hours of the night, he and Rojas were to slip into the chapel, then he would use a relatively simple necromantic ritual designed to help him discern the exact location of the skull amidst the many contained within the chapel. If the Grail Chapel's caretaker interfered at any point, Rojas would kill him swiftly. Once the skull was secure, they would've taken their leave, departing Ubersreik via the river the next day. Ostensibly they would be going to find and retrieve Thomel's body. In reality, the necromancer fully intended to kill Gele somewhere between Auerswald and Grünburg before heading into the Hagercrybs.

The party's interception of his package has altered his plans, possibly drastically. Leidtragende needs the box's contents in order to easily locate the Grail Knight's skull. Without them, he will be forced to take far 'cruder' actions in order to secure his prize. If the Characters returned the box intact, whether because they accepted a bribe or attempted blackmail, or Rojas secured it without its contents being damaged, Leidtragende decides to move immediately. He suspects the Characters will turn Gele in to the authorities; and does not believe anyone would have left the package unopened.

As soon as twilight falls, he uses the heart from the Jackal Urn to cast a potent spell using the corpses of the Jungfreud supporters, still hanging from the town gibbet after their failed rebellion some weeks past, to summon a decent sized horde of Zombies. These he unleashes on the Merchant Quarter and the Morgenseite. Leidtragende correctly reasons that a shambling mass of undead attacking the city's richest neighbourhoods will immediately draw the bulk of the authorities' attention. He and Rojas then proceed to the Grail Chapel to follow his original plan.

JUNGFREUD ZOMBIES

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	15	-	30	20	05	10	15	-	-	-	12

Traits: Construct, Dark Vision, Fear 2, Infected, Painless, Undead, Unstable, Weapon (Teeth) +7

The rotted corpses of former Jungfreud supporters, tearing their way free of scaffolds throughout Ubersreik to menace the living.

SKELETON GUARDS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	25	30	40	20	20	25	-	-	-	16

Traits: Armour 2, Construct, Dark Vision, Fear 2, Hardy, Painless, Undead, Weapon (Sword) +8

Leidtragende's personal guards are far more formidable than most of their kind.

If the box and its contents are lost or destroyed, Leidtragende is coldly furious and abandons any pretence of subtlety. When he is certain his package is lost, just after night falls, he uses a powerful spell from the *Liber Mortis* called *Vanhel's Invitation to the Dance Macabre*. This animates nearly every Jungfreud supporter's corpse for hundreds and hundreds of yards. Given the number of people who supported the Jungfreud insurrection and were subsequently hanged for it, this is quite a lot of raw material for the necromancer's spell. Zombies tear their way free from scaffolds about the city, but especially throughout the Docks, the Marktplatz, and the Merchant Quarter, and begin wreaking havoc at Leidtragende's behest. The necromancer then advances on the Grail Chapel with an escort of eight Skeleton Guards and Rojas.

Without the materials from his package, he cannot readily locate the Grail Knight's skull to bear away. Instead, he intends to take a dangerous gamble by summoning his new undead hero on the spot within the Grail Chapel, trusting that Sir Galleren de



Grismerie's skull is, in fact, present, and that it will make itself apparent at the conclusion of the spell. The ritual spell takes Leidtragende over two hours to cast. While he is performing it, the Grail Chapel blazes with *dhar* to anyone with **Second Sight**. If the Characters do not intervene, he will succeed. Then Leidtragende departs with his new champion in tow, taking the Deft Dancer down the Teufel, and leaving a screaming, zombie-plagued Ubersreik behind him...

VANHEL'S INVITATION TO THE DANCE MACABRE

CN: 16

Range: Self

Target: AoE (Up to Willpower Bonus x 100 yards)

Duration: Until sunrise

Found only in the pages of the terrible Liber Mortis, this spell is among the greatest and most terrible achievements of the necromancer Vanhel. You channel a writhing miasma of *dhar*, storing up a great mass of the foul magic before releasing it across the lands. The magic infests all nearby fresh corpses that have not been properly prepared and sanctified for burial. All corpses in a radius up to your Willpower Bonus x 100 yards are raised as Skeletons or Zombies, as you prefer. You may choose to have the spell affect a smaller area if you wish. For each 100 yards of radius, rounded up, gain one point of Corruption.

The summoned Undead are entirely under your control and may perform simple orders as you command. If you are killed or gain the Unconscious Condition, the spell comes to an end and the summoned Undead collapse.

SHAMBLIN' STREETS

Depending on Leidtragende's and the party's actions, the Watch and the Altdorf soldiers presently patrolling Ubersreik likely find themselves fighting the Undead. The bulk of Ubersreik's citizens promptly barricade themselves inside their homes or businesses. Others add to the confusion, roaming the streets screaming that the Undead are the gods' judgement on Ubersreik, or on the Emperor for toppling the 'rightful' rule of the Jungfreuds.

How many Zombies the party ends up facing depends a lot on where they are and what they intend to do. If the characters want to pass through a Zombie-infested neighbourhood of Ubersreik, they will have to destroy the equivalent of **two Zombies for each Character**. For example, a party of four Characters heading for the Teufel through the Marktplatz and on to the Teubrücke will have to fight off eight Zombies in the Marktplatz and another eight in the Docks before they reach the river.

SUPPLY INTERRUPTION

Characters that have discerned something of what is going on and are already near the Grail Chapel when the dead begin to rise will have to fight through ten Jungfreud Zombies inside. If the necromancer is performing his ritual to summon a new champion, his sonorous voice can easily be discerned from the streets surrounding the chapel. It doesn't take an understanding of magic to know that something horrible is going on.

What the party finds inside depends on their timing and what Leidtragende is up to. He will keep his Skeleton Guards close, with three inside while the rest are stationed outside guarding the chapel's entrance. If Rojas is alive, he will certainly have been instructed to defend the Necromancer, but will by now be looking for any opportunity to undo his hated master should a poorly worded order allow it.

If Leidtragende is summoning his new champion, he will order any Undead at hand to defend him, but will be unable to take any action other than a **Dodge** or risk interrupting the ritual. Otherwise, he can and will use his magic to summon more Undead and generally make the Characters' lives difficult. If Leidtragende received his package and its contents intact, or if the players delay much in heading to the Chapel, then it is likely he will already have succeeded in calling up his new champion. If confronted, he will not hesitate to put the Undead Sir Galleran to good use.

ARISE, SIR GALLERAN!

Streaming wisps of pure *dhar*, Sir Galleran's skeletal form assembles itself from the bones spread throughout the small chapel, finally coalescing into a hulking warrior wielding a zweihänder with staggering ease.

SIR GALLERAN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	85	55	55	45	30	40	30	25	55	20	17

Traits: Armour 2, Champion, Dark Vision, Elite*, Fast*, Fear 2, Immunity to Psychology, Painless, Undead, Weapon (Zweihänder) +10





ARTISAN'S QUARTER

MERCHANT QUARTER

MORGENSEITE

THE PRECINCT

TEUBRUCKE

MARKTPLATZ

BLACK ROCK

DAUWHAFEN

Teufel

Teufel

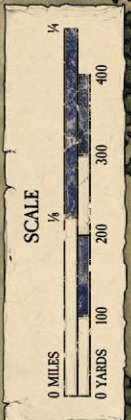
Leemdorf

LEEMDORF

BLASSER

JUNZEN

JUNGFAL



UBERSREIK'S GRAIL CHAPEL

The Grail Chapel was once of the building that the city used as an internment camp for Bretonnians during the Fifth Paravonese War. Its exterior remains that of a nondescript warehouse near the western bank of the Teufel River, save that its eaves are marked with fleur-de-lys.

The inside is covered with intricate carvings, depicting legends of the Lady of the Lake and famous knights. One wall acts as an ossuary, filled with the skulls of Bretonnians that died while imprisoned. The many carvings were created by the original Bretonnian captives, but are now maintained by the Carpenters' Guild. Local Bretonnian émigrés and Bretonnians passing through Ubersreik frequently visit, paying their respects to the Lady. It's not a particularly defensible building. In addition to the main doors, there are several side doors and various shuttered windows along the second floor.

HUGO – ANTIQUE KNIGHT

The chapel's caretaker is an ancient Bretonnian with a white beard and kind eyes named Hugo, who local children swear was a knight, long ago. They're right, though the years have taken much of his former prowess. Still, he will fight to defend the chapel, as is his duty, and cannot be persuaded otherwise. If alerted by the Characters that 'something' is coming, he will have donned some old armour — add Armour 2 to his Traits.



HUGO – ANTIQUE KNIGHT

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	39	14	36	27	30	31	31	31	30	39	10

Traits: Weapon (Sword) +7

POST DELIVERY

Leidtragende has absolutely no intention of dying today (or ever, really) and will retreat if hard-pressed, using his magic to flee by casting *Distracting* to confuse the Characters, or *Bridge* to escape in an unexpected direction. He will not forget the Characters.

Rojas will fight until the necromancer orders him to withdraw, then he will move towards the Teufel till he can just dive in. He'll not bother to come back up, allowing the river to carry him downstream before exiting miles away to rejoin Leidtragende elsewhere. If the authorities discover that Gele assisted the necromancer in any way, she will be burned at the stake. If the Characters keep her secret, she will be immensely grateful and they'll have gained a useful new ally though she'll need some help clearing her cargo holds...

If the Characters assisted Hugo in surviving the Undead assault, he will be extremely grateful for their assistance. Though the means of his tiny chapel are somewhat humble, he does have a small stash of donations amounting to 50 GC, which he happily shares with the Characters. If Hugo did not survive, Characters who succeed in a **Difficult (-10) Perception** Test may also find this stash hidden inside an ornate helmet.

Should the Characters' exploits become known more generally, they will likely attract attention – positive and negative. It's possible that they may be viewed as accomplices to the whole affair, especially if they were seen delivering the package to Gele, and her ties to Leidtragende are discovered. If this is the case, the Characters will need to talk fast to avoid the pyre themselves. On the other hand, if the Characters acquitted themselves well on their journey to the Chapel, they may well find that they have more than a few rounds bought for them the next time they make their way to any of the local taverns. They may also draw the attention of one or more of Ubersreik's factions, who are always in need of adaptable individuals.

After the affair has passed, and the Priests of Morr have taken the time to bless the streets and properly inter the dead, most folk in Ubersreik will attempt to move on and return to their lives. You can be sure, however, that some will begin to whisper that the Jungfreud cause must indeed be righteous if its followers will return from death to pursue it...

REWARDS

As well as the normal XP you offer for good roleplay and having fun, you should apportion XP at the end of each session using the following guidelines.

- ☠ 10 XP for questioning Fritz about the box.
- ☠ 20 XP for getting the box open without destroying its contents.
- ☠ 10 XP for getting the box open via brute force and ignorance.



- ☠ 5 XP for selling the box or its contents.
- ☠ 20 XP for defeating Rojas.
- ☠ 10 XP for learning of the necromancer from Gele.
- ☠ 10 XP for warning Hugo in time for him to don his armour.
- ☠ 20 XP if they defeat Sir Galleran or prevent his resurrection.
- ☠ 10 XP for each heroic act during the zombie attacks.
- ☠ 30 XP if they drive off Rule Leidtragende.
- ☠ 50 XP for permanently stopping Leidtragende.

NPC STAT REFERENCE

FRITZ THE FLEET

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	36	27	38	42	43	42	31	36	41	36	12

Skills: Endurance 68, Gossip 61, Lore(Heraldry) 62, Lore (Local) 66

Traits: Weapon(Club) +7

GELE – RIVER ELDER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	39	32	30	43	42	43	38	25	30	42	12

Skills: Cool 43, Melee (Polearm) 49

Traits: Weapon (Halberd) +7

ROJAS – WIGHT (FORMERLY ESTALIAN DIESTRO)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	65	55	45	45	30	40	30	25	55	20	17

Traits: Armour 2, Dark Vision, Elite*, Fast*, Fear 2, Immunity to Psychology, Painless, Stealthy, Undead, Weapon (Rapier) +8

HUGO – ANTIQUE KNIGHT

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	39	14	36	27	30	31	31	31	30	39	10

Traits: Weapon (Sword) +7

RULE LEIDTRAGENDE – NECROMANCER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	32	37	37	54	44	30	56	63	21	15

Skills: Channelling (Necromancy) 83, Cool 73, Dodge 55, Language (Magick) 86

Traits: Dark Vision, Fear 1, Painless, Spellcaster (Necromancy), Weapon (Sword) +4

Known Spells: All Necromancy Spells from the Lore of Necromancy on page 256 of the WFRP Rule Book 4th Edition. Necromantic versions of **Bolt** (an arc of black energy), **Bridge** (ethereal spirits instantly form a solid span made from their flickering forms), **Distracting** (screaming spirits wheel about the necromancer) and **Drop** (targeted item briefly grows thorns made of bone). He has access to quite a few more spells and rituals amidst his books.

JUNGFREUD ZOMBIES

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	15	-	30	20	05	10	15	-	-	-	12

Traits: Construct, Dark Vision, Fear 2, Infected, Painless, Undead, Unstable, Weapon (Teeth) +7

The rotted corpses of former Jungfreud supporters, tearing their way free of scaffolds throughout Ubersreik to menace the living.

SKELETON GUARDS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	25	30	40	20	20	25	-	-	-	16

Traits: Armour 2, Construct, Dark Vision, Fear 2, Hardy, Painless, Undead, Weapon (Sword) +7

Leidtragende's personal guards are far more formidable than most of their kind.

SIR GALLERAN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	85	55	55	45	30	40	30	25	55	20	17

Traits: Armour 2, Champion, Dark Vision, Elite*, Fast*, Fear 2, Immunity to Psychology, Painless, Undead, Weapon (Zweihänder) +10

◆ FISHROOK RETURNS ◆



ADVENTURE SUMMARY

An innocent coach is stopped on the road from Bögenhafen. A horse rears, a pistol is cocked, and a voice rings out: 'Stand and deliver, your money or your life!' Unfortunate, but hardly out of the ordinary — such wastrel bandits are known to plague the Empire's highways. This, however, is no ordinary highwayman, but the legendary Fishrook. Known for his flamboyant mask, his dashing robberies, the swooning victims left in his wake and — of course — for being hanged over a century ago. Is there a pretender to the title of Fishrook, or has his grave spat up his handsome ghost? One way or another, one young woman is determined to find out the true reason for Fishrook's Return.

Ubersreik Adventures: Fishrook Returns is an adventure that explores what it is to be a legend, and what that legend might do to a less than romantic truth. The adventure takes place in and around Ubersreik, but could be moved to any sizable town where a daydreaming noble might long for a more exciting life. The adventure is suitable for four to six Characters in their 2nd Career, and should take about four to five hours to complete.

GETTING STARTED

Before playing this adventure, read it from start to finish at least once. It may also prove useful to read **A Guide to Ubersreik** in the **Warhammer Fantasy Roleplay Starter Set**, which provides additional information about the town where the action takes place. Once you feel comfortable with the material, you're ready to begin.

The Characters are hired by a Ubersreik noble, Gutele Von Bruner, to investigate the true identity and escapades of a bandit claiming to be The Fishrook, a pseudo-historical figure whose exploits were heavily romanticised in a well-known novel. Gutele claims to have been robbed by the Fishrook, and a handful of other travellers confirm this. In fact, Gutele has taken on the persona of The Fishrook, to satisfy her own thirst for adventure — dragging in a group of investigators to add to the myth. Unfortunately for Gutele, her endeavour has taken on a life of its own, with local disaffected youth joining in and causing havoc throughout the region dressed in flamboyant feathered costumes. The Characters must uncover the truth without alienating a prominent Noble family, or become willing accomplices in a series of crimes that would see most perpetrators hanged....



THE FISHROOK DALLIANCE

CHAPTER 4 - GUNPOWDER AND GARTERS

on through the night, not sparing for a single second any thought as to the welfare of the indomitable Black Betty, but urging her on to even greater effort. And soon, as the light of day broke across the looming peaks of the Grey, now golden, Mountains, Montfort spied the inn at last. Its ivy-covered gatehouse barring the way to the busy courtyard, two coaches by the stables, already being prepared for an early start. And the sprawling rooms of the old inn itself, beginning to wake.

It was situated just off the Bögenhafen Road behind a row of tall beeches. It was not three miles from the village of Hulz, but far enough away that the simple villagers need care not for the comings and goings of strangers, nor for the activity of one Walter Ulric Montfort, otherwise known as 'the Fishrook'. Montfort knew, as he knew anything in this world, that he could find safety at the Griffon and Hammer. Old Abe, the Landlord, would put him up, no questions asked, and not tell a soul. And his daughter Gretchen, would do likewise, were he to trouble himself to ask.

Still, Montfort knew he could find no respite until he was safely within the inn complex. The Baron's men who had been hot on his trail were now utterly confused by his ruse of nailing Black Betty's shoes on backwards. But Montfort knew that would not keep them off the scent for long. He spurred his steed on one more time, diving into the valley and along the Bögenhafen Road. Black Betty responded eagerly, her nostrils flaring. He had gone not two furlongs

BACKGROUND

Over one hundred years ago, before Grom the Paunch's horde of Greenskins slaughtered everything in its path, the Vorbergländ was one of the most prosperous regions of the Empire. The wide swathe of fertile land between the foothills of the Grey Mountains and the tall bowers of the Reikwald forest was tightly packed with bountiful farms and prosperous towns. Their wealth swiftly grew, making the region one of the richest in the Empire, and the local noble Houses, including the Falkenhayns, Jungfreuds, Saponatheims, and the Drakenburgs, rose to significant prominence.

It was in that era of affluence that a famous highwayman, known only as 'the Fishrook', terrorised the Bögenhafen-Ubersreik road. He wore a mask designed after a local bird, the Fishrook, and, if the legend is to be believed, stole as many hearts as he did jewels. After two adventure-filled years evading the authorities, the Fishrook was eventually cornered at *The Griffon and Hammer* inn where he was captured and hanged.

The Fishrook Dalliance was published 50 years ago. It tells a romanticised account of the Fishrook, his gang, and a number of local ladies. While its popularity has waxed and waned in the intervening decades, the book remains a fixture of most sizable libraries, which is precisely where Gutele found it.

Gutele von Bruner is a young noble of Ubersreik. She has become captivated by the legend of the Fishrook and the dashing anti-hero of *The Fishrook Dalliance*. Restless and a little bored, she made up a story about being waylaid by the highwayman, which was, quite sensibly, disbelieved by most.

However, her imagination has now taken on a life of its own as Gutele has decided to become the Fishrook herself and relive his adventures as a masked marauder. Dressed in a similar disguise, she has already robbed four stagecoaches on the Bögenhafen-Ubersreik road.

All of Ubersreik is talking about the Fishrook, wondering whether the highwayman is a mere man or the ghost of the original Fishrook. Now, old copies of *The Fishrook Dalliance* are being dusted off and re-read. Everyone is trying to guess the dashing highwayman's identity. There are even tales of him disappearing before his victims' eyes, of leaping the width of the river on his horse, and even of him removing his mask to reveal the features of the bird after which he is named!

Not content with reanimating the Fishrook, Gutele has decided this will be even more fun if there is a band of adventurers hot on the Fishrook's heels, trying to track 'him' down and bring 'him' to justice. It just so happens that the Characters are the perfect fit to help Gutele continue her charade.

FISHROOKS

The Fishrook is a rook-like corvid common across the Empire. It favours wooded river valleys, especially the quieter tributaries around the Reik basin. It is a skilful fisher, known for biding its time and then diving into the water and skewering its prey. It is all black, like many corvids, save for its long yellow beak and a bright-red crest. It is very distinctive, as is the Fishrook's costume.

THE FISHROOK DALLIANCE

The Fishrook Dalliance is a popular novel penned by Robart Ludlheim some 50 years ago, based on the facts of the original Fishrook, but embellished into an action-packed tale of daring crimes and passionate, bodice-ripping romance. It's the inspiration for Gutele's appropriation of the Fishrook persona. It was out of fashion — but the events of the last few weeks mean it is now the hottest property in town. The Characters should be able to find a copy, but if they buy it from a bookshop they are likely to get price-gouged unless they pass a **Hard (-10) Charm** Test.

MEET THE FAMILY

House von Bruner is one of Ubersreik's oldest noble houses. It vies with Houses Jungfreud and Aschaffenberg for pre-eminence in the city. Members of the family, even minor ones, are afforded the utmost respect everywhere they go in Ubersreik and its environs. Surely no right-thinking citizen would ever dare to even contemplate crossing them.

The twins Gutele and Boniel are under the charge of their grandmother, the formidable Lady Kisaiya von Bruner. She is famously the iron-willed matriarch of the family. What she says goes in Ubersreik, though the official head of the household in the city is her second son Heinrich. Gutele and Boniel are the children of her youngest son Sigislieb.

Gutele makes sure that no hint of her misbehaviour gets back to Lady Kisaiya or Graf Heinrich, and has used their long-suffering servant Moritz to cover for her on several occasions.

I swear, as Verena is my witness, it's the truth! I'd just spent a month with my horrendous cousins in Bögenhafen. They have a rundown townhouse that the locals refer to as a 'mansion'. Darlings, they are so backwards! If it hadn't been for all the hunting, I would have died of boredom. I didn't even have Boniel with me for company! It was the worst! So, obviously, I had to come home.

So, we had just gone through one of those dull villages you find over there. One of the ones on the main road. Halts, or Hols, or some-such-a-place. Terribly agricultural. I'd persuaded this little merchant to give me a ride home — tedious company and bad breath, but more than willing to give "Lady Bruner" the benefit of his meagre conveyance... and, let me tell you, it was meagre. It would have been fine, but rather annoyingly, he had brought his pig-faced, whiny son. I presume in the hope he'd catch my eye. No chance of that! Really, how many stops can one boy need? I prefer a man with some stamina, you know what I mean!

'Anyway, it was evening, and I was just drifting off, lulled by the swaying of the carriage, when suddenly — I swear — there was this silhouette in the moonlight. You will never believe what I saw! A glorious black horse, rearing, its rider swiping his blade through the air as his cloak flew in the wind. It was breathtaking, like one of the Fishrook stories of old!

'Honestly, ladies, I have never been so excited! But I was also scared. What if it actually was a highwayman! Well, I was soon to find out because the horseman galloped straight towards us. In no time, a rather rugged man wearing — and you'll never believe this — a Fishrook Mask! Feathers glistening in the light. Well, he levelled a pistol at our coachman — that stopped our coach in its tracks. I'd clearly chosen the wrong conveyance — the coachman had a spine of an amoeba. The highwayman then called out in this wonderful voice, so gruff and resonant: 'Stand and deliver, your money or your life!'

Of course, the merchant scrambled around in his pockets for all his coins and then quickly stripped off his rings and golden brooch. Tediously, his son immediately burst into tears, his hands shaking as he tugged at his jewellery. Me, well, I wanted to know who he was!

First, I caught his attention by revealing my purse, which, naturally, I keep secreted in my bodice, as I find prudent. I swear, the brute gave me this most dastardly of sneers! But, in for a pfennig, in for a crown! 'Good sir,' I called, 'if you are to demand my precious valuables, then surely I should have the honour of your name!'

'Well, he didn't take that well! His dark, smouldering eyes bored into mine from behind his elaborate mask. I swear, a thrill of terror chased down my spine! Had I gone too far? Well, his response told me everything I needed to know!

'My lady,' he said in unexpectedly refined tones, 'I must apologise. I did not know you were travelling with this horrible man! Of course, let me introduce myself. I am the Fishrook. I take what I want, and I want what I take.'

Well! Could it be? The Fishrook! Like some spectre risen from the grave? He was certainly well schooled on the legend. Before I could make sense of it all, he wheeled in close, removed a black glove from his hand, and reached out for me. I was frozen in terror as his dark, smouldering eyes bored into mine. It was exhilarating. In that moment, we understood each other completely: he was Taal, and I was his innocent Rhya. As that terrible knowledge overtook me, his hand plunged into my bodice. I couldn't even blink. Our eyes were locked. His touch was electrifying. Then, his fist balled, and he ripped my purse free.

I gasped. What else could I do? In a panic, I offered a shaking hand, revealing what you see here, the Aarlajan Diamond, a gift from my uncle. The ring is easily worth more than the sum of everything else the highwayman took that evening. But do you know what he said? You'll never believe it.

'Mademoiselle,' his voice was almost... breathless as he looked deep into my soul, 'such a beautiful ring should only adorn a beautiful hand.' And then he was gone, disappearing into the night.

Gutele von Bruner

Scribed on behalf of Lady Gutele von Bruner



THE JOB OFFER

Gutele has decided that as the Fishrook's supposed first victim, she should hire some adventurers to bring the villain to justice. This keeps her in the spotlight and demonstrates her innocence. She is confident she can run rings around these adventurers, and this will show just how clever the Fishrook is.

The Characters, with their growing reputation — or, perhaps, their infamy — are perfect for her plans. Their previous activities in Ubersreik mean that their involvement with the Fishrook is guaranteed to garner the attention she craves. On the other hand, if they have just arrived in town then perhaps Gutele has chosen them as something of a blank canvas, free to mould into precisely the element that The Fishrook legend requires. Finally, if the Characters reputation is for failure and incompetence — not impossible depending on the group — then Gutele may have hired them just because she is certain they won't be able to keep up with her, or the Fishrook's, antics.

Wherever the Characters are in Ubersreik, Gutele will send Moritz to find them and invite them back to the Bruner Estate.

MORITZ – SERVANT (SILVER 3)

M	WS	BS	S	T	I	AgI	Dex	Int	WP	Fel	W
4	35	30	25	35	40	35	35	40	40	35	13

Traits: Weapon (Dagger) +5

Skills: Athletics 40, Climb 40, Drive 40, Dodge 40, Endurance 45, Gossip 40, Haggle 65, Intuition 45, Perception 50, Stealth (Urban) 40

Talents: Beneath Notice, Doomed (*Beware the offered cup!*), Etiquette (Nobles, Servants), Read/Write

Trappings: Dagger, Von Bruner Livery, Extremely Condescending Tone, 1d10 Silver Shillings

Moritz

Moritz is the von Bruner servant who will act for Gutele and approach the Characters on her behalf. He is an older, grey-haired chap who has served the von Bruners for at least 50 years. He has that world-weary look of having seen everything but not liking much of it. It has taken him years to master saying 'Sir' and 'Madame' without any hint of respect whatsoever.

He dislikes Gutele but is too loyal to the family, and too polite, to mention this, though it is possible to get a whiff of his disdain from watching how he interacts with her. Gutele only uses him to run her errands because she knows it grates, and that amuses her.

Moritz might affect the air of someone who finds all this tedious and who finds Gutele's antics juvenile, but he would certainly never make such thoughts explicit.

MEETING GUTELE

Gutele receives the Characters in one of the opulent receptions of the Bruner Estate in Morgenseite. Moritz shows them in and takes some pleasure in their embarrassment, if the Characters show that they are not at home in such an environment.

Gutele, a young woman in her 20s, is the very picture of a striking noblewoman. She dresses in the finest delicate fashions of Altdorf and Parravon, and wears a large diamond ring on one finger. She reclines upon a chaise longue while telling the Characters her story, sipping something sophisticated from a fine-glass flute, but does not even think to offer the Characters a drink.

Gutele tells the Characters all about her encounter with the supposed Fishrook. The gist of her account can be found at the start of this adventure — in fact, Gutele has had a scribe write it up exactly as presented, purportedly as part of a future memoir. Despite her air of sophisticated nonchalance, Gutele insists on chipping in with additional details as the Characters make their way through her account. She becomes noticeably more excited towards the end, and her contributions may even diverge a little from what is written as Gutele gets caught up in her own imaginings. The Characters might expect her to swoon upon her chair at any moment, though Characters succeeding on an **Average (+20) Intuition** Test will realise that Gutele is exaggerating this response.

It should be obvious to any listeners that Gutele is captivated by the Fishrook, and they might wonder exactly why she is trying to hunt him down. It would be easy to imagine that she wants him caught just so that she can meet him again, rather than bring him to justice. If the Characters have cause to hear Gutele's account of her meeting with the Fishrook on more than one occasion, they notice that she continues to change and embellish it with every re-telling.



Gutele offers the Characters the job of catching the Fishrook on her behalf, paying a crown a day, with a bonus of ten crowns if they capture him alive. She insists she does not want him dead — just in case. If the Characters accept the job, Gutele expects them to work tirelessly until they capture him, or until she releases them from their obligation. The Characters might be able to negotiate the wages or terms of employment, but Characters of Brass or Silver status are aware that excessive haggling with the nobility can be a hazardous pursuit.

If pressed for the precise location of her meeting with the Fishrook, Gutele says that she isn't sure, but knows it was a short time after they passed through Sigmartempel. Should the Character's wish to interview others present — such as the merchant or the coachman — Gutele will inform them that they have long since returned to Bogenhafen 'or wherever it was they were from.'

ENTER BONIEL

At some point during the discussion with Gutele, Boniel, her twin brother, interrupts. He reminds Gutele about 'the game,' insisting she should come as soon as possible, as she promised.

If the Characters enquire about this, Gutele gives them a look that it is clearly none of their business, and tells them it is only a silly pistol contest, but she has to do something to pass the time. She does not bother to introduce Boniel, unless the Characters insist.

Boniel is quite clearly Gutele's brother. Despite being different sexes, and his shorter hair, they look remarkably alike, and it would be easy to guess that they are twins.

GUTELE VON BRUNER – SCION (GOLD I)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	35	40	35	35	35	40	30	35	35	40	12

Traits: Armour (Body, Arms, Legs) 1, Ranged (Pistol) +9, Weapon (Rapier) + 7

Skills: Bribery 50, Cool 50, Consume Alcohol 45, Gamble 45, Intimidate 40, Leadership 55, Lore (Heraldry) 45, Melee (Fencing) 55, Play (Harpiscord) 35, Ranged (Blackpowder) 55, Ride (Horse) 50, Stealth (Rural 40, Urban 55)

Talents: Doomed (*Ink draws tight the noose*), Etiquette (Nobles), Flee!, Luck, Noble Blood, Read/Write

Trappings: Courtly Garb, Assortment of Servants, Family Seal, 3d10 GC

Trappings (Not typically carried): Leather Jack and Leggings, Pistol with 12 shots, Rapier, 1d10 Silver Shillings, Assorted Stolen Jewellery worth 1d10 GC, A Bad Plan and a Fast Horse.

BONIEL VON BRUNER – SCION (GOLD I)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	30	35	30	35	35	35	30	40	30	35	12

Traits: Ranged (Pistol) +9, Weapon (Rapier) + 7

Skills: Bribery 50, Consume Alcohol 40, Gamble 55, Lore (Heraldry) 55, Melee (Fencing) 31, Play (Lute) 50, Ride (Horse) 40

Talents: Doomed (*Nobility's end shalt end you*) Etiquette (Nobles), Noble Blood, Read/Write

Trappings: Courtly Garb, Assortment of Servants, Family Seal, 2d10 GC

THE VICTIMS

The Characters may wish to talk to other victims of the Fishrook. As the rumours of the bandit have taken hold, accounts have been exaggerated and even lied about. From listening to the rumours anyone might think the Fishrook had committed dozens of robberies over the last few weeks. The 'real' Fishrook has only actually performed the four robberies listed below.

As well as the four legitimate accounts below, there is also Willie and Max's testimony, which is included because the supposed victims are easy enough to track down. Some rumours concern victims travelling far away, but they are impractical to pursue. All the other rumours are so vague that they are impossible to investigate. Any attempt leads the Characters to conclude that it was typically a friend of a friend who said the thing.

FISHROOK RETURNS: GUTELE VON BRUNER

Gutele makes up the story about being waylaid by the Fishrook. This 'robbery' takes place before any of the others, a few weeks before the Characters become involved. You may decide upon specific dates for these events if you wish, but it is otherwise fine to be somewhat vague. Fishrook goes on to commit approximately one true robbery each week after Gutele's purported 'encounter'.

WEEK 1: THE DUCHAMPS

Having made up the story, and having become terribly enamoured with her own creativity, Gutele decided to make the Fishrook's return that bit more genuine. She creates her Fishrook costume, and wears it as she robs a Four Seasons coach on the way from Bøgenhafen to Ubersreik. She chooses the location for this to be close to *The Griffon and Hammer*, the traditional heart of the Fishrook tales.

Despite not really knowing what she is doing, and even dropping a pistol at one point, Gutele pulls the robbery off successfully. It is, in fact, the single most exciting moment of her life up to this point.

The victims were Charles and Eugenie Duchamp, and their three children. This is well known and the family can be found staying at the *Travellers' Rest*. They are due to travel back to Bøgenhafen in the next few days, but are considering delaying the journey for fear of another attack. They will be very grateful if the case is solved.

Their description of events is largely the same as any other witnesses except they can mention the robber dropped their pistol. They might admit that while that could have been a good opportunity to turn the tables on the Fishrook, they are no soldiers and just wished to survive the incident.

Since the initial event, the Duchamps have heard endless rumpus about Fishrook, including that he might be a spectre of some sort! Given that, they are quite certain that making a grab for the pistol would have been a terrible idea, and are quick to point this out if they feel they are being belittled.

WEEK 2: TOSTIG HALSTROM AND ENTOURAGE

By all accounts, the Fishrook managed to purloin the personal valuables of this wealthy merchant and his entourage near Geissbach, but missed the cache of treasure in his luggage. Any Rogues in the party, and especially any Highwaymen, recognise this to be a foolish and amateur oversight indeed. In fact, in the Fishrook stories at least, the highway was known to be a particularly dab hand at discovering such hidden caches, and would often test his victims 'honesty' by asking them to point out where some box or crate he had already spotted was hidden. Those who told him the truth would be allowed to keep their own possessions. Any Character who has taken the time to read about Fishrook will be familiar with this, as the trope was frightfully overused throughout the story.

WEEK 3 (PURPORTEDLY): WILLIE HUMBERT AND MAXIMILIAN KREUTZER

Willie and Max are two young products of the landed gentry who have come to Ubersreik to seek their fortune, attempting to set up some sort of mercantile business. In fact, they were not robbed by Fishrook/Gutele at all, and have made up the story as it seemed like a good tale to tell to make them some friends in the 'big city'. They claim they had taken a Four Seasons coach but are vague on the location of the incident, stating about half way from Karstadt to Ubersreik.

The pair are quick to add any embellishment to the story that makes them seem more dashing, Fishrook more dangerous, or which they feel would appeal to the listener. If they feel their interrogators think Fishrook is a normal man reviving the old legend, their account is tailored to support that. If they feel that a supernatural Fishrook is more interesting to the listener, Willie happily sprinkles his account with some strange lights, shimmering mists, and ghostly howls, with the Fishrook eventually disappearing into the night as if it were a ghost.

The ruse is Willie's idea and he can be quite convincing, but Max is unsure and reluctant to go with the story. It is not difficult to trip this pair up. If the Characters lean on them, they eventually admit that they made the whole story up, and offer to give the Characters some money to not oust them to the locals. It requires an **Opposed Cool/Perception** Test to discover their lies, which is Challenging for all involved except Max, whose poor lying results in the roll being **Hard (-20)** for him.

WEEK 3 (ACTUALLY): GRETCHEN SOLLANDER

Gretchen heard about the rumours of the Fishrook's ghostly return before making her journey up from Bögenhafenby Ratchet Lines, and she is credulous in any case. She spent the whole journey fretting that the ghost might strike again. Unfortunately for Gretchen's frayed nerves, the Fishrook did indeed hold up her carriage. Gutele initially enjoyed this robbery quite a bit, as poor Gretchen was in a daze, convinced the highwayman before her was a supernatural creature of some kind. However, Gretchen's insistent pleas for Fishrook not to 'strike me down with your dreadful fish powers,' ultimately left Gutele faintly embarrassed for the woman.

Gretchen is entirely convinced the Fishrook is a ghost. Her memories have been shaped by her conviction. She appears completely convinced of what she is saying. If pressed on the details, however, she admits to finding many things, such as the Fishrook's physical appearance or whether or not 'he' was armed, quite difficult to recall. She is quick to write this off, however, as yet more evidence of the Fishrook's supernatural nature.

WEEK 4: BROTHER ERASMUS

Brother Erasmus, a minor officer in the Ubersreik cult of Sigmar, was travelling back from an ecumenical council in Carroburg, via Bögenhafen. He was with three other travellers on a Ratchet Lines coach but can't remember much about them. He does distinctly remember thinking that the Fishrook looked almost waifish, and could do with a good meal.

Erasmus reveals that he begged in Sigmar's name that he be spared from robbery because he was travelling in the service of the God-King. But the rogue simply scoffed at the notion. Erasmus shows Sigmar's mercy whenever possible, but believes that 'the scrawny lad should be hanged from the nearest empty gallows.'

The main difference between Erasmus's account and the others' is the addition of the Fishrook's gang. These are a bunch of scruffy, masked, ne'er-do-wells who seem to have joined up with the Fishrook. The Brother recalls that they stood around looking menacing but did not actually do very much. This 'gang' are Fishrook's Branchers (see page 11), and additional detail of the Fishrook legend. Of course, they are little more than hired toughs that Gutele has ordered to stand around and look menacing. She is quite pleased by their addition, certain that it will spice up her performance as Fishrook.

If asked about the highwayman's ghostly qualities, Erasmus is categorical that the fellow was flesh and blood. In fact, he remembers Fishrook smelling faintly of perfume, no doubt the scent belonging to his latest victim.

Erasmus knows the road well, and the location of the ruined *The Griffon and Hammer*. He knows that the robbery took place only a few hundred yards from that notorious inn.

INTERVIEWING THE COACHMEN

The Characters can reach the coachmen of the Four Seasons and Ratchet Lines coaches at their respective stables in town. If the Characters wish to interview the drivers of the relevant coaches, then they may have to wait a few days as the coachmen are in and out of town on often unpredictable rotations.

If they are interviewed, the drivers always inflate the Fishrook. They speak of him with a sort of grudging admiration for his bravery and ferocity. After all, no self-respecting coachman is going to admit to being robbed by an unimpressive highwayman. None will claim they were robbed by a ghost, as most are quite experienced with being robbed and know a highwayman of flesh and blood when they see one. Come to that, most are experienced individuals who would probably know an actual ghost if they saw one, too.

Even those coachmen not involved in the robberies are able to give very precise locations for all the robberies, as that is exactly the sort of information that gets passed around with urgency within their profession.





THE ROAD TO SIGMARTEMPEL

The Characters should soon find themselves looking to Sigmartempel and *The Griffon and Hammer* in their search for the Fishrook. Both places are named in the excerpt from *The Fishrook Dalliance* and Gutele mentions the village. Many of the Fishrook's victims' accounts mention Sigmartempel, and Brother Erasmus mentions the inn. Sigmartempel is the only settlement near the Fishrook's hunting ground, making it an obvious start.

If the Characters are struggling to make this connection, one of the coachmen may approach them directly. The Coachman didn't want to earlier confess to anything that might be seen as supernatural, 'I 'ave a reputation to uphold!', but will admit to having seen strange lights coming from the ruins of the inn.

The Griffon and Hammer was famously the highwayman's hang out. But equally, if not more, it is renowned as the place he was hanged. Anyone who believes the Fishrook is a ghost believes that he must be haunting *The Griffon and Hammer*.

WELCOME TO SIGMARTEMPEL

Sigmartempel is a settlement of about 50 dwellings aside the Bøgenhafen–Ubersreik road. It is on an important Imperial highway between two of the largest settlements in the Reikland, yet none of the sophistication and colour of those cities seems to have reached this quiet village. With the demise of the nearby *The Griffon and Hammer* inn, no coach company stops within ten miles of the village.

There is not much to say about the place, and little reason for anyone to want to stay here. There is a small shrine to Sigmar by the side of the road, just a simple statue beneath a slate roof. The locals keep it up together but it is not impressive enough for anyone to interrupt their journey to come see.

The people of the village, or the adults at least, have enough to do with their farming and forestry without concerning themselves with outsiders. Everyone here has heard of the Fishrook, and his mysterious return, but no one is wealthy enough to be frightened of him.

Any villager the Characters ask about the highwayman makes it very clear that they don't appreciate being drawn into the fancy activities of big-city folk — Sigmartempel is a small village, and little good has ever arrived there with outsiders.



THE BRANCHERS

Although the historical Fishrook worked alone, in *The Fishrook Dalliance*, Ludlheim invented a group of stout peasants who worked on the marauder’s behalf. He called them ‘Branchers’ after the name given to Fishrook young. Gutele has replicated this by roping in eight youngsters from Sigmartempel as her private army. They too wear masks, although theirs are bags with eye-holes cut into them rather than the ornate bird-mask Gutele uses. They have already assisted the Fishrook in robbing Brother Erasmus, the Sigmarite priest. They have armed themselves with all the sorts of things one would expect from a bucolic rabble — knives, pitchforks, clubs, and spears. One of them even has his grandfather’s old blunderbuss.

The Branchers have begun to join the Fishrook on her robberies, but you can use them in various other ways. If the Characters poke around Sigmartempel for a while and make it obvious they are investigating the Fishrook, the Branchers band together to try to scare them off. Similarly, they can arrive at the inn at a

vital moment to be used against the Characters. They can also come across the Characters while they are patrolling the road and confront them. Should the Characters manage to capture The Fishrook, the Branchers will do their utmost to free ‘him’.

This is, perhaps, the most important aspect about the Branchers, and one which Gutele does not appreciate. The youths have become quite caught up in the legend, perhaps more so than Gutele herself, and believe they are serving the real Fishrook, or a copycat so similar that it makes no difference. While Gutele has no real intention of harming anyone she robs, her benign view is not shared by the Branchers, who are certain that every brass penny is being collected as part of some larger plan that the Fishrook will no doubt reveal to them in due course.

Of course, none of the Branchers suspect the truth about ‘Fishrook’. They know that ‘he’ is based at the inn, and they have been ordered to stop anyone snooping around in Sigmartempel and the inn. But the Fishrook’s real identity is as mysterious to the Branchers as everyone else. In truth, they are not terribly concerned with the details, content for the moment with the role they have been assigned.

Gutele pays the Branchers a few pennies a day. The young Branchers see this as a fortune, but it is really a derisory sum, especially considering that were they caught, they would all surely hang.

THE BRANCHERS

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

Traits: Prejudice (Nobles), Ranged (Blunderbuss) +8, Weapon (Club +7, Spear 7)

Skills: Melee (Basic 45, Polearm 50), Ranged (Blackpowder) 40

Trappings: Brancher Costumes, Blunderbuss with 3 Shots, Handweapon (Club), Spear, 1d10 Brass Pennies.



THE RUINS OF THE GRIFFON AND HAMMER

1. GALLOWS
2. GATEHOUSE
3. STABLES
4. WEIRDROOT PATCH
5. INN

THE GRIFFON AND HAMMER

Sooner or later the Characters are likely to come to *The Griffon and Hammer*. The complex is dilapidated and potentially dangerous; much of the inn is covered in plant life as the forest gradually reclaims it. The Characters might be unsure whether the Fishrook is a man or a ghost at this point; use this uncertainty to frame the inn as haunted, playing on the Characters' (and players') paranoia. If possible, have the Characters reach the inn at night. If not, then an eerie mist will suddenly set in with a truly uncanny sense of timing.

The abandoned inn lies a hundred yards or so off the Bögenhafen road on a squat hillock. It was originally surrounded entirely with stone walls, but these have fallen into disrepair. In addition, a minor tremor a few decades ago caused a whole corner of the compound to fall away. The walls are all choked with vines and weeds.

Gallows

The first thing those who approach from the road will come across is the gallows. It is the gallows that hanged the original Fishrook, and it still stands. A tattered rope is still swinging from the arm, though surely this is just the breeze

Gatehouse

The gatehouse is as rickety and rundown as the rest of the complex. The heavy green doors drag along the ground and one of the hinges has rusted. They need some shoving to open, an indication no one has come this way for a long time. Though it is easy enough to simply gain access through the many breaches in the ruined walls.

Opening the gates causes some of the slates on the gatehouse roof to dislodge and fall. There is a chance that they might hit someone below, which would be painful, but their main effect is to puncture the eerie silence as they shatter on the cobbles. An unsuspecting interloper can dodge a plummeting roof tile with a **Difficult (-10) Dodge Test**, suffering 1 Wound of damage if they were not wearing a helmet.

Stables

The stable is one of the better preserved buildings. It has lost its doors and the odd shaft of light pierces the darkness through the occasional hole in the roof. An old coach rests in here, rotting away. Someone long ago jacked it up on piles of stones and made off with the wheels. A pair of wild boars have recently made their home in a corner of the stable, and they have just had a litter. They defend their piglets ferociously.

Anyone entering the stable may be able to hear the sound of heavy breathing coming from the other end of the building. If they continue further, they may even be able to see the steaming breath rising, and perhaps a flash of light from glinting eyes. If left alone, the boars keep warily to themselves, but once a fight starts they go to the bitter end. (Use the stats for a Boar found on **WFRP** page 314.)

Weirdroot

A patch of weirdroot has grown up near one wall of the inn. This is likely to go unnoticed. But anyone with a professional knowledge, or practical need, for the plant can recognise it. Any Characters who take it regularly may need to make a Test in order to resist stopping to gather some. This could require a **Challenging (+0) Willpower** Test.

Inn

The inn was clearly once a substantial structure, well defended and capable of hosting several coach parties at once. Now age, neglect, and the tremor has left it ruined. Only a portion of the upper storey remains, and that is nearly all open to the elements. Much of the upper storey and the roof have fallen through to ground level. Most of the useful stone has been carted off by opportunistic builders, but much detritus remains. The locals have had 50 years to strip the building of anything worth taking.

Behind the bar, a mostly rotten trapdoor leads down to the cellar. It requires an **Average (+20) Perception** Test to notice. Anyone standing on it falls straight through to the cellar, a fall of 3 yards.

Upper Floor

There is little of interest on the upper floor, but it can be accessed by a mostly intact staircase. Any number of loose floorboards makes exploring this level extremely treacherous. At random times while exploiting this floor have a randomly chosen Character of average size make a **Challenging (+0) Perception** Test. Should they fail, a floorboard beneath them snaps, sending them plunging into the room below! If the Character can make a **Challenging (+0) Initiative** Test, they can quickly grab something to stop themselves falling, allowing a helping hand to drag them to safety. If they fail, they fall the 3 yd to the floor below, taking damage accordingly.

A colony of martins inhabits one of the bedrooms, which any ornithologist worth their salt would know looks nothing like a Fishrook. The birds fly off if disturbed, bringing an opportunity to scare any tentative explorer.

Cellar

The cellar still holds the unmistakable tang of stale alcohol but anything worth drinking is long gone. Most of the barrels are intact but they are empty or disgustingly spoiled. Some scratching and skittering noises can be heard coming from the deepest corners of the cellar — a pair of rats that stay out of sight, even though their presence is always felt.

The Fishrook has dragged a large empty barrel across the cellar, hiding one corner of the room. This should require a **Hard (-20) Perception** Test to notice in the darkness, but anyone inspecting the cellar under good lighting only needs to pass an **Average (+20) Perception** Test to notice the drag marks upon the dirty flagstones. Characters with the *Night Vision* Talent can use the moonlight filtering through the floorboards above to see clearly.

Gutele hides her Fishrook disguise in a nook in the hidden corner, and it is also where she stashes her finer clothes while she is posing as the Fishrook. Which they find depends on when they came to the Inn. If the Characters have unduly delayed in coming to the Inn, and especially if they required a lot of prodding to locate it, then Gutele will have completed her most recent activities as the Fishrook and returned home for a time. In this case, they locate the Fishrook costume.

However, if the Characters were swift to come to the Inn then Gutele will likely be abroad as Fishrook, and they will discover her clothes. She dresses down deliberately when travelling to *The Griffon and Hammer* as she does not want to be recognised around Sigmartempel. She is happy to be recognised leaving or returning to Ubersreik as she often goes riding in any case. The clothes stashed here are a plain but very fine quality lady's riding coat and a smart riding hat. The Characters will have no immediate clue that these are Gutele's clothes, though a faint smell of her perfume does pervade them.



If the Characters were delayed, they find the Fishrook disguise. The most important item is the black, yellow, and red bird mask. This is well made by one of the best haberdashers in Ubersreik, who was commissioned by Moritz and told it was for a masquerade ball. Mortiz paid the artisan a crown to leave off their maker's mark. There is a pair of men's dark riding trousers, a black riding cloak, and a pair of tan leather gloves vaguely reminiscent of bird talons. The costume is completed by a pair of worn, black men's riding boots. If the Characters inspect the boots, they find wooden inserts wedged into them; the boots are much too big for Gutele to wear comfortably.

The other things the Fishrook might need, like her brace of pistols, horn of blackpowder, and sword, Gutele brings with her. Gutele has the sense to always approach the inn from the rear, and if the Characters check around the back of the inn and pass a **Challenging (+0) Perception Test**, they find a number of hoof prints, and closer to the inn, Gutele's footprints. These tracks loop around through the forest and then head south, joining the Ubersreik-Bögenhafen road, where they become impossible to follow.

Of course, while they are following the footprints, it is an excellent time for the Branchers to surround the unwary Characters and prepare to deal with whoever has been poking around the Fishrook's old haunt.

THE HUNT IS ON

It is up to the Characters how they go about hunting down the Fishrook. A few potential ideas are discussed below, but more inventive and original plans should be rewarded.

Lying in Wait

If the Characters discover the Fishrook's base in the cellar of the inn, then they might decide to simply lie in wait in the cellar or around the ruined inn until her inevitable return. This is a reasonable plan; the Fishrook is not stupid and goes to some trouble to make sure she is not being pursued and to check her base has not been compromised. Despite these precautions, a carefully positioned observer or a well-timed ambush at the inn is likely to succeed. After all, the Fishrook really does not believe anyone is clever enough to outwit her.

If Gutele is travelling as Fishrook, she will simply ride up to the Inn from the rear to retrieve her belongings. She has ordered the Branchers not to come too close to the Inn, so any travelling with her will remain at some distance.

If Gutele is not in her Fishrook disguise she will be more wary — she doesn't really believe anyone is quite clever enough to have tracked her to the Inn, but she won't want any of the Branchers to see her in her riding dress.

If the Characters are not careful, there is a good chance that Gutele spots them as she approaches the inn. This will require an **Opposed Perception/Stealth Test** between Gutele and any Character's not hidden in the cellar.

This roll is **Challenging (+0)** for both parties if Gutele is not disguised as Fishrook, or **Difficult (-10)** for Gutele if she is, as she will be paying less attention. If she does spot anyone, then she rides off quickly. She will have to rethink her plans, perhaps making a new base somewhere in the forest, or even in Sigmartempel. This is all part of the game 'Fishrook' wishes to play, staying one step ahead of the Characters at every turn.

Patrolling the Road

The Characters may decide simply to patrol the road. This is the sort of thing Gutele is expecting them to do and is less likely to be successful. There is little chance of running into her by chance, and as Gutele expects them to be around, she has every opportunity of avoiding them, if they do.

With a sense for the dramatic, Gutele may contrive to have the Characters view her from a distance. She rears her horse up into the classical highwayman pose, making sure she is framed as a silhouette in the moonlight, and then rides off before they can react. This may give the Characters a fighting chance of tracking her down.



Setting Some Bait

The Characters may decide to pose as innocent travellers in the hope of getting waylaid. There are two main ways of doing this — book passage on an existing coach route, or create the charade of a coach journey from scratch. This is most likely to work if they can arrange things to look as dramatic as possible. A night when at least one of the moons is full, a fancy looking coach, a dashing, apparently noble lord or lady visible in the carriage — the more romantic the potential robbery, the less likely Gutele will be able to resist.

If the Characters go to the effort of procuring a coach and horses, and manage to ride it through the forest tracks at a convincing speed, reward them for their endeavour. Perhaps Fishrook will attempt to rob them, or perhaps they come crashing into the Brancher's camp at break-neck speed, causing quite the chaotic scene.



A BIRD IN THE HAND

If the Characters manage to get the better of Gutele, and she cannot flee in reasonable safety, she surrenders. After all, this was just a bit of fun.

The Branchers, on the other hand, are not in on Gutele's 'joke', and are highly unlikely to back down simply because she has surrendered. They are fully committed to the myth that Gutele has worked so hard to recreate, and will not go down without a fight. Only if the Fishrook is exposed as a toffish noble before their very eyes are they likely to back down, or even turn on her.

It should be noted that simply exposing Gutele as a woman will have little effect on the youths, as several have already figured out that the current iteration of 'Fishrook' is somewhat different than in the stories, and care not one bit. To them, Fishrook is both their employer as well as a larger than life hero lifted right from the folktales they heard as children. In the heat of the moment, the romance of a fight to the death at their idol's side seems like not at all a bad way to go out.

Youth and idealism are a dangerous combination, and it is quite possible that a horrified Gutele will have to look on as a lethal combat goes on around her between the Branchers and the Characters. If this occurs, Gutele will be shocked by the violence, and quickly agree to go with the victorious Characters.

If the Characters lose the combat, Gutele will be quick to adopt the guise of Fishrook once more and have her young wards take the Characters captive. Later that night Gutele will come to her 'captives' begging them to get her out of the situation in which she has found herself! If they can manage this, Gutele will happily pay her promised fee and more — if they can get her safely back to Ubersreik.

Of course, anything can go wrong, and the Characters might well end up with Gutele's corpse on their hands. If this happens, they should be very careful what they do next.

Boasting in Ubersreik that they have killed the young kin of a wealthy noble is almost certain to end badly for them. Best to wash their hands of the whole affair. This is likely the most disappointing ending to the Fishrook's dramatic tale, and you should work to avoid it. If, however, overzealous Characters do strike Fishrook dead, be sure to describe their discovery that it was Gutele all along with appropriate dramatic flair.

If the Characters do manage to capture Gutele alive, willingly or otherwise, their troubles have just begun. They are likely to be surprised when they finally unmask her to discover that it was their noble employer all along. Be sure that Gutele makes it clear that she would have got away with it, too, if it hadn't been for the meddling Characters.

THE SHORT ARM OF THE LAW

Learning the Fishrook's real identity creates a problem for the Characters. Gutele is a robber who arguably deserves to be hanged; on the other hand, she is just a bored rich kid having some fun. Bringing her to justice may be the right thing to do, but it comes with its own problems, and the Characters are sure to make some powerful enemies along the way. Gutele may even tell them to take her to the watch immediately, insisting that the authorities would never dare to act against her. If the Characters assume that they can simply bring her in and hand her over to the law, they are in for a surprise.

Lowly organisations like the city watch or the road wardens are not interested in taking responsibility for Gutele: they know when to look the other way, and this is exactly that time. The current power vacuum in Ubersreik means that the Town Council is the only body prepared to even look at the situation, and their authority is dubious. If the Characters push the case as against Gutele as far as they can take it, providing evidence of her misdeeds, including her 'corruption' of the local youth, then a case may eventually be found against her.



The Characters should have to address the council themselves, although if they have thought to procure the services of a lawyer, reward them by foregoing any Tests. If the Characters do not make a decent case, Gutele is immediately let off. Successfully presenting their case requires a **Difficult (-10) Charm** or **Entertain (Speeches)** Test.

On the other hand, the people are watching, and justice must at least appear evenhanded. Therefore, if the Characters make a good case, and the people approve, the council will be put in a difficult position. They rule that Gutele indeed broke the law, but charge her with 'unlawful impersonation of deceased or fictional person', rather than robbery, or even murder. She will be 'sentenced' to a sizable fine, and have to spend a few weeks away from Ubersreik while things settle down. Such is justice when it comes to the nobility of the Empire.

However, as this sentence is being handed down, her brother Boniel is all but certain to intervene on her behalf — see **Boniel Intervenes** below.

THE FINAL CURTAIN

If the Characters simply let her off, then they may have gained an important ally. As has been mentioned in previous adventures in this series, connections to influential families in Ubersreik may well prove to be useful. Gutele may insist on staging a final, dramatic end for Fishrook. If the Characters play along with her 'show', Gutele will be extremely grateful for their assistance in bringing to a suitability romantic end the eminently exciting diversion of the last few weeks. A duel on a public bridge, with the 'wounded' Fishrook jumping into the river to make 'his' escape would be a fine capstone moment indeed.

FAMILY MATTERS

An obvious way to get rid of their problem is to simply take Gutele back to her family. Appalled at the potential shame her actions could bring upon them, her family are quick to both thank the Characters, and pay them a substantial sum for their silence. Several gold crowns a head, at least. Of course, Gutele will face nothing resembling justice in this case, and will be back to boasting of her encounters with Fishrook the very next night. This may grate with some Characters. Their only consolation might be that Kisaiya von Bruner will be absolutely livid, and she makes Gutele's life very difficult for the foreseeable future.

The Characters, however, should be careful how they deal with the von Bruners. If they show that they are subservient and prepared to work for the family in the future, and do their bidding without question, then they might be able to come out of this quite well. If they think they will get real power out of the situation, if they lean on the family, or overplay their hand, then the von Bruners are likely to want to get rid of the Characters as soon as possible, and the von Bruners usually get what they want.

PERPUGILLIAM MAURE

If the Characters need some legal advice, or even need to hire a lawyer long-term during this section of the adventure, then the only one they will be able to get is Peri Maurer. She is the only lawyer in town who does not worry about her career or other repercussions of standing up for a load of adventurers against one of the city's most powerful families.

Peri is a Halfling who makes a point of '*Standing up for the little person*'. She refuses to be cowed or intimidated by the rich and powerful, which explains why she has very little money and a terribly cramped office some way from the legal district.

Peri should be there to help the Characters out with some advice on the legal situation, but not to actually do their work for them. She will be quick to inform them that they have very little hope of actually winning the case, but this does little to dissuade Peri herself, who loves a good lost cause.

BONIEL INTERVENES

Boniel, Gutele's twin brother, had no idea what Gutele was up to. She had hinted that she was having adventures, and he had noticed she had a spring in her step and was gone more often than usual, but he thought this was perhaps because of some sort of romantic interest. If the Characters bring Gutele into town, word spreads quickly enough that she is being accused of being the Fishrook.

While everyone else might be shocked, to Boniel all Gutele's recent behaviour will suddenly make sense. She has been talking about the Fishrook incessantly, and was poring over a copy of *The Fishrook Dalliance* a good while before it came back in vogue. She has been coming home at odd hours, sometimes covered in mud, and refusing to explain herself. She even gave Boniel a couple of gifts of expensive jewellery.

Boniel believes that Gutele could be in big trouble — she may even be hanged! His family is rich and powerful, of course, but can he rely on that? In any case, there is a massive scandal, and Boniel resolves to 'prove' his sister's innocence. Quickly assembling a somewhat foolish but passable Fishrook costume, Boniel dashes to his sister's aid.

This will likely occur if the Characters have dragged Gutele in front of the Town Council, but any other public display and shaming of his sister is likely to spur Boniel to intervene. He puts his plan into action. Wherever they are, Boniel suddenly emerges dressed as the Fishrook, to theatrically demonstrate Gutele could not possibly be the infamous highwayman.

Boniel is not the shootin' and ridin' expert that his sister is. He hopes to just appear as the Fishrook, let everyone see him, do something the Fishrook might do — he has not really decided what — and make a swift exit.

You good people, you claim to have captured the Fishrook. If that were true then I would doff my cap to you all. But as you can see, you are labouring under a grave misapprehension, for I am the Fishrook!

As a famous highwayman, I would not usually concern myself with happenings in Ubersreik, but I have taken the trouble to put you right because I could not bear to see an innocent hanged in my place. Also, I have heard that Gutele von Bruner is a very nice person. And with that, I must be gone. Adieu!

If this goes well, then he will have saved his sister, and the Characters will be left with egg on their faces. Of course, if they challenge them, the Characters will find this Fishrook much easier to capture. With both of the Von Bruner twins captured, the stakes will have effectively doubled. If all this happens in public, there will be little hope of salvaging the situation to the Characters' benefit. The Von Bruners will be apoplectic with rage at the damage to their family name, while the increasingly farcical nature of the entire affair will make the authorities even more keen to sweep the entire thing under a good sized rug.

THE AFTERMATH

While things will be brought to close one way or another, depending on how things pan out some lasting repercussions are unavoidable.

ONE MORE VICTIM

If the Characters publicly shame one, or both, of the Von Bruner twins, then a swift visit from the family will ensue. Moritz calls on the Characters. He explains how they have damaged the von Bruner name, but graciously concedes that the situation has not been entirely their fault. Therefore, he offers them a chance to put right what they have done. He also offers at least twice what Gutele has already paid them.

The plan is simple enough. The Characters need to return to Sigmartempel, then find and hang the 'genuine' Fishrook. It should be quite plain what Moritz means by 'genuine' but he stops short of defining his intentions. If the Characters have met the Branchers, then one of them would be perfect for this. But really, anyone will do — the locals love a good execution. While morally reprehensible, failure to at least appear to go through with this will enrage Moritz, who will pointedly inform the Characters that **someone** is certain to be hanged, regardless.



THE LAST LAUGH

Some of the issues the Characters have faced in this adventure can spill over into other adventures. The blatantly corrupt treatment by the Town Council may to some highlight the fact that a new Lord of Ubersreik is desperately needed. Perhaps wary of what might become of their wayward child should that occur, the von Bruners may try to stop this from happening.

For their part, the council may see this case as a perfect one for weakening the nobility's power, and for asserting its own case to stay in power. Ernst Maler is likely to be backed in this by Father Gutenberg of Verena, who would approve of the natural justice of making the nobility submit to the rule of law. Should this occur, much of the nobility of the city will be up in arms, though notably the powerful merchant families such as the Kardst-Stampfs will be quick to lend their support to any expansion of the councils influence.

Despite their bickering and rivalry, the nobility comes together remarkably promptly whenever their privilege and power is threatened. The cult of Sigmar will join them as it always supports the autonomy of nobles and the respect of Imperial Law. Even the Imperial Herald in Ubersreik may be brought into the argument. Lady Emmanuelle Nacht will block any attempt to bring Gutele to justice as her trial will implicitly support the assertion that the Town Council has inherent power beyond that granted by the Emperor through His nobility.

The people of Ubersreik, public opinion generally, and the mob specifically, could be baying for a trial, seeing the arrogance of the young von Bruner as a perfect example of what can go wrong with the ruling classes once they lose sight of their duties. Alternatively, and depending on how the Characters and Gutele acquitted themselves both before and during the trial, the people may be out in the streets in support of 'Fishrook'. After all, nobody (important) died, and wasn't it all in good fun?

All these tensions are likely to come to a head as angry citizens spill into the streets demanding justice, one way or another. The Town Council will tolerate this as far as they can but sooner or later law and order will need to be imposed before it becomes a disaster for the city.

None of this would have happened, of course, if the Characters had just left well alone, or done the sensible thing. Nevertheless, they could well be seen as upholders of natural justice and the champions of the people. This will make them heroes to some, but could place them in great danger. Who knows what a hornet's nest the Characters have unwittingly stirred up, and what adventures this may lead to in the future?

REWARDS

The following Experience Points should be awarded at the end of the adventure, plus the standard awards you would offer at the end of each session:

- ☠ 50 points for capturing Gutele and turning her in.
- ☠ 25 points if Gutele, Moritz, and Boniel survive.
- ☠ 25 points for clearing Gutele's name and pinning the blame on a ghost.
- ☠ 25 points if the Characters aid Gutele in staging the Fishrooks 'death'.
- ☠ 10 points if only Gutele is saved.
- ☠ 10 points if Gutele is killed.
- ☠ 10 points if the 'real' Fishrook is captured for Mortiz.
- ☠ 10 points if the 'real' Fishrook is killed.





◆ DOUBBLE TROUBLE ◆



GETTING STARTED

Before playing this adventure, read it through from start to finish at least once. It may also prove useful to read through the **Guide to Ubersreik** in the **WFRP Starter Set**, as it provides additional information about the Karstadt-Stampf manor and many of the NPCs who feature in this adventure.

Double Trouble is suitable for Characters on their second or third Careers. Less experienced Characters should create a backstory explaining why Lucius might plausibly have summoned them.

ADVENTURE SUMMARY

Lucius Karstadt-Stampf, a member of the wealthiest merchant family in Ubersreik and youngest son of Hellin Karstadt-Stampf, the family matriarch, invites the Characters to the family manor. He claims that he wants to write an epic poem about their exploits, but, in fact, he fears for his life, and employs the Characters as bodyguards.

Lucius has noticed some unusual goings on at the Karstadt-Stampf estate over the last few months. Servants have been acting strangely, and a number of the manor's residents have met with untimely ends (or simply disappeared). Much to Lucius's dismay, he has reason to suspect his mother for the household's troubles, but lacks proof.

The truth is the manor is plagued by the *Doppelgänger* Brandt (**A Guide to Ubersreik**, page 51). Brandt has been murdering its way through the household, impersonating its victims and getting ever closer to Hellin Karstadt-Stampf. It plans to replace her, giving it access to all of her wealth and power. It has occasionally taken her form while in the manor, in order to perfect its performance, but it knows that it needs to observe her closely for some time to master her most personal mannerisms. Brunhilde, the housekeeper, is Brandt's latest victim, and it has been pretending to be her for the past three weeks.

TROUBLE ABROAD

While the adventure is set in Ubersreik, it can be moved to another city or large town with little difficulty. The Karstadt-Stampf family have business interests throughout the Reikland and beyond — perhaps Hellin and her son are staying at one of the family's holdings in Altdorf or Nuln? Alternatively, you can change the family involved from the Karstadt-Stampfs to one local to the area your campaign is currently set in. Perhaps the Ruggbroders or Steinhägers of Bögenhafen are plagued with misfortune (see **Enemy in Shadows**). In Nuln, the Oldenhallers or the Beckers may have heard of the Characters' exploits from Gravin Maria-Ulrike von Liebwitz (especially if they've spent **A Night at the Opera**). The Ehrlichs and Wasmeiers of Middenheim have strong ties to the city's legal professions, with prominent members serving at court — and smart adventurers know the value of having a good litigant owe them a favour.

Rather than setting the adventure in the city itself, you could move the estate to an isolated holding in the Drakwald, more details of which can be found in **Middenheim: City of the White Wolf**. In Altdorf, they might be approached by someone with connections to one of the city's innumerable guilds, such as the Mercer's Association (tailors), the Mercantile Society (grocers), or the Butchers' Guild (provisioners of meat, with a clandestine sideline in the disposal of unwanted bodies). Or if they're passing through Marienburg (perhaps on their way to a sea voyage?), they might become entangled in the machinations of the Great Families of that city, such as the van Haagens, den Euwes or van Raemerswijks. The manor estate instead becomes a dreary pile somewhere on the fog-bound coast of the Wasteland, with strange shapes half-seen moving through the mist. You can use the adventure to forge ties between the Characters and a local wealthy family, and use it as a springboard for other scenarios involving the movers and shakers in the area.

The adventure is divided into three acts. In Act 1, the Characters arrive and get to know some of the manor and its residents. That night, Brandt's plans hit a stumbling block. While stalking its next target (Hellin's pursuer, Josef Specht), it stumbles upon him worshipping at an altar of Khaine. The Characters probably hear the commotion as Josef gives chase to 'Brunhilde'. Brandt switches forms and goes into hiding. In Act 2, the household realises that Brunhilde is missing. Lucius asks the Characters to investigate, while Brandt searches for its next victim, and Josef tries to sow some misdirection to hide his own secrets. In Act 3, the Characters must move quickly to save Brandt's new target, Hellin's butler, Dietgar, and to defeat Brandt once and for all.

INVOLVING THE CHARACTERS

Lucius sends the Characters an invitation to the Karstadt-Stampf estate. A servant in the black and gold livery of the Karstadt family delivers his missive, sealed with the mining-pick emblem of the family coat of arms. The invitation reads:

Dear Friends,

Please permit me to introduce myself. I am a humble poet, young to my craft, who has heard of your travels and travails, and would like to put your adventures to parchment. Though I am known to the few residents of this fair city who appreciate the literary arts, I would not expect you to be familiar with my works, nor even know my name, for I fear that I have yet to write my first true masterpiece. What I have heard of your experiences, however, has already served to inspire the muse within me. If you would be so kind as to visit with me at our family's estate in Morgenseite for a few days, you would find me suitably grateful.

Hoping to see you on the morrow,

Lucius Karstadt-Stampf

An **Average (+20) Lore (Local) or Lore (Politics) Test** or a **Challenging (+0) Lore (Heraldry) Test** reveals that the Karstadt-Stampf family is Ubersreik's richest merchant family, and one of the richest in the entire Reikland. Feel free to provide additional information on the family and its members if a Character rolls particularly well (**A Guide to Ubersreik**, page 44). With 3 or more SLs, tell the players that Lucius is the youngest member of the family.

Characters wondering how Lucius knows of them will have to ask him in person. His servant, Jurgen, refuses to say anything (and honestly doesn't know). If they accept Lucius's offer, Jurgen gives them directions to the estate, and tells them they are expected before noon.

How Lucius heard of the Characters is up to you. If they have played through **Making the Rounds** (from the **WFRP Starter Set**), Barrister Osanna Winandus might mention them to him (especially if they saved his sister Jocelin during the Marktplatz riots). If they are new to Ubersreik, Lucius may have heard of some of their previous exploits — if they have completed **If Looks Could Kill**, Johanna Stiegler could vouch for them, or, if the Characters turned Stiegler in to the authorities, Lucius may have heard that they solved the murder of Rutger Reuter. Lucius loves spending time in the Bridge House Inn (**A Guide to Ubersreik**, page 15), picking up tales from passing coachmen and gossip from the bar staff, any one of whom may have heard of the Characters' previous adventures. Ultimately, the Characters' past adventures are less important to Lucius than the fact they know how to handle themselves — he's looking for bodyguards, more than anything else.

HOUSE KARSTADT

The Karstadt Estate is located on 'the Hill,' Ubersreik's most fashionable district. Surrounded by wide, high walls, the extensive grounds contain a number of buildings in addition to the manor itself, and are decorated with ornamental ponds, stands of trees, and an impressive hedge maze. The manor itself is only two-storeys high, but stretches out on either side of the main entrance. The east wing was once a small keep, and its stone walls retain the look of fortification about them. The rest of the manor is newer, made of dressed stone and wood, with high windows and sloped, tiled roofs.

The older Karstadt children are currently travelling to Altdorf to visit their father, Leuthold. They have taken a substantial number of the house servants and guards with them. As a result, the manor feels half-empty compounded by the fact the remaining servants are reluctant to travel its halls alone, and cluster together in groups for safety.

THE GROUNDS

A number of small houses are scattered throughout the grounds, hidden from view from the manor by strategically placed trees and hedges. These house those of the estate's staff who do not live in the manor itself, such as the guards, the stable hands, and the groundskeepers. Josef Specht and his family live in a small cottage in the eastern grounds of the estate. There is also a small shrine to Sigmar, somewhat overgrown and dusty, hidden in a far corner of the grounds. Wandering Characters might find two or three servants praying here, something they've been doing more of late.

If the Characters speak with the guards (see below), they may learn of an abandoned campsite on the grounds. Alternatively, they may stumble upon it themselves, if they're exploring the grounds (**Hard (-20) Perception Test**). Little remains of what was a sparse affair in the first place — a kicked-over lean-to, a dirty bedroll, and a backpack with some filthy clothing. A careful search (**Difficult (-10) Perception Test**) finds a leather pouch containing 17 shillings and 13 pence (the guards missed this when they kicked Brandt off the grounds).

The Maze

The hedge maze stands behind the house. Its hedges stand 12-foot high, and are dense and thorny. The maze is popular during parties, especially with young couples, who like to get 'lost' in its midst. A statue of Shallya can be found at the centre, along with a small bench for those who would like to rest before making their way back out. As there are no social events scheduled for some time, the groundskeepers have not tended to the maze lately, and it is becoming overgrown. Thorny branches have begun to grow across the entrances around the exterior, giving the maze a dark, forbidding air. Reduce the **Difficulty** of all **Stealth Tests** by 2 steps while in the maze.

Two months ago Brandt took Hellin's form and ordered Etti, one of the household maids, to accompany it into the maze. After killing Etti, Brandt stuffed her body into the hedge, returning occasionally to consume her flesh. Little evidence remains, but a **Hard (-20) Perception** or **Difficult (-10) Track Test** will reveal the damaged section of hedge, where the Characters find some tattered, bloodstained clothing. With 2 SLs, they will notice something pushed far into the hedge. Pulling it out, they find a decomposing human arm, still in House Karstadt maid's livery (Brandt got sloppy and didn't notice it'd missed a limb). Anyone familiar with Etti's disappearance will assume, correctly, that these remains are her remains.

THE MANOR HALL

The ground floor of the manor is dominated by the great hall. With most of the family away at the moment, it is cold and draughty. Three long tables are covered in dust cloths, while a fourth table stands atop a slightly raised dais at the head of the room. Stuffed animal heads line the walls, hunting trophies of beasts killed by Hellin's father and grandfather. Hellin insists on holding family dinners here, with some of the senior staff in attendance, even though most would prefer to eat in the servants' hall next to the kitchens.

The family's personal rooms are above the main hall. Currently only Hellin and Lucius are in residence. Dietgar, Hellin's butler, also has a small room here, next to Hellin's.

THE EAST WING

This wing is the oldest part of the manor. Built as a fortification rather than a residence, its doors are small and wide, its corridors narrow and defensible, and its windows tiny, letting in very little light. While the family have moved into the main wing, most of the work of the household is performed here.

The ground floor holds the kitchens and the servants' hall (where most of the menial servants sleep at night). Brunhilde has a small room on the second floor. Frau Karstadt-Smith has a study here, and Josef Specht, the family's purser, has a small office nearby. Both the study and the office connect to a small library, which mostly holds poorly maintained records of the family's history. At the very back of the library, forgotten by most of the household, is a trapdoor in the ceiling. It once led to a watchtower at the top of the keep, but now leads to the manor's attic.



THE WEST WING

This wing is the smallest, and the newest. It usually serves as guest quarters. There are a few small rooms for servants on the ground floor, while the second floor holds two larger bedrooms connected by a large salon. Prior to the Characters' arrival it was unoccupied, and is not ready to welcome guests. There are no torches or lanterns lit, the rooms are barely furnished, and a layer of dust covers everything.

THE ATTIC

The attic stretches across the entirety of the manor. During the day some sunlight slips between the many cracked roof-tiles. Stacks of old crates seem to fill the space, filled with old junk. Two crates near the entrance are empty, and moving them aside reveals a tight, winding path leading to a space above the west wing. There Josef has hidden a shrine to Khaine, the God of Murder. The shrine consists of a small stone altar, with a collection of trophies from Josef's various victims. Though not something he can publicly boast of, Josef is particularly proud of the shrine's providence. The stone was procured at great cost from some Elf ruins unearthed in the northern Drakwald, and its perpetually cold surface bears ancient and twisted carvings of inhuman faces.

This stone rests across two crates, 2 ft from the ground. Lying on it are 13 thumbs, in various states of decay. A **Challenging (+0) Heal, Track**, or appropriate **Lore** Test reveals that they range from a few weeks to a year old. With an Impressive Success (3 SLs) or more a Character realises that each thumb is approximately a month older than the last. Below the altar a serpentine dagger rests on a piece of black cloth trimmed in red thread. The dagger's handle is made from a dark wood, upon which a scorpion has been carefully carved. The blade is stained with dried blood. Red candles stand on the crates to either side of the makeshift altar, stuck in place with melted wax.

THE UNUSUAL SUSPECTS

Brandt/Brunhilde

Brandt is a parasite. It steals the lives of its victims, living in their homes and using their wealth to get by. But try as it might, it cannot maintain the same persona for very long. It is incapable of human emotion, and its lack of empathy eventually raises the suspicions of those around it. Again and again it has been forced to give up its stolen identities, fleeing into the sewers or out into the wild places. This time, however, Brandt thinks it may be able to adopt a persona long term. Hellin Karstadt-Stampf is a powerful woman, one whom few would question. Even her own family seems a little afraid of her. If Brandt can replace her, it might be able to maintain the charade for years — even decades.

KHAINE, LORD OF MURDER, THE BLOODY-HANDED ONE, GOD OF WAR, BROTHER TO MORR

A Character who makes an **Easy (+40) Lore (Theology)** or a **Challenging (+0) Lore (Local)** Test recognises this as a shrine to Khaine. While Khaine is not reckoned amongst the Chaos Gods, his worship is forbidden in the Empire, for obvious reasons. Cultists of Khaine revel in murder, and are hunted by Witch Hunters (and anyone with a bit of sense) as avidly as the followers of the Dark Gods.

High Elf Characters may see Khaine differently, for they worship him both as the God of Murder and the God of War. However, most Elves view the human worship of Khaine as a crude perversion of their own beliefs, and have little sympathy for the twisted cultists who kill in his name.

THE NAMELESS BLADE

Anyone who picks up the dagger feels a sense of unease. The handle seems strangely slippery, almost like it's wet with blood. It has been consecrated to Khaine, and it hungers. Treat it as a **Dagger**, but with the *Impale* Quality. However, if wielded by someone who has not killed someone in Khaine's name within the last month, treat it as having the *Dangerous* Flaw. It is a *Magical* weapon.



BRUNHILDE/BRANDT (SILVER 5/0)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	40	30	40	40	30	33	33	39	35	10	15

Traits: Afraid (Fire), Doppelgänger, Immunity to Psychology, Size (Average), Weapon +4

Doppelgänger: Doppelgänger: The NPC can assume the form of any Human-like creature of Average Size. It must achieve +5 SLs on an **Extended Perception** Test as it observes its target. It then takes 2 Rounds to assume the target's form. The target's clothes and smaller trappings are also replicated; they become part of the creature and cannot be easily removed. Larger trappings, such as swords and backpacks, are not copied. When those who know the victim meet the transformed creature, they make a **Hard (-20) Intuition** Test. If they pass, they know something is up. If they fail, they are convinced the creature is their acquaintance.

Brandt's activities over the last few months are as follows:

- ☠ Brandt attempted to infiltrate the manor by sneaking onto the estate grounds and setting up a camp within sight of the house. The house guards spotted Brandt (in the form of a local vagabond), and drove it off with a quick beating.
- ☠ Brandt befriended Rainer, a stablehand, at a bar one evening, then killed him as he stumbled home drunk.
- ☠ Posing as Rainer, Brandt began observing the household staff, looking for its next target. However, Brandt had not bothered to learn anything of Rainer's work, routines or personality. His colleagues quickly realised something was wrong. When they confronted him about it, Brandt panicked and lashed out with a dagger, fatally wounding Talbot (one of Rainer's closest friends), then fled into the night. Brandt had already chosen its next victim, however, and quickly shifted into Lorentz, one of the footmen. While the stablehands searched for Rainer in vain, Brandt killed the real Lorentz and took his place in the household.
- ☠ Brandt spent the next three months in the manor, first as Lorentz, then as Adelheid, the head cook, then Etti, a young maid. As each of these servants 'left' without giving notice or saying farewell, the other staff have grown concerned and nervous. Brandt finally took the form of Brunhilde. As housekeeper, it hopes to keep the other servants in line, while also gaining greater access to both Hellin and the other senior staff — Josef (the purser) and Dietgar (Hellin's personal butler). It now plans to replace either Josef or Dietgar, so as to have close personal access to Hellin herself.

Brunhilde was a plump, rosy-cheeked woman in her late 60s. Beloved of most of the household staff and the Karstadt family, she was quick with a smile and a joke. Brandt has found her role difficult. Its smiles seem eerie, its jokes fall flat. It has been looking forward to changing to another persona.

Lucius Karstadt-Stampf – The Aspiring Poet



At 18 years old, Lucius is the youngest of Hellin Karstadt-Stampf's children. He tends to let his dark hair droop over his grey eyes, leaving his large, bulbous nose sticking out prominently. When his siblings left for Altdorf to see their father, Lucius begged off, complaining of a cold. He now regrets staying behind, as he fears his mother has gone mad.

While some in the manor complain about the streak of bad luck that has befallen the household of late, Lucius suspects there is more than just chance at work. He's seen Brandt while it was in Hellin's form, and realised 'she' was acting oddly. He has since been observing his mother keenly, and believes she's been having 'spells' where she is not herself. Two months ago he saw her enter the hedge maze one evening, along with a maid. Shortly afterward, he heard a bloodcurdling scream. Before he could investigate, Hellin emerged again — with blood on her dress. Lucius considered telling someone, but the next day he realised all the maids were present and accounted for. Confused and afraid, he doesn't know what to do with the information, or who to trust.

Should the Characters ask, Lucius can give them his impression of any of the other NPCs:

Hellin: *'Mother? Oh, well, she is of course, um, my mother! Yes. Er. Well, she's very well regarded, keen mind and all that, knows her way around a trade negotiation. Never really saw much of her as a lad, raised by the servants if you must know. I have to say, though, that she's been acting a tad odd of late. Having these, um, "spells," if you know what I mean. No, not those kinds of spells! She's not a witch! I think...'*

Brunhilde: *'Oh Brunnie! Yes, known her since I was a wee tot! Lovely woman. She always had a treat for me when I was a boy! I'm quite worried about her, truth be told, she's getting on in years. She's not been quite herself of late.'*

Dietgar: *'Stern fellow. Follows mother around like a trained dog. And don't let the butler's outfit or those silly gloves fool you, he's a tough old sod. I once saw him deck a pickpocket who thought he could snag some of Mother's jewellery!'*

Josef: *'Who? Oh yes, Mother's numbers man. Seems a decent enough fellow. Wife's a lovely woman. Used to play with their oldest when I was a boy. I have to say, I can't tell you much about him, for all that he's worked for Mother for years. He kind of fades into the background.'*

Hellin Karstadt-Stampf – The Matriarch



Hellin's wealth is displayed in her clothes and jewellery. The intricate floral designs on her black dress are decorated with gold threads, and her gold necklace is centered by a black opal. She stares at the adventurers over a pair of small glasses that are held with a gold chain. Hellin wants everyone to be aware of how rich she is, and thus how much power she can bring to bear against them, should they anger her.

LUCIUS KARSTADT-STAMPF (GOLD 1)

M	WS	BS	S	T	I	AgI	Dex	Int	WP	Fel	W
4	25	30	25	30	30	35	33	35	35	35	11

Traits: Afraid (Mother), Skittish

Talents: Blather, Public Speaking, Read/Write

Skills: Charm 40, Dodge 45, Entertain (Poetry) 40, Lore (Epic Tragedies) 45

Trappings: A Dozen Unfinished Poems, Dull Quills, Poorly Fitted Noble Garb

Note: Lucius doesn't judge people by their standing in society, therefore he ignores the effects of Status on social Tests (**WFRP**, page 50)

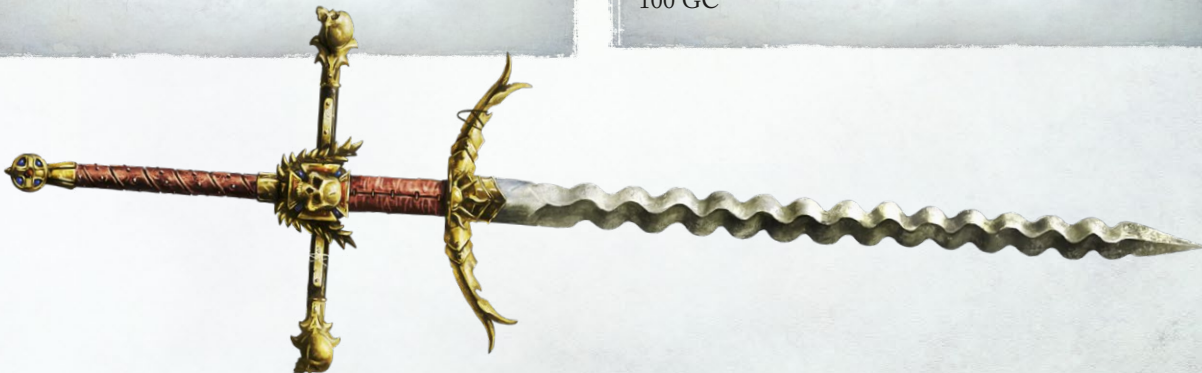
HELLIN KARSTADT-STAMPF, MERCHANT PRINCE (GOLD 1)

M	WS	BS	S	T	I	AgI	Dex	Int	WP	Fel	W
4	27	31	25	33	60	30	37	73	48	58	12

Skills: Bribery 62, Charm 65, Evaluate 81, Haggle 68, Intimidate 45, Intuition 76, Perception 80, Language (Guilder) 77, Lore (Local) 80

Talents: Dealmaker, Etiquette (Guilder), Etiquette (Noble), Read/Write

Trappings: Highest Quality Clothing, Jewellery worth 100 GC



Dietgar Horstmann – The Loyal Butler



Dietgar has a medium build and a round, wrinkled face, with a large nose that gives his stern visage a comical aspect. His short, greying hair is receding rapidly. He never raises his voice, and is always courteous and respectful — even on those occasions when he is regretfully forced to use violence.

Dietgar was once a petty thief in Bogenhafen, but he fled the town after he was caught and branded for his crimes. He entered into the Karstadts' service as a stableboy. He had planned to rob the manor, but found that working for the household was a more comfortable life than being a scoundrel. He befriended a young Hellin Karstadt, and is now one of her most trusted servants.

He has an ugly scar on his right hand in the shape of a 'T', the result of the branding he received, so he always wears gloves to hide it.

DIETGAR HORSTMANN, ATTENDANT (SILVER 5)

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

Traits: Hardy, Weapon +5

Skills: Charm 50, Dodge 50, Drive 42, Endurance 48, Melee (Basic) 50, Perception 60, Stealth (Rural) 40, Stealth (Urban) 50

Talents: Etiquette (Servants), Strong Back, Supportive, Well-prepared

Josef Specht – The Purser with a Secret



Josef projects a demeanor of innocuous affability to the world. He is a loyal servant, always dressed in the black and gold of House Karstadt.

Of course, all of this serves to hide his utterly ruthless nature. Josef is an assassin and a devotee of Khaine, the God of Murder. While loyal to Frau Karstadt-Stampf and her family, he has hidden his worship of Khaine from her, and has no intention of letting anyone uncover his secret.

JOSEF SPECHT - ASSASSIN (GOLD 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	83	68	53	53	57	57	55	39	62	48	21

Traits: Armour (1), Champion, Night Vision, Painless, Ranged (Throwing Knives) +7, Weapon +9

Skills: Athletics 68, Dodge 81, Intimidate 62, Melee (Basic) 90, Perception 50, Ranged (Thrown) 80, Stealth (Urban) 72

Trappings: Garrote, Hand Weapon (Sword), Leather Jack, Quiet Prayers to Khaine, 10 Throwing Knives

Household Staff, Guards, and Stablehands

The manor is short-staffed at the moment, as many of the household's servants have accompanied the Karstadt children to Altdorf. In addition, there have been a number of unfortunate losses over the last few months. The remaining dozen staff are nervous and tightlipped. They've begun to wonder if their mistress has angered the Gods in some manner.

The guards are a more practical lot, and not given to superstition. They know that bad things happen in the Empire, and are no strangers to violence. They are also short-staffed, however, as the greater part of their number are also travelling to Altdorf. The ten who remain are surlier and less attentive than usual, as they've all had to pull double shifts.

The stablehands are even more paranoid than the household staff. They think the house is cursed, and refuse to enter the building. Two have taken up jobs elsewhere, and the remaining six are considering doing the same. That said, if someone can point them to a threat they can stick a pitchfork into, they'll quickly take up arms to defend the manor.

FOOTMEN AND MAIDS (SILVER 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	27	25	30	35	38	35	35	30	35	40	12

Traits: Weapon +5

Talents: Beneath Notice

GUARDS (SILVER 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	40	30	35	35	35	30	30	30	30	25	12

Traits: Armour (3), Weapon +7

Skills: Melee (Basic) 50

STABLEHANDS AND GROUNDSKEEPERS (SILVER 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	30	30	40	40	38	30	30	30	30	30	15

Traits: Weapon +7 (pitchforks or other pointy tools)

Skills: Athletics 40, Melee (Basic) 35

THE HELP

Characters speaking to members of staff may learn of some of the manor's recent troubles. An **Easy (+40) Intuition Test** reveals the tension amongst the servants. A **Gossip Test (Easy (+40) with the footmen, maids and stablehands, Difficult (-10) with the guards)** conveys the following:

Footmen/Maids: Three staff members have left the manor without notice in the last four months: Lorentz, Adelheid and Etti. One would have been odd, but three? And no one has heard from them since, including family members. All three were acting oddly before they left, like something was bothering them. The last was three weeks ago, when a maid named Etti was last seen talking to Brunhilde. When asked, Brunhilde told them that Etti had gotten into trouble gambling on dog fights at the Tin Spur (A Guide to Ubersreik, page 52) – something the other maids find hard to believe. Poor Etti's remains can be found in the hedge maze.

Guards: Things have been pretty quiet on the estate for a while now. The staff have been acting oddly of late, but that's none of the guards' concern. The last bit of trouble they had was six months ago, when they found a strange beggar camping near the house. The guards gave him a good beating and kicked him out. This was Brandt, spying on the staff and looking for an opportunity to replace one of them.

Stablehands/Groundskeepers: These men have grown paranoid of late. They are aware of the missing servants, and see them as part of a larger pattern of strange events. They can tell the Characters about 'Rainer,' whom they describe as previously a good, Sigmar-fearing fellow, stabbing his friend Talbot to death. They note that Rainer disappeared into the night. One of the servants spotted him heading for the gate, but none of the guards there saw him, and a search of the grounds failed to find any trace of him. The Watch was alerted, but nobody has seen him since that night.



PART 1

DEAD RINGER

House Karstadt guards open the gates to the Characters when they arrive. The guards glare suspiciously at them as they pass through, but Jurgen has told them to expect visitors. Jurgen appears as they reach the front of the manor, and quickly escorts them to a side entrance in the west wing. Characters may notice that he seems nervous — this is because Lucius has not told his mother that he is having guests over, and forbade Jurgen from informing any of the senior staff. Jurgen assumes his young master is worried about invoking his mother's displeasure, should she discover he is inviting riff-raff into her home, but he knows it's only a matter of time before Dietgar or Brunhilde find out.

The west wing is dark, and the Characters' footsteps echo hollowly as Jurgen leads them upstairs. The unadorned walls, lack of light and locked rooms make the place seem more like a prison than a stately manor.

Lucius awaits them in the salon, which Jurgen tidied up a little. A long padded bench and some chairs have been drafted from other rooms, and now rest around a table that has seen better days. Lucius jumps to his feet as they come in, vigorously shaking the men's hands and bowing to kiss the ladies' hands, and bidding them enter and sit. Once the Characters are comfortable, he explains that he sees himself as something of an aspiring poet, but lacks the life experience necessary to write truly evocative verse. He is hoping that the Characters can give him an insight into the gritty realities of life in the Empire. In exchange, he will provide them with room and board in the west wing for the duration of their stay. He will also pay them each 8 shillings a day (beating him in a **Haggle** Test will boost this to 9).

Characters may pick up on Lucius's nervousness (**Opposed Intuition** versus **Cool**), but they don't know him well enough to parse what's worrying him. He really does want to hear of their escapades; he's just not telling them the whole truth. Lucius doesn't know what, if anything, is happening at the manor, or if his mother really is responsible. The presence of a couple of armed and capable outsiders on his payroll gives him some comfort.

If the Characters agree to his offer, Lucius will give an audible sigh of relief, and send Jurgen to inform Brunhilde that they will have guests for dinner. Lucius will immediately pull out a satchel full of parchment, quills and an inkpot, and begin pestering them about their travels, but the Characters are free to make themselves comfortable in the guest wing while he works.

AN ABSOLUTE REPLICIA

Jurgen returns just as the Characters are finished settling in. He is accompanied by Dietgar and two maids bringing some food and ale for the guests. Dietgar, the head butler, is polite, asking the Characters if there's anything he can have the staff do to make them more comfortable, but it's apparent he's unhappy about their presence. Lucius is nervously jovial, thanking Dietgar for coming by, but assuring him that Jurgen can handle any of the Characters' requests.

Once Dietgar leaves, Lucius will wave away any questions the Characters might have and get back to asking them questions, this time as they eat.

If someone gets Jurgen alone, he'll admit that Lucius has not told his mother about them staying, and Jurgen isn't sure how she'll take it.

FAMILIAR GROUND

Lucius, seeming more nervous and twitchy than ever, declares that he has enough notes for now and heads to the library. He suggests the Characters explore the manor and the grounds. The Characters are free to do as they wish for a few hours.

Though the manor is short-staffed, there are enough servants in attendance that Characters trying anything untoward are likely to be noticed. They can have more privacy out on the grounds, though they might spot the odd guard or stablehand eyeing them suspiciously. If they talk to any of the staff, they will find them nervous, but willing to chat with the guests. An **Average (+20) Intuition** Test will reveal that there is more to their demeanor than just a distrust of outsiders. The staff seem unusually stressed and perhaps a bit paranoid.

After they have spent some time getting to know the estate, have the Characters make an **Opposed Perception** Test against Josef Specht's **Stealth**. If they succeed, they notice him watching them from afar. Realising that he has been spotted, he gives them a smile and waves, before withdrawing. Josef heard about their arrival and was vaguely curious, but the Characters may find him a little creepy.

As the evening approaches, the Characters are approached by 'Brunhilde,' who greets them warmly, squeezing their cheeks and giving them hugs in an overly familiar manner, constantly chuckling to herself. She informs them that they have been invited to dine with Frau Karstadt-Stampf and Lucius, and that dinner will be served in the main hall in an hour.

SPITTING IMAGE

The servants finish setting the dining table as the Characters arrive. Lucius quickly joins them. Hellin Karstadt-Stampf arrives once everyone else is seated, with Dietgar in tow. She welcomes the Characters to her home and makes pleasant chit-chat, but remains distant. The meal is likely much better fare than the Characters are used to. Dietgar serves the wine, and makes sure that their glasses are always topped up. Anyone who doesn't specifically say they are being careful not to drink too much must make an **Average (+20) Consume Alcohol** Test (WFRP, page 121).

Any Character who wants to make an impression on Hellin can attempt a **Charm** (or other appropriate Skill) Test. If they are successful, reduce the difficulty of any future social Tests with her by one step. However, Dietgar disapproves of what he sees as a blatant attempt to ingratiate themselves with his mistress, so increase the difficulty of future social Tests to influence him.

About half-way through the meal, Brunhilde makes an appearance. She hovers around the table, encouraging everyone to eat up, making occasional jokes about waistlines, drunkenness, and the digestive benefits of beans. Anyone looking to Hellin can make an **Intuition** Test opposed by her **Cool** to notice that she seems surprised, even annoyed, by Brunhilde's behaviour. While Brunhilde is normally jolly and congenial with the household staff and family, she would never be so overly familiar with strangers or guests.



As the meal is ending, Josef approaches Hellin and whispers something in her ear. She looks concerned, and bids everyone good night. There is nothing suspicious happening here — one of Hellin's trading partners is concerned about the current upheaval in Ubersreik, and is considering doing business with someone else — but paranoid players may suspect something more is going on. Before he leaves, Josef smiles and waves at the Characters.

Lucius joins the Characters after dinner. He seems relieved — he was worried that his mother was going to throw them out — and has perhaps had a little too much to drink. He has Jurgen bring some more wine. He spends the next few hours talking with the Characters about their adventures, before Jurgen eventually takes him to his room.

MISTAKEN IDENTITY

After Lucius leaves, the Characters are left to their own devices. They may retire for the night (note whether they set any kind of watch — **Endurance** Tests may be appropriate, especially for anyone who was drinking, with failure resulting in the Character either falling asleep or suffering a *Fatigued* condition).

Anyone who decides to wander the halls at night will find the manor dark and mostly empty. There is very little light, as no lanterns are lit. Hellin works in her study until midnight, while Dietgar waits just outside her door. Josef works in his study until 1:00 a.m. Brunhilde/Brandt wanders the halls with a candle, and pops into the West Wing at midnight. She/it asks anyone still awake if they want anything (if the Characters ask for anything, they won't get it — this will be the last time they see 'Brunhilde').

At about 1:00 a.m., Josef, confident that the household is asleep, goes to the attic to worship at his shrine. Brandt sees its chance, and follows.

As the shrine is directly above the West Wing, any conscious Characters can make a **Difficult (–10) Perception** Test opposed by Josef's **Stealth**. If successful, the Character hears some muffled creaks from above.

Brunhilde/Brandt comes upon Josef as he is abasing himself before the altar. Caught by surprise, Josef catches a glimpse of Brunhilde's face before Brandt rushes back through the crates, knocking one over in its haste. Any conscious Characters hear a loud thud from above (sleeping Characters wake with an **Easy (+40) Perception** Test, but have one *Fatigued* Condition), quickly followed by hurried footsteps and quieter thumps as Josef and Brandt clumsily make their way to the attic entrance.

Curious Characters may follow the sounds from below, moving from the West Wing through into the Great Hall. Just as the Characters reach the entrance to the East Wing, the door opens, revealing Dietgar standing before them. This is actually Brandt, who has changed forms to elude pursuit. 'He' raises an eyebrow, and quietly asks the Characters why they are up and about. If they make any noise, he quickly shushes them, insisting that if they wake Frau Hellin they'll be in serious trouble.

Josef, meanwhile, is just on the other side of the library door. Hearing Dietgar's voice in the hallway, he quickly closes the attic trapdoor and slips back into his office.

Brandt denies hearing anything, insisting it's just the house settling. He absolutely refuses to let anyone into the attic, again threatening the Characters with the direst punishments should they wake Hellin.

Assuming the Characters return to the West Wing, Brandt retreats downstairs, while Josef makes his way to Brunhilde's room. When he finds it empty, he begins to quietly search the rest of the house, to no avail.

PART 2

RISE AND SHINE

Sunrise finds the household in a state of some confusion. Brunhilde would normally oversee the breakfast preparations. When she doesn't appear, the staff are concerned. Characters looking for breakfast find the servants dithering in the kitchen, debating whether to enter Brunhilde's room or not.

If none of the Characters volunteers to check on Brunhilde, Lucius arrives and does so himself. Finding her room empty, he anxiously tells a servant to fetch Dietgar (leaving the bedroom door open). Any Character can examine the room while the staff whisper amongst themselves.

An **Average (+20) Perception** Test reveals the following:

- ☠ **0 SL:** The bed was made and not slept in. There is a small window that a halfling or a very thin elf might be able to slip through, but even that would be a tight squeeze. The small wardrobe holds a single **Fine Quality** dress and cloak, along with a worn bonnet, while a small trunk at the bottom of the bed holds small clothing.
- ☠ **1 SL:** A wooden box, held shut with a small, cheap clasp is underneath the bed. It holds 34/27, and a silver dove pendant (a symbol of Shallya) on a silver chain (worth 20/-). This was a gift from Hellin, and anyone from the manor will recognise it as Brunhilde's.
- ☠ **2 SL:** Hidden under the bed's straw mattress is another dress, this one covered in dried blood. A **Challenging (+0) Heal** or **Average (+20) Lore (Medicine)** or **Track** Test will reveal that it's about a month old. Careful examination of the dress indicates the blood probably flowed from a grievous neck wound. It looks identical to the dress Brunhilde was wearing yesterday.

Just as they finish searching the room, Dietgar arrives, somewhat dishevelled from bed. He takes a quick look around before departing to inform Hellin. A Character making an **Average (+20) Perception** Test spots the 'T' branded on his right hand. Dietgar notices their regard and hastily tucks his sleeve down over it. The next time they see him, he will be wearing his gloves again. An **Easy (+40) Lore (Local)** or **Very Easy (+60) Lore (Law)** Test reveals that such brands are a punishment for theft in some towns throughout the Empire.

HOUSE HUNTING

Hellin arrives and directs the servants to search the house for Brunhilde. She sends Dietgar to instruct the guards and stablehands to search the grounds. Hellin already fears the worst, though she doesn't suspect foul play. Brunhilde was an old woman, and acting oddly of late.

Lucius approaches the Characters before they can speak with Hellin, quietly bidding them follow him. He suggests they take it upon themselves to find Brunhilde, hinting they would be handsomely rewarded for their efforts. He advises against 'bothering' his mother at this time, until they have something to bring to her.

Their options mostly come down to searching the attic, talking with the staff, searching the house, and combing the grounds. Lucius also suggests, somewhat reservedly, that one of the Characters keep an eye on Hellin:

'...well, just because. Y'know, there are odd things afoot, and all that. Wouldn't hurt to keep an eye on the lady of the house, now would it?'

If pressed, he will admit that he thinks she might have had something to do with Brunhilde's disappearance, and tell the Characters about her odd behaviour of late. Whether anyone volunteers to watch her or not, he heads back to the great hall.



Searching the Attic

Anyone searching the attic will easily find the shrine. Josef didn't have time to replace the crates that usually hide the path to the altar. What's more, he and Brandt knocked over a few boxes the night before, leaving the space in disarray. A **Difficult (-10) Track** Test finds that two people struggled to move quickly through the attic.

THE KARSDT ESTATE



KEY

- 1 Main Gate
- 2 West Wing
- 3 Main Mansion
- 4 East Wing
- 5 The Maze
- 6 Stables
- 7 Guest/Guard / Servant Houses
- 8 Tool Shed and Shelter
- 9 Ubersreik Outer Wall

KEY

1 Entrance Hall	11 Kitchen
2 The Manor Hall	12 Family Bedrooms
3 Sun Room	13 Common Room
4 Servants' Quarters	14 Study
5 Halls	15 Office
6 Dining Parlor	16 Library
7 Hallways	
8 Stores	
9 Servants' Eating Hall	
10 Pantry	



Searching the House

A Character searching the house (or keeping an eye on Hellin) won't find any new physical evidence. However, an observant Character might notice some odd behaviour (Characters watching Hellin make their Tests at -10, as they're focused on her).

Josef slips into Brunhilde's room, where he surreptitiously takes her bonnet. He then makes his way to the West Wing. He ducks into an empty room, where he nicks his thumb with a dagger. He applies some blood to the bonnet, then places it beneath one of the Character's bed.. A Character in the right place might spot him with a **Perception** Test opposed by his **Stealth**.

A Character making an **Intuition** or **Perception** Test notices Dietgar snarling an oath at a footman, before heading out into the grounds. Tell the player that Dietgar left the house a few minutes earlier, on Hellin's orders, and suggest he must have snuck back in, unnoticed. This is, of course, Brandt, who is growing irate. It has been moving through the house all night, avoiding Josef and the other staff, and shifting from one form to another to avoid being caught. If a Character follows him, 'Dietgar' is out of sight by the time they get outside, but a passing stablehand (actually Brandt again) tells them that he saw the butler heading towards the hedge maze.

Hellin paces back and forth across the great hall, anxiously awaiting news, until she notices Lucius skulking in a corner. She angrily tells him to do something useful, then orders him out onto the grounds to help with the search. Lucius reluctantly departs.



Searching the grounds

Dietgar quickly organises the stablehands and the guards into search parties. If a Character offers to help, he directs them to the hedge maze. They may find Etti's remains, but otherwise will stumble around aimlessly until the final Act.

Any Character who decides to search elsewhere may find Brandt's old campsite, or overhear some stablehands muttering, *'It's like Rainer all over again.'*

PART 3

I SUPPOSE YOU'RE WONDERING WHY I GATHERED YOU HERE TODAY...

Once the Characters have looked around, a servant summons them back to the great hall. Hellin is waiting for them, along with Josef, Dietgar, Jurgen, and two guards. Hellin asks them to detail anything they've found, but does not react to anything they present to her. Instead she turns to Josef, who strides toward the Characters, holding forth a blood-stained bonnet.

'Perhaps you can explain how this came to be in your rooms? One of the maids found it. Now, tell us the truth! What have you done with Brunhilde, and why are you really here?'

The two guards step menacingly forward, hands at their swords.

If the Characters were particularly careful about keeping Josef out of their rooms, he lies and says he found the bonnet there himself, even if he never entered the west wing.

The Characters have to convince Hellin they had nothing to do with Brunhilde's disappearance, and are being set up. Josef tries to pick holes in their story, and Hellin acts as judge. You can decide the outcome based on your impression of the Characters' performances, or you can assign points based on the below arguments, then consult the Results box below:

- ☛ If the Characters searched Brunhilde's room earlier, they will recognise the bonnet. If they point out that it was there this morning, Dietgar frowns. He admits that he thinks he may have seen it too, but he isn't sure. A Character making a **Charm** Test can remind Dietgar exactly where it was and jog his memory. If they are successful, add one point.

- ☠ The shrine in the attic suggests that something untoward was happening in the manor prior to their arrival. Josef implies the shrine in the attic was their creation — that they planted the evidence there when they were ‘searching’ for Brunhilde. Why else would they have volunteered to look in such an unlikely location? Dietgar scoffs when they claim that they heard a disturbance there last night. If the Characters turn to Dietgar for support, he looks surprised, and denies speaking with them the previous night (as of course that was Brandt). A Character who succeeds on an **Intuition** Test opposed by Josef’s **Cool** notes that he seems slightly surprised, but pleased, by Dietgar’s denial. He realised at the last second that Dietgar could corroborate the Characters’ story about hearing noises in the attic, and was sure it would harm his chances of ruining the Characters’ reputations. He doesn’t know why Dietgar is now lying, but uses it against the Characters, accusing them of trying to draw the butler into their nefarious scheme. Deduct one point.
 - ☠ A Character bringing up Dietgar’s brand on his hand in an effort to throw suspicion onto him gets a frosty reception from Hellin, who is quite aware of her butler’s past. Deduct one point.
 - ☠ Characters can point out that Lucius came to them, not the other way around. Jurgen will back them up on this, but Lucius is nowhere to be found. A successful **Charm** Test goes some way to convincing Hellin of this, but she will need Lucius to confirm it. Add one point.
 - ☠ If they have learned of any of the previous odd incidents in the manor — the deaths, accidents, and disappearances caused by Brandt — they can present them as evidence that something untoward has been afoot long before their arrival. Hellin has been largely unaware of these incidents, but Dietgar and Jurgen can confirm them. A **Charm** Test convinces her there’s something going on at the manor. Reduce the difficulty of the **Charm Test** by one level for each additional victim of Brandt’s attacks the Characters have identified. If they are successful, add one point, or two if they succeed by 3 SLs or more.
 - ☠ If the Characters have found the severed arm in the hedge maze, it goes a long way towards convincing her. Add two points.
- Give or deduct points for any other arguments the Characters think of as appropriate. Add another point for good or entertaining roleplaying. If any of the Characters is Gold Status, add another point. If all of the Characters are Brass Status, deduct one point.

RESULTS

Less than 0 – Hellin is convinced that the Characters are rogues intent on mischief. She declares that they must surrender their weapons, and will be confined to the west wing until she decides what to do with them.

0 – Hellin is not sure what to do with them. She orders them to stay in the west wing until Brunhilde’s fate can be ascertained.

1–2 – Hellin is convinced that something untoward is happening at the manor, but doesn’t trust the Characters. They are free to move about the estate as they wish, but are not to leave the grounds without her permission.

3 or above – Hellin believes the Characters, and instructs them to root out whatever evil plagues her house.

If at any point the Characters decide to fight their way out, the guards attack. Josef and Dietgar protect Hellin, but won’t attack the Characters unless they threaten her. Two more guards arrive after the first Round. If the Characters escape, they will need to make their way out of the estate, avoiding or fighting other guards as necessary. They will soon find Ubersreik a very uncomfortable place for them, as wanted posters go up across the city within a day.

DOUBLE VISION

If the Characters end up locked in the west wing (with or without their weapons), Lucius will find them and sneak them out of the house. He has news — he spotted Brunhilde and Dietgar going to the hedge maze, and bids the Characters follow to clear their names (see below). They must be careful, however, as the escaped Characters are quickly reported to the guard if they are spotted.

If the Characters aren’t locked up, they are free to search for more clues. Josef shadows them (Opposed **Stealth** vs **Perception** Test), hoping for another opportunity to discredit them. Dietgar heads back out onto the grounds, to rejoin the search for Brunhilde. Hellin retires to her study, accompanied by two of her guards, who remain outside her door.

Brandt, meanwhile, has lost all patience, and decides to make its move. Hiding near the entrance to the hedge maze, it waits until it spots Dietgar coming out of the manor. It then reassumes Brunhilde’s form and waves at Dietgar, frantically beckoning him closer. It signals for him to be silent and looks around nervously, mimicking fear and panic, then dashes into the maze.

If any of the Characters were following Dietgar, they may notice this with an **Average (+20) Perception** Test. If they fail, they're at the wrong angle to see 'Brunhilde', and just see Dietgar suddenly start in surprise, before sprinting towards the maze. If none of the Characters are in the vicinity, Lucius comes running to them. He was 'searching for Brunhilde' (actually just moping about) and saw the whole thing.

By the time the Characters enter the maze, Brandt has lured Dietgar to the centre and begins its attack. However, the wily old butler proves tougher than expected, and fends off the Doppelgänger's first strike. The Characters hear grunts and muffled oaths through the overgrown brambles, leading them deeper into the maze.

Finding Dietgar and Brandt requires 3SLs on an extended **Navigation** or **Track** Test. If any of the Characters has been in the maze before (for example, while looking for Brunhilde), these Tests are at **Average (+20)** difficulty. Decrease the difficulty by one step if any of the Characters has a light source, such as a lantern or a torch (the overgrown hedges block much of the light) or has the *Night Vision* Talent.

Offer the players the option to split up to try alternate routes — they can cover more ground that way. This will allow each group to make separate **Navigate** or **Track** Tests.

If the Characters take more than three rounds to reach the heart of the maze, Brandt will kill Dietgar and take his form, then try to slip past the Characters (**Opposed Stealth** vs **Perception** Test) and make its way back to the manor. The Characters will find Dietgar's body, lying before the statue of Shallya.

If the Characters make it in time, they find Dietgar facing off against... Dietgar. Both immediately call on them for help, claiming to be the real butler and declaring the other to be some kind of monstrosity. None of the Characters know Dietgar well enough to tell them apart. They may try to draw upon a past conversation with Dietgar to identify the real one, but this has drawbacks. If the conversation was with the real Dietgar, Brandt protests, insisting that it must have been the imposter they were talking to. If the conversation was actually with Brandt (for example, their encounter the night before), Dietgar looks confused and protests that it never happened. If the Characters don't attack him immediately, he realises what happened after a Round and likewise points out they must have been talking to Brandt.

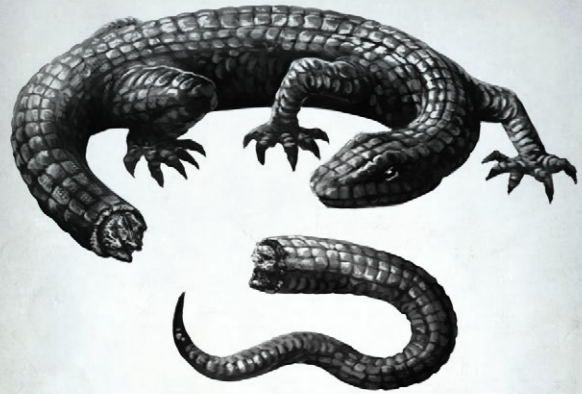
If a Character saw the brand on Dietgar's hand, they may think to ask the butlers to remove their gloves. Dietgar holds up his scarred hand. While Brandt has had a good look at Dietgar, it has not observed the butler for any length of time without his gloves and thus has not copied the scar.

If one of the Characters is holding a lantern or a torch, they can make an **Intuition** Test (**Hard (-20)** for a lantern, **Challenging (+0)** for a torch) after a few minutes of conversation to notice that one of the 'Dietgars' seems nervous of the light. His eyes are constantly darting to it, and he flinches away any time it comes a little closer. This is because Brandt has an instinctive fear of fire. Threatening it with the flame will cause it to recoil in terror, its face writhing as it loses control of its shapeshifting for a moment.

Of course, callous Characters may just kill both of them.

If they identify the real Dietgar, Brandt curses and leaps for the statue of Shallya. It is a **Very Easy (+60) Climb** Test to reach the top, and Brandt then leaps over the nearest hedge.

SHEDDING ITS TAIL



A Doppelgänger's clothing, in most cases, are simply warped elements of the creature's flesh. Occasionally they will take the clothing of their victim should undressing be a required part of their impersonation, but as this would make it harder for them to quickly take the form of another, it is generally avoided. Brandt is a particularly skilled and experienced example of its kind, and has perfected the art of selectively shedding some of its 'skin' when required. If pressured to remove an item of clothing, such as a glove, Brandt may do so at the cost of one wound. Large items, such as a shirt, would require the loss of two wounds, while a piece of armour would require three. These items retain their shape, but will begin to rot and decompose after just an hour unless preserved in some way. Brandt will only do this when absolutely essential. A Character who makes a successful **opposed Perception/Cool** Test will notice the creature wince as the item of clothing is gingerly peeled off.

HEDGING YOUR BETS

The Characters can try to chase Brandt down. The starting Distance is 6 (**WFRP**, page 163). A Character who imitates Brandt's feat of athletics and goes over the hedge can reduce the Distance by 4 in one Round. Any Character fumbling their pursuit roll takes a wrong turn and gets lost in the maze, and will have to make a **Perception** or **Navigate** Test in order to rejoin the chase. Don't forget to reduce the difficulty of all **Stealth** Tests in the maze.

If Brandt scores the highest SL on any Round, it tries to lose the Characters by suddenly changing direction and backtracking. Make an **Opposed Stealth vs Perception** Test. Any Characters who lose the Test are fooled and take a wrong turn; they will need to make a **Perception** or **Navigate** Test to resume the chase. If at any time it increases the Distance to 10, it escapes.

If the Characters close the Distance to 1 or less, they suddenly come across Lucius, sprawled on the ground. He gasps, and waves them on, declaring, *'He went that way!'* At this point the Characters will probably assume that this is the Doppelgänger, but it really is Lucius, who plucked up his courage and followed them into the maze. He shrieks in confused terror if attacked, and collapses to the ground, begging to be spared. Unfortunately, he doesn't have any secret scars or tattoos he could use to prove himself, but if asked, he can recite the Characters' own stories from the previous day.

While the Characters are distracted by Lucius, Brandt strikes. If any of the Characters have gotten lost or otherwise separated during the chase, it attacks them first. It strikes from hiding (Opposed **Stealth** versus **Perception** Tests), hoping to gain surprise and then fade away (attacking in the Surprise Round, then disengaging the next round and hiding again). It takes the form of residents of the manor — first Brunhilde, then alternating between Hellin, Josef, Dietgar, and any other servants or guards the Characters may have encountered. Eventually it takes on the Characters' forms, but it hasn't observed them very long, so its imitations of them are crude and misshapen.

If Brandt manages to escape the maze, it makes its way to the manor, and to Hellin. Taking Dietgar's form, it tells her guards that the Characters plan to kill her, before entering her study and locking the door behind it. Brandt then tries to kill her and take her place. The Characters will have to move quickly to stop it.

Once reduced to 0 Wounds, Brandt reverts to its natural, hideous form. Its skin seems to peel back, revealing muscles, organs and bones. It begs for its life in a high-pitched, squealing voice. If the Characters spare it, it limps off into the night.

COPY AND PASTE

Once Brandt is defeated, the Characters can explain what happened to Hellin and the other residents.

HELLIN

The knowledge that a shapeshifting monstrosity infiltrated her home horrifies Hellin, and she is very grateful for the Characters' efforts. If Dietgar and Lucius survive the confrontation in the maze, she rewards the Characters with 20 GC for their heroism. If either was killed, she only gives them 5 GC. She is impressed with them either way, and may have work for them in the future. The current turmoil in Ubersreik presents both a threat and opportunity for her family, and she may need resourceful (and disposable) agents like the Characters.

JOSEF

The purser apologises for his accusations against the Characters. Clearly the doppelgänger tried to frame them for its crimes! And undoubtedly the shrine in the attic was its doing. He declares that he will see to the disposal of all aspects of the shrine immediately. To that end, he asks the Characters if they took anything from it. His only real interest is the Nameless Blade. If the Characters leave with it, they may encounter Josef again, as he tries to make them his next offering to Khaine...

Otherwise, Josef is content to leave them be. However, they may hear tell of a mysterious assassin who always takes one thumb from his victims.



LUCIUS

Lucius is thrilled. This whole experience has provided him with ample fodder for his art! He pays the Characters the agreed sum, with an additional GC each for good measure. A year from now, the Characters may hear of a popular new play, *The Manor House Murders*, in which a dashing young poet and his bumbling sidekicks investigate a series of disappearances in an old manor.

DIETGAR

Dietgar thanks the Characters for saving his life. He has little wealth with which to reward them, but should they ever need a favour, he would be happy to do what he can for them. He also tells them, if they're ever in Bøgenhafen, to visit his cousin, Franz, who runs the *Crossed Pikes* tavern.

EXPERIENCE POINTS REWARDS

As well as the usual awards for good roleplaying and bright ideas, XP should be awarded as follows:

- ☠ 50–75 points each for a good time roleplaying
- ☠ 50 points each for defeating Brandt, or...
- ☠ 50 points each for helping Brandt take Hellin's place
- ☠ 25 points each for saving Dietgar
- ☠ 20 points each for making a good impression on Hellin
- ☠ 15 points each for destroying the shine
- ☠ 10 points each for discovering the remains of Etti

THE BUTLER DID IT!

Double Trouble is essentially a whodunit, and like all such stories it is vulnerable to particularly clever or intuitive players fingering the guilty party early on. Should one of your players do this — by making a very public accusation against Brandt while he is impersonating someone, for example — there are a few ways you can handle the situation. If the accusation is completely unfounded, remember that most NPCs will come to the defence of a long trusted member of the household, even if they have been acting strangely of late. Should the Player make a convincing case against Brandt, then simply move up the timetable. Brandt escapes out a window with preternatural agility, and a version of the events from *Double Vision* play out. Brandt may ultimately end up impersonating another NPC, or perhaps several of them. Feel free to play up the paranoia of this situation, with the estate on lockdown until the Doppelgänger is found. And if all else fails, who is to say that Brandt was working alone?

THE BIG PICTURE

The Karstadt-Stampfs are highly influential people in Ubersreik, and not just because of their wealth. The fact that they willingly abandoned their nobility grants the family a degree of prestige in certain quarters, and it is almost certain that they will play a role in the ultimate fate of Ubersreik. If you wish to have your characters wield some influence of their own, a relationship with the Karstadt-Stampfs will be useful indeed. While you do not need to keep any particular member of the family alive, should Hellin and Lucius both perish, the family will undoubtedly be weakened. Though one of her sons is likely to take over the family estate, the reputational loss alone will harm the family's influence.

Should Brandt succeed in his plan to replace and impersonate Hellin Karstadt-Stampf, things will play out very differently indeed. The creature seeks a comfortable life, and wielding the family's influence to alter Ubersreik's tenuous political circumstances will be far too much work and risk for the Doppelgänger's liking. Of course, if the Characters actually assisted Brandt in taking over the family estate, perhaps by silencing Lucius's concerns early in the adventure, or by striking a deal with the creature, who is to say what favours the Doppelgänger might do for them in the future?

THE BLESSINGS THAT DREW BLOOD



ADVENTURE SUMMARY

In this adventure the Characters become aware of a series of murders of holy people. Clues gathered during the investigation lead to an eventual confrontation with Lena Stein, a cittern player who owes a debt to Slaanesh.

THE DAEMON WENT DOWN TO ERENGRAD

Geheimisnacht 2509 IC. Lena Stein, a mediocre cittern player who had just completed an uninspired set, was drowning her sorrows in an Erengard tavern, *The Crossroads*. In an alcoholic fug, she struck a deal with an eerie androgynous stranger, who gave her a gift of a beautiful new cittern. Lena remembers little of their conversation, but recalls an odd bargain. The deal was that whilst the cittern would play true for her until the next Geheimisnacht: it would need to be anointed with the blood of six devout followers of the gods if it was to perform the following year.

Lena found that when she played her new cittern inspiration came to her easily. Soon her confidence grew, and the power of her performances became compelling, drawing in admirers from far and wide. Her star was on the rise and her coin was on the increase. Both her waist and purse began to expand.

This happy state lasted until Geheimisnacht 2510 IC, when Lena's muse deserted her. Bereft at the sudden loss of talent, fame and her bevy of admirers, she went into a total decline and fell into despondency and debt until she recalled the shady deal she had struck. Whilst she suspected that she had dealt with dark powers, especially as the change in her musical ability was instant and transformative. Though she also harboured resentment due to her perception of the sanctimonious hypocrisy of many of the Empire's holy folk.

Bitter, sour and resentful, soon her friends, family and young lovers all deserted her. There's only so much of hearing, *'Do you not know who I am?' 'I used to fill the Wolfenburg Hall'*, anyone can take. Alone and broke, she felt she had no other choice, so in order to regain her fame and fortune, she needed to find 'six devout followers' to do away with. So she became a pattern killer, but one who did her best to ensure that her victims were those deserving of death.

Whilst Slaanesh is not entirely satisfied with Lena's progress (she does violate the spirit of the deal by introducing a warped sense of justice by doing away with those she feels deserve a comeuppance), the deity is otherwise pleased with both her musical performances and homicidal exploits. Lena is protected by three Daemons-made-mortal. This trio of entities were previously members of Slaanesh's court, but have been demoted to mortality for their shortcomings. Manifesting as a strange woman and her two pets, they secretly assist Lena, and further entertain the Prince of Chaos. They shadow her closely, and mislead those who investigate her crimes.

Lena has become celebrated in the Empire. She has come to Ubersreik, enticed by the promise of large crowds, and also the fact that the political instability provides her with cover to find corrupt holy folk and kill them.



KILLING TIMES

This adventure is assumed to commence Marktag 31 Vorgeheim, meaning that Lena has just two more days to find and slay her final victim. If this date does not suit the GM, the other dates mentioned will need to be readjusted to reflect the time between their occurrence and the start of the adventure.

Date	Victim	Location
Bakertag 16 th Sigmarzeit (a few months ago)	Patti Durst, Rhyan.	A coaching inn a day's travel from Ubersreik
Bakertag 17 th Sommerzeit (6 weeks ago)	Yan Traum, Ulrican Zealot	As he slept on the steps of Ubersreik's chapel of Ulric.
Festag 29 th Sommerzeit (4 weeks ago)	Werner Klep, devotee of Ranaid	On the docks
Angestag 27 th Vorgeheim (a few days ago)	Klein Calvin, Sigmarite	At a Sigmarite sponsored orphanage
Aubentag 30 th Vorgeheim (Last Night)	Katherine Hartung, Shallyan Priestess	Either in her chambers at the Temple of Shallya or in a place convenient for discovery by the Characters

THE TRIUMVIRATE OF DISAPPOINTING DAEMONHOOD

The Prince of Chaos is a notoriously difficult patron, whilst most of his Daemonic servants enjoy the depraved demands of the deity, there are those who disappoint Slaanesh. Such mediocrities face degrading punishments.

Three such disappointing daemons are currently in Ubersreik: Beatrice, Ingwer and Blixa. They have been demoted to a condition of demi-mortality.

Now tasked with guarding Lena and coaxing her into further depravities, they are all still smarting about their demotion, especially Ingwer, but acknowledge that this demeaning task should be over soon. They can barely tolerate one another, let alone have to work together, but needs must. If they succeed in their task in an entertaining fashion, Slaanesh promises to reinstate them.

However, Slaanesh also set *geasa* on the former Daemons in order to make things more interesting. The daemons must behave according to the following six strictures.

STRICTURES OF SLAANESH

THAT WOULD BE TOO EASY

The Triumvirate may not interact with Lena directly, speak to her, or leave her written messages.

VIOLENCE IS THE RESORT OF THE VULGARIAN

The Triumvirate may only use physical violence in self-defence.

SUBTLE TOUCHES SHAPE PLEASING RESULTS

The Triumvirate must maintain their mortal appearance. If they use a supernatural ability, such as a spell, it ought to be done secretly.

LEAVE MY SERVANTS TO THEIR DEVICES.

The Triumvirate are to undertake their task alone, without recruiting help from local cults or fellow Daemons.

AMUSE ME.

The Triumvirate are to show cheerful good sportsmanship, and their antics ought to result in entertaining consequences.

DEFILE THE RIGHTEOUS.

To visit degradation and horror upon the virtuous always ought to be prioritised.



BLIXA

Blix was once H'xxxii Warrpl'vish, a ravishing Daemonette whose poise and sycophantic shows of appreciation made her a star courtier at the Palace of Pleasure. That is until the day Slaanesh threw a particularly grotesque masquerade only to catch her yawning loudly and daydreaming.

Blix manifests as a large black dog with terrible flatulence, a docked tail and an alert expression. If she is certain that no one is watching her, she occasionally licks herself with a long sticky pink tongue. Anyone who gets close enough to her backs away immediately as her breath is ghastly.

BLIXA

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	35	-	20	20	30	30	-	30	70	45	10

Traits: Magical, Night Vision, Size (Small), Spellcaster (Slaanesh), Stride, Tracker, Weapon+5

Blix knows the following spells: Acquiescence and Uncontrollable Corporal Expulsion. As a dog, Blix growls, whines and barks when casting spells, occasionally releasing wind at the same time.

NEW SPELL: UNCONTROLLABLE CORPORAL EXPULSION

CN: 6

Range: Willpower yards

Target: 1

Duration: Willpower Bonus Rounds

The target of this spell suffers a sudden bodily venting. The target receives d10 – WP Bonus Disease Symptoms taken from the following list: Convulsions, Coughs and Sneezes, Fever, Flux, and Nausea. The GM can choose which symptoms to apply and the degree to which their effects cumulate. In the case of the Coughs and Sneezes symptom no contagion is spread, the effect is mess and noise. Once the duration is up the target recovers from any conditions resulting from symptoms, but may need to clean up.

NEW SPELL: SOPORIFIC LULL

CN: 6

Range: 2 x Willpower yards

Target: 1

Duration: Willpower Bonus Rounds

The target of this spell is filled with weariness and desire to sleep. The target receives d10 – WP Bonus Fatigued Conditions. If the number of Fatigued Conditions the Target receives as a result of the spell is greater than their WP Bonus they fall asleep as if affected by the Sleep spell.



INGWER

Previously Ingwer was known as Cacklefaxx Sq'lichsp'sm the Scobberlotcher, a guard of the Circle of Indolency. This area of the Realm of Chaos is (usually) found arrayed about Slaanesh's Palace of Pleasure. Ingwer succumbed to the soporific aura, and was found dozing on the job.

Ingwer manifests as an overweight, asthmatic tabby tomcat with pale-green eyes. If he is examined closely, six purple nipples can be found running down the left side of his belly.

INGWER

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	45	-	20	10	35	45	-	30	70	45	8

Traits: Bounce, Magical, Night Vision, Size (Small), Spellcaster (Slaanesh), Stride, Tracker, Weapon+5

Ingwer knows the following spells: Acquiescence and Soporific Lull. As a cat, Ingwer hisses and yowls when casting spells.



BEATRICE MITTELMÄSS

Beatrice was once E'een'n Op'rhl Hiss'ss, a cruel and depraved Daemonic Herald who was feted for her biting mockeries. However, her decision to repeatedly regale the court with tales of transgressions involving a priest, a theatrical agent, and a chicken were deemed boorish. Her fall from favour followed swiftly.

Beatrice manifests as a middle-aged lady with bohemian airs. She usually wears a faded grey-purple tatty dress and lots of jewellery. Big chunky rings set with round stones are piled onto her fingers and baroque silverware hangs from her ears and neck. These trinkets look showy, but are clearly cheap costume tat. Her greying chestnut hair is piled around her head in a tatty beehive style, arranged so as to conceal the twisted horn that grows from her scalp.

BEATRICE MITTELMÄSS

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	24	23	23	33	31	31	32	30	70	45	12

Traits: Magical, Night Vision, Spellcaster (Slaanesh, Witch), Weapon+5

Beatrice knows the following spells: Acquiescence, Curse of Crippling Pain, Curse of Ill-Fortune, Haunting Horror, the Evil Eye.

TRIUMVIRATE TACTICS

The Triumvirate have been helping Lena by bringing her attention to suitable victims. Their manipulations in this regard were subtle, Lena never directly interacted with a member of the group, but through creative use of spellcraft and the cultivation of a network of influencers they have been able to locate errant holy folk and direct them towards Lena before she murders them.

During the investigation, the party will run into members of the Triumvirate from time to time. The Triumvirate's tactics are to weaken, distract or discredit the Characters with spells. If spotted they attempt to flee. They only fight as a matter of last resort.

UNDERTAKING THE INVESTIGATION

This adventure is presented in a sandpit style. Many of the episodes could take place in no particular order and depend either on the Players proactively seeking more clues, or the GM intervening to move the plot along. Whilst the information given in Ubersreik Adventures is not necessarily needed to run the adventure, it does give more information on some of the locations and people mentioned here, as well as helping to flesh out other parts of the city.

In order to run the adventure, the GM will need to achieve the following things:

- ☠ Hook the Characters in through a combination of the following:
- ☠ Reward offered by High Temple of Sigmar.
- ☠ Onest Ottokar's pamphlet.
- ☠ Interview with Ottokar.
- ☠ Wanda Grimmig seeks the Characters' protection.
- ☠ Katherine Hartung's murder.

Once the party is committed to investigating the killings, they have the following routes of inquiry, which can be completed in any particular order.

- ☠ Interview Jared at the Red Moon about the killing of Patti Durst.
- ☠ Visit the Sigmarite orphanage where Klein Calvin was murdered.
- ☠ Investigate the killing of Werner Klep in the docks.
- ☠ Visit the Chapel of Ulric where Yan Traum's body was found.
- ☠ Find out additional information from people at Bridge House Inn.

If the Characters are vigilant, they should find clues leading them to the Theatre Variété and Lena.



PLACES OF INTEREST TO THE INVESTIGATION

- ① Sprichstumpf
- ② Wolf and Hobgoblin
- ③ High Temple of Sigmar
- ④ Victory Park Orphanage
- ⑤ Temple of Shallya
- ⑥ Theatre Variete
- ⑦ The Crooked Hammer
- ⑧ Red Moon Inn
- ⑨ Rigger's Boarding House
- ⑩ Bridge House Inn
- ⑪ Chapel of Ulric

Trail of Blood

Blix's Patrol Route

THE INVESTIGATION MAP

This map shows all the locations that the party is likely to visit during the investigation.

It also shows the route followed by two blood trails, which they may discover. The first is a fresh one they might find outside the Temple of Shallya.

The second is weeks old and no longer discernible, but the bartender at the *Crooked Hammer* made note of it.

Blix spends much of the adventure patrolling a particular route. As the Characters move about the city, roll 1d10 every time their paths cross.

BLIXA'S ACTIONS

d10 roll	Result
1	Blix is just ahead of the Characters, they may perceive her on a Challenging (-0) Perception Test. They may stalk her route provided they pass a Stealth Test opposed to Blix's Perception of 30. After 5 minutes of following a new Stealth Test must be made.
2-9	Blix is elsewhere.
10	Blix arrives just after the party. If she passes a Challenging (-0) Perception Test, she will spot them and follow at a distance. Every five minutes the Characters may make a Challenging (-0) Perception Test in order to realise that they are being followed.

If the Characters wish to apprehend Blix, they will have to chase her down. She will use her spells to try and complicate matters for her pursuers. If cornered – she fights ferociously.

MAKING FRIENDS AND INFLUENCING PEOPLE

As an investigative scenario Characters are encouraged to chat to NPCs in order to further the investigation. But many NPCs are cagey, and most are reluctant to divulge certain details. A number of times in this adventure Characters who take a certain line of questioning with certain NPCs calls for a Charm or Gossip Test. Success indicates that the conversation moves in one way, and failure indicates that it moves in another, or comes to an end.

This could result in a lot of tests being called for, which may be repetitive, or it could be seen as suggesting that other methods of inquiry are not possible.

If an Impressive Success is rolled early on in a conversation this means that the NPC being interviewed is effectively charmed (or gossiped or intimidated), and continues to answer questions posed by the Character without the need for further tests.

Intimidate could be used in place of Charm or Gossip. However, the blunt approach is generally less effective in the circumstances

of this investigation. The level of difficulty is always one higher than it otherwise would be (so an Average (+10) Charm Test would become a Challenging (+0) Intimidate Test).

Bribery is another method of getting recalcitrant characters to talk. Many of the NPCs are, for all their faults, upstanding and incorruptible, but they may respond to the offer of a donation to the charitable work of their temple, orphanage or soup kitchen, in the same way as a bribe.

Characters should also be rewarded for making appropriate use of the Pray skill with NPCs who are religious, or Leadership skill with NPCs who are knights.

Once two different methods have been tried and failed with a particular NPC they are not willing to talk with that Character any more. Another member of the same party could try to win them over – provided they make it clear they disapprove of their friend's clumsy attempts at gossip.

HANDOUTS

As the adventure begins Characters should be aware that the following fliers have been left in public spaces all over Ubersreik.

WANTED!

The High Temple of Sigmar urgently appeals any information that might lead us to the heinous killer of our brother in faith, Klein Calvin.

On the morning of Festag 28th Vorgeheim Klein was found stabbed at the Victory Park orphanage near Ubersreik's Marktplatz.

60 Gold Crowns are offered to those who bring Klein's Killer to justice.

See Jacob Möhren at the High Temple of Sigmar for details.



Issue XII, Volume IV

Printed but not endorsed by the Engbart Presse of Ubersreik

'Onest Ottokar's Totality Of Truth Trakt

Word reaches OTTOKAR of a savage warrior of the benighted north whose unholy gift is the very resurrection of the dead! Wheresoever this BLASPHEMY treads the life blooms and even long fallen bodies stir and breathe anew.

And who should want to find this scion of darkness and bring him to Ubersreik? None other than the lackeys of the Gross Enchanter!

Seek out OTTOKAR for the latest updates!

KEEP DREAD DRACHENFELS DEAD!

**YOU CAN'T PAY?
THEN SHE WON'T PRAY!**

OTTOKAR LEADS A PROTEST of the corrupt TEMPLE OF SHALLYA this GEHEIMISNACHT EVE. Show venal Katherine Hartung you won't stand for her cynical profiteering! Why Shallya herself hasn't struck this mercenary down is all the proof we need that she is indeed the tender Goddess of Mercy.

SHOW NO MERCY YOURSELVES – BE THERE!

MOONFLOWER – cure for all ills. Think the Elves chow down petals for nothing? IMMORTALITY awaits the discerning MOONFLOWER imbiber!

Also alleviates dropsy.

**WIZARDS. I DON'T LIKE THEM
I DON'T LIKE THEIR DAEMONIC SORCERIES.
I DON'T LIKE THEIR BIG WEIRD
UGLY COLLEGE BUILDINGS
I DON'T LIKE THE WAY THEY DRESS
AND I DON'T LIKE THEM KILLING PRIESTS!**

That's right! Several priests have been murdered recently in cities across the Empire and a cabal of wizards are almost certainly to blame. Long have the sorcerers lusted to tear down our prized religious institutions and now – thanks to the error of so-called Pious Magnus – they wreak outrages!

In 2511 they hit Wurtbad, now they hit US! Over the past weeks Patti, devotee of Rhya, Yan, Ulric's loyal son, Klein, favoured of the holy Heldenhammer ... all found dead.

**DEAD! AND KILLED
BY WIZARDS!**

(A thieving Ranaldan has also died.)

Seek OTTOKAR for NEWS OF A RICH REWARD!!

VON JUNGFREUD CALAMITY! Our noble betters victims of foreign plots! Are Kislevite agents really to blame? Find out in Ottokar's new pamphlet COMING SOON!

YOU! Yes, YOU! You NEED to know more. Find OTTOKAR hard at work every single day atop GLORIOUS UBERSREIK's famous SPRICHSTUMPF. (if not present, check the Wolf and Hobgoblyn.)

Ottokar uses and endorses Engbart Press, located in the alleyway behind the Bridge House Inn.

'Onest Ottokar's Totality of Truth Trakt is proud to support the THEATRE VARIÉTÉ: currently hosting daily shows by the hilarious Mootland Minstrels, the thrilling Erengard Ensemble, and the talented Lena Stein. When purchasing your ticket, present this trakt for a free drink from the Theatre Bar!

AT THE WOLF AND HOBGOBLYN

The Sprichstumpf is found in Ubersreik's Marktplatz. It is the stump of a great tree used as a grandstand by agitators. But Ottokar is invariably ensconced in the public bar of the *Wolf and Hobgoblyn*, a soulless neat tavern tucked into the southwest corner of the Marktplatz. The interior is bedecked in orderly rows of military crests and portraits. Ottokar is secretly bankrolled by the proprietor, who is happy to host his rowdy gathering, provided participants continue to purchase ale and doses of Moonflower (sold here at 7 GC).



'Onest Ottokar Johanson is a large muscular man who dresses in short-sleeved jerkins to display his physique. A reactionary demagogue, he seems incapable of communicating without shouting, and lives to argue.

When the Characters enter the tavern, Ottokar is an obvious presence, loudly lecturing a mixed crowd of sycophants. He is happy to talk about his tract, though he will be unable to prevent himself from aiming insults at Characters he holds prejudices against (Elves, Halfings, Foreigners, Academics, Peasants, Rogues).

'ONEST OTTOKAR JOHANSON RABBLE ROUSER (BRASS 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	32	37	47	38	35	38	59	51	54	49	15

Skills: Art (Writing) 65, Charm 59, Consume Alcohol 44, Cool 68, Endurance 55, Evaluate 65, Gossip 55, Haggle 55, Intuition 45, Leadership 52, Lore (Local) 56, Lore (Politics) 59, Perception 46, Stealth (Urban) 46, Trade (Printing) 65.

Talents: Argumentative, Dealmaker, Doomed (*People such as you always manage to hang about longer than you rightly deserve to*), Read/Write, Savvy, Strong Back, Tinker, Very Strong.

WHAT OTTOKAR 'KNOWS'

Can you tell us about this plot to bring Drachenfels back to life? / Kislevites are behind the changes in Ubersreik?

'Hard at work on a pamphlet with all the details. There's research left to do. Come back here to get it once it's published.' So ... Moonflower is a cure all?

'Quacks deny it, but regular use of Moonflower alleviates every ache and ague you can mention. Try it! It's on sale at the bar.'

Who is Katherine Hartung and why should we care?

'Look, everyone knows that the Temple of Shallya needs money. I don't begrudge legitimate drives for funds, but when one of their priestesses abandons her duty to the poor in favour of performing miracles for cash that's wrong. Hartung is such a priestess. I've heard complaints from folk who swear she passed them over in favour of ridding a foreign merchant of a bunion. And rumour has it she pockets most of what she earns.'

What would a Shallyan Priestess need that sort of money for?

'Well, someone may have a weirdroot habit, get wasted, and lose a high stakes game of Find the Empress.'

So what's all this about wizards murdering priests?

'Well, that's the gist of it. There has been a spate of killing holy folk these past few weeks, all in or around Ubersreik. You may say this is a result of general lawlessness, what with the noble von Jungfreuds being forced out of power, but I see a pattern.'

Tell us more about Patti

'I got this from Jared in the Red Moon. He'd been on the road sourcing brew, and stayed at a coaching inn a few months back. There was this devotee of Rhya banging on about the old ways. Not my thing, but she wasn't doing any harm. Found dead the following morning. Stabbed.'

WHAT OTTOKAR 'KNOWS' CONTINUED...

Tell us more about Yan

'This happened six weeks back. Yan was old school Ulrican, usually found outside the chapel on the precinct. He had a reputation for speaking his mind on ... controversial matters. But who am I to condemn a man for his opinions? He slept outside, like a wolf. One night someone slit his throat.'

And Klein?

'Now this one really upsets me. Klein Calvin devoted his whole life to the worship of Sigmar, and tutelage of Ubersreik's orphans, a job that has become increasingly vital in these dark days. He worked in the Victory Park Orphanage, where he was killed just days ago. Knifed again.'

And the follower of Ranaid?

'Heh! A cosh-wielding scumbag called Klep was offed last month. Body found on the docks near the Crooked Hammer. See me shedding a tear?'

And how do you know wizards are the perpetrators?

'I don't have conclusive evidence yet, but the clues are all there. I'd tell you, but I'm about to publish a leaflet giving all the facts.'

You said something about Wurtbad?

'Last year there was a rash of similar killings in Stirland. I've been trying to get hold of details, but by Sigmar they come slow. The hicks are probably still trying to read my letters.'

And a Reward?

'The High Temple of Sigmar isn't exactly supportive, but they have offered a 60 crown reward to those who bring Klein Calvin's murderer to justice.'

Ottokar is happy to have others do the main investigation work. He makes the Characters promise to divulge any new information they uncover.

WHAT USEFUL INFORMATION IS HERE?

- ☠ Leads to sites of murders.
- ☠ Insight into fact that a pattern is emerging.
- ☠ Murderer stabs victims or slices their throats.
- ☠ Link to source at Red Moon Tavern.
- ☠ Wurtbad connection.
- ☠ Katherine Hartung and Jacob Möhren as people of interest.

A FELINE FOCUS

Since the publication of Ottokar's pamphlet, Ingwer has watched the tavern from the High Temple of Sigmar. As the Characters leave the tavern call for a **Very Hard (-30) Perception** Test. Provided a Character passes the test read the following:

'You step onto Ubersreik's bustling Marktplatz. The towering High Temple of Sigmar dominates the square, and the low tolling of its bell begins, summoning the faithful to attend afternoon muster. People begin to crowd up the steps, causing a flock of pigeons to scatter. A fat tabby cat that had been resting in the doorway stands up, stretches, and just about manages to saunter out of the way before it is trampled underfoot.'

If the Characters enter the High Temple, they find themselves expected to attend High Priest Father Emming's sermon. Father Emming is a severe looking 50 year old with sparse locks of silver hair. His sermon starts as a warm expression of the need for cooperation between Sigmar's people, but soon descends into hectoring the congregation about the need for constant vigilance against dark forces. He repeatedly declares, *'that ill-fortuned date, the Night of Mysteries, is nearly upon us all!'* If the Characters wish to leave the 20-minute sermon before its conclusion they can, but they draw suspicious glances, and affronted muttering from congregants and suffer -20 to any tests they subsequently make with Jacob Möhren.

If the Characters express interest in the cat read the following:

'You observe the cat, and for a second it turns its head and meets your gaze with pale-green eyes. It then darts off, scampering around to the north side of the temple.'

If the Characters announce that they are giving chase to Ingwer, they have to pursue him through the throng on the Marktplatz. Even if they outpace the cat, they are only able to follow him as far as an alleyway leading from Marktplatz to the Teubücke before he throws their tail (he is headed to the Theatre Variété, but this is too big a clue to give the party just yet).

If the Characters want to visit the High Temple anyway, in order to advance their investigation or speak to Jacob Möhren, refer to The Temple of Sigmar on page @@.



THE PREPSYCOGNITIONS OF WANDA GRIMMIG

Wanda Grimmig is an attractive young lady with jet-black hair and smooth alabaster skin. A nervous soul, her mood ranges from depressed pout to existential despair. She wears a thick woollen cloak which swathes her body except for her face, hands and forearms. Her hands and wrists are bedecked with silver bangles and rings, and a heavy pendant of Morr's portal hangs around her neck.

Wanda is a lay official of the Cult of Morr. Shedelivers supplies to Morr's Field, the cemetery outside Ubersreik. Recently, she has begun to receive disturbing dreams. Convinced that Morr was communicating to her, she panicked, and loudly beseeched her superiors during funeral rites requiring solemn silence. As a result, Wanda has been indefinitely suspended.

The GM can use Wanda as an additional adventure hook. If the party struggles to undertake the investigation, she approaches them in a convenient public space, and asks to speak with them. She explains that she has seen their faces around and would like to know more about them. She says that she works for the cult of Morr, but doesn't reveal her situation at first.

Wanda explains that she is a lowly cult official and cannot afford to pay them much, but that she would like to hire the party for 10 shillings a day. Their duties will be to act as investigators during the day, and guards at night. If they agree, Wanda says she wants them to look into the murders. She is able to give much of the information that Ottokar provides.

However, note that Wanda has no particular interest in Jacob Möhren, Katherine Hartung, a Wurtbad connection, or who Ottokar's sources might be. The Characters will have to talk to Ottokar separately about such things.

Wanda may reveal more, only if the Characters dig for information and pass given tests. Openness does not come easily to Wanda; she will need to be coaxed along the following lines before explaining herself. If a particular line of inquiry is closed because of a failed test, she refuses to discuss it for 24 hours. If a day passes and the subject comes up again, another test may be attempted.

Only the Character asking the pertinent question may make the related test. Multiple Characters may not make tests during the same session.



WANDA GRIMMIG – PRIEST OF MORR (SILVER I)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	30	31	32	36	42	38	31	53	40	45	13

Skills: Charm 55, Entertain (Storytelling) 55, Evaluate 56, Gossip 50, Lore (Theology) 63, Pray 50

Talents: Blather, Bless (Morr*), Bookish, Doomed (*Thy faith fails thee, my master beckons thee*), Invoke (Morr*), Read/Write, Savvy, Suave

* Whilst Wanda feels alienated from the Cult of Morr she may not use these Talents.

WHAT USEFUL INFORMATION IS HERE?

- ☠ Leads to sites of murders.
- ☠ Insight into fact that a pattern is emerging.
- ☠ Murderer stabs victims or slices their throats.
- ☠ At least some of the victims were noted for being flawed individuals.
- ☠ If dreams are to be believed, one more victim is to be found, and another murder to come.
- ☠ A black dog may be significant.

WHAT WANDA PROGNOSTICATES

Why us?

'I've seen you around. You seem like helpful folk, and at a loose end.'

Is that all? (Difficult (-10) Charm Test)

Fail: 'Yes.'

Pass: *'Oh, I'm going to sound insane. I received a dream. We take them seriously in the cult. I saw a mausoleum with five occupied alcoves and an empty sixth. I saw the Marktplatz bustling with people, the skies hung with vast storm clouds that had gathered over the temples and shed red rain. The faces of the priests ... covered in blood, and the noise, wild music of screeching and yowling. I haven't seen your faces before ... except in dreams.'*

Five, I thought there were four victims?

'Well, no one may know about the fifth, and there's maybe another to come!'

Why do you need protection?

'I ... worry that I might be next, that's all. Is that all? (Hard (-20) Charm Test)

Fail: *'Look, priests are being killed, and I'm a member of the cult of Morr. That's reason enough!'*

Pass: *'No. I think there might be a pattern. Yan was a sectarian ranter always aiming abuse at Sigmarites. Klein had a reputation for harshness towards the orphans. Klep, well ... how upright can a Ranaldan be? A pattern, don't you think?'*

Right, but why does that involve you? (Very Hard (-30) Charm Test)

Fail: 'Look, we have talked enough, do you want the job?'

Pass: *'I have failed to uphold the standards of my cult. I am in a situation of penance for disturbing the sanctity of funerary rites with selfish concerns. I broke the peace of the Field.'*

Anything else on your mind? (Hard (-20) Charm Test)

Fail: 'No.'

Pass: *'Ugh, I really am going mad. I saw a black dog on the street the other day, and I'm sure it was watching me, and I think I had seen it before too.'*

What? In your dream again?

'Yes.'

Wanda is staying at Rugger's Boarding House, see page @@ for more information on the boarding house.

NO MERCY FOR KATHERINE HARTUNG

Katherine Hartung was killed during the night before the start of the adventure. Here are three ways the GM can approach this murder.

The first and best is if the Characters simply have a hunch that Katherine is on the killer's list — particularly if they buy into Wanda's notion that flawed priests are targets. If they chase up the Hartung lead promptly they can discover her body.

If the players are pursuing the investigation, but ignoring the Hartung lead, news of her death can reach them after they have been to a couple of other sites.

If the party struggles to follow things up, the GM can move the site of her murder to a more convenient location, and have the party stumble across it.

ENQUIRIES AT THE TEMPLE OF SHALLYA

Ubersreik's Temple of Shallya can be found on the Marktplatz. A tall building built in the classical style with airy open spaces, and private alcoves for the provision of different treatments. Marianne Altenblum is head of the cult in Ubersreik. are far more likely to encounter white-robed orderlies tending to the sick, or busying themselves cooking and cleaning than they are to encounter Altenblum.

If the Characters ask after Katherine they will be met with suspicion. Since the publication of Ottokar's pamphlet a trickle of aggrieved citizens have approached the temple to voice their disapproval. Temple staff try to protect the Priests in general, and Katherine, in particular, from unwanted attention.

However, if the Characters express concern for her safety, or accuse her of gambling and drug taking, staff eventually take them to meet her. Two particularly formidable orderlies escort the Characters through the temple to a corridor of small cells.

They stop before a plain wooden door and knock firmly. No answer. They knock again, and then peer inside.



THE MURDER SCENE

Katherine Hartung's room is a small plain cell. It is furnished with a solid dresser, a wooden chest of drawers, and a bed. Katherine lies on the bed, her throat has been slit and a swatch of red gore stains the white shift she wears.

The orderly who opened the door recoils from the sight, breathing heavily, hand clutched over his mouth. The other mutters, 'sweet Shallya!' and runs off back down the corridor calling for help.

The Characters have a few minutes to investigate the gruesome scene before more Temple staff arrive and take over.

The Body. Katherine was a sturdy woman in her mid-30s with red hair and pale, freckled skin. A Character who passes a **Hard (-20) Lore (Science)** Test will be able to deduce that a blade was pushed into her throat beneath her left ear and then pulled forward, severing both her carotid artery and trachea. If they infer from this that her murder was a clean kill then they are right.

Dresser. Several spare shifts and some civilian clothes. If the clothes are searched and a **Challenging (-0) Perception** Test is passed a jerkin is discovered to have an inside pocket containing high value playing cards.

Drawers. The drawers contain a hair brush, 11 shillings, white slippers, some dice, a length of beads attached to a small ceramic dove, and several pamphlets detailing religious and medical practices. If a Character announces that they are looking for hidden compartments, call for a **Challenging (-0) Perception** Test. Characters who pass this test locate a false back to one of the drawers, behind which is a pouch containing two doses of weirdroot, and a purse containing 3 GC.

Under the Bed. A white linen rag, stained with blood. Close examination of the rag reveals that something left a distinctive streak, with ten parallel impressions. This is because Lena used the rag to polish the bloody fretboard of her ten-stringed cittern.

The Window. The window has been jammed shut, but is not locked. It looks out over a narrow alleyway to a derelict tenement building next door. There are sparse drops of blood in the alleyway. They can be found by an inquisitive Character who passes **Challenging (-0) Perception** Test. A trail of drops and stains can be followed 50 yards before petering out. Whoever left the trail was moving northwards.

After a few minutes more orderlies arrive and the Characters are forced to leave the room. If they level accusations at Katherine for being corrupt or an addict, the orderlies suggest they leave. Persistent Characters are asked to speak to the High Priestess in her private office.

Marianne Altenblum is willing to listen to the party, but her ulterior motive is to assuage their suspicions. She feels guilty as her oft expressed desire for funds to purchase a derelict building next to the temple contributed to Katherine's problems. She insists that Katherine always assisted needy folk who personally beseeched her, and that her reputation suffered as a result of soliciting wealthy clients to raise funds in her spare time.



She is shocked to learn about hidden cards, weirdroot, or money, and reacts by saying,

'Katherine had her troubles, but she worked hard and paid her penances.'

If the Characters investigate the empty tenement building, they find a few dozing vagrants who beg for food, money and drink, but have no memories of anything unusual happening.

LEARNING OF KATHERINE'S MURDER LATER

If the Characters do not make quick progress to the Temple of Shallya, word spreads of Katherine's murder by the late afternoon. If they are investigating other sites, people discuss the death of the priestess, and it provokes Wanda into contacting them again to persuade them to find out more. If they didn't take her earlier offer, she now offers a daily rate of 20 schillings.

If the Characters approach the temple an orderly tells them about the killing. They are told that her throat was cut by a practised hand, and are shown the bloody rag. However they will not be allowed to view the scene, and no further clues can be gathered. The trail of blood can still be found in the alleyway, if Characters search there.

USING THE MURDER AS AN ADDITIONAL HOOK

If the GM is finding it hard to get the Characters hooked into the investigation, Katherine's body can be located elsewhere and discovered by them as they move through the city on other business. If this is required, Lena intercepted the Priestess during a clandestine midnight trip to a gambling den. Katherine's body could conceivably be located in a room at a boarding house, in a tavern snug, or just bundled into an alleyway. The Characters will discover her wearing her outdoor clothing, with the beads and dove about her neck, the money and weirdroot stuffed into her purse. The bloody rag lies beside her body, and a trail of blood leads for a short distance along a route that runs toward the Theatre Variété.

WHAT USEFUL INFORMATION IS HERE?

- ☠ Murderer is practised at quick, clean kills.
- ☠ Something was wiped with a rag, leaving bloodstains and ten ridged, evenly spaced impressions on that rag.
- ☠ After this kill the murderer initially moved northwards.

CONTINUING THE INVESTIGATION

There are several sites of interest throughout the city, and they can be visited in any particular order. As GM make sure you are familiar enough with each of these locations to deal with them. If you cannot properly prepare all locations at once, it may be best to control the investigations by having people at unprepared locations be too busy to talk to the party, but suggest they return at a later time, more convenient to the GM.

Generally speaking, by the time three sites have been investigated it will be the end of the working day, and only people at taverns or on guard duty are happy to accommodate the Characters. So by the time the Characters have exhausted their leads, it should be nearing Lena's Geheimisnacht deadline.

The High Temple of Sigmar

Characters asking for Jacob Möhren at the High Temple of Sigmar are taken to Jacob's office, a small vestibule away from the main hall. The room is furnished with a narrow desk, a simple chair and a tatty, stained wolf skin rug.

Jacob is a Warrior Priest of Sigmar. He dresses in red robes and wears a golden hammer on a chain. His head is a brutal square slab, razored smooth. His cauliflower ears and chipped teeth indicate that he has encountered a lot of violence during his life. A network of old and new scars criss-crosses his skin.

He wears a heavy iron circlet around his brow, studded on all facings. An interested Character who passes a **Difficult (-10) Lore (Theology) Test** recognises that this is a form of penance common to Sigmarites.

Möhren is a short-tempered and proudman with a history of rash decision making. Recently he led a group of initiates through gruelling training exercises in the Grey Mountain foothills. Filled with holy inspiration, he insisted they undertake a quest to locate a Goblin lair, and slay all within.

Möhren's party became hopelessly lost in the mountains. Many suffered from exposure, starvation, or went missing. The only goblins they encountered kept their distance and shot them with arrows. Eventually Möhren made it back, alone.

Möhren has the following information to share with those who ask pertinent questions.



JACOB MÖHREN
WARRIOR PRIEST OF SIGMAR (SILVER 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	48	33	37	39	29	33	33	30	38	40	12

Skills: Cool 48, Dodge 48, Endurance 44, Heal 40, Gossip 48, Intimidate 42, Language (Battle) 40, Leadership 50, Lore (Theology) 40, Melee (Basic) 58, Pray 50

Talents: Bless (Sigmar*), Doomed (*The ghosts of the lost torment thee and applaud thy final breath*), Etiquette (Cultists), Read/Write, Sauve, Warrior Born

Conditions: Jacob is suffering from a deep depression, and counts as having two Fatigued Conditions. Characters may be able to diagnose his problem with a successful **Hard (-20) Heal** Skill, however it will take a long period of recuperation before he can recover.

* Jacob's shame is such that he may not use this Talent until he feels he has redeemed himself.

**WHAT USEFUL
INFORMATION IS HERE?**

- ☠ Klein Calvin was killed in the same way as Katherine Hartung.
- ☠ Klein Calvin and Yan Traum both had significant character flaws.

WHAT MÖHREN DECLARES

We hear you are offering a reward for any information on Klein Calvin's killer?

'The Cult of Sigmar offers 60 gold crowns, yes. I am employed to ensure that those who seek to claim it are worth taking seriously. Are you?'

What can you tell us about Klein Calvin?

'Our brother in faith was an elderly catechist who taught doctrine and history to the children of Victory Park. These last few years he spent almost all of time there. He was devoted to his work.'

How did he die?

'The man was murdered as he slept. His throat was cut from ear to ear.'

Is it the case that he could be a little harsh? (Very Hard (-30) Charm Test)

Fail: *'No. He was a father to those children, the only one they were lucky enough to have.'*

Pass: *'Harsh? Perhaps. I'm not the best person to judge, but he did draw criticism for a rather ... old fashioned approach.'*

Is there a connection between his killing and that of others?

'You've been paying that agitator too much attention. I can't rule it out but it strikes me as a stretch.'

What about the Ultrican, Yan Traum?

'Now, there is a man I'm not sorry to see gone. A troublemaker, always stirring up ancient history. He had it in for Sigmarites. Oh, they'll deny it at the chapel, of course, but he'd hold improvised celebrations on the anniversaries of dark age battles. He'd praise Ultrican tyrants who persecuted our folk. He'd get drunk, and abuse any Sigmarite who crossed his path. Next day he'd be a picture of contrition, eager to pay penances, but he'd soon be back at it. I tried to talk sense to the man once. He just smirked through his beard and made nasty insinuations. I think I referred to our nation as "Sigmar's land", rightly enough, and he whispered "our land". Just quietly. Just enough to annoy me, see? Not quite enough to start a row over.'

Are you a penitent yourself? (Very Hard (-30) Charm Test)

Fail: *'We all have dues to pay, now if there's nothing else to be said, please be on your way.'*

Pass: *'That I am. I overreached myself, and others paid the price.'* Möhren recounts the story of his expedition if the Characters gently encourage him to talk more.

THE VICTORY PARK ORPHANAGE

Not far from the High Temple of Sigmar is a large walled compound. The Victory Park is a memorial garden dedicated to those who fell protecting Ubersreik from Greenskin invasions that threatened the city over the centuries. A number of monoliths dot the grounds, topped with thick Orc skulls, and engraved with the names of those who fell to them.

Sisters Wilhemina Keller and Astrid Krause currently run Orphanage. Both these women bear a slight resemblance, as they are both in their late 50s, round-bodied, with serious manners, and have the status of veteran, if lowly, members of their order. In their voluminous habits of rough-spun white and blue cloth, it is very hard to distinguish one from another, though Wilhemina's apple-shaped face is set with dark-green eyes, whilst Astrid's has intense light-blue eyes, and a smattering of freckles.

Hans Ershopf, an elderly veteran of the Order of the Knights Griffon guards the gates of the orphanage. In his prime he was renowned, but on receipt of crippling injuries after a bad fall, Hans was made guard of Victory Park. His small brick guardhouse stands just inside the front gate. He is willing to admit the Characters provided they inform him they are investigating Klein Calvin's death and leave their weapons with him (knives and staffs excepted).

Inside the park is a pretty open space dotted with deciduous trees. If he has not been eliminated in another location, Ingwer is hiding in a tree. He will only be spotted if Characters announce that they are examining the garden for anything suspicious and pass a **Hard (-20) Perception Test**.

The orphanage building is within the grounds. It is a large brick house with two long wings separated by a tall central tower.

There are nine children in the orphanage. On this day the sisters are enjoying the late summer weather by holding classes outside. They sit on the lawn with the children arrayed around them in a loose semi-circle. As the Characters are being let through the gate, Hans clangs a small bell. Sister Keller responds by approaching the Characters and asking what she can do for them, whilst Sister Krause lectures the children about the plays of Tarradasch.

Ingwer waits until the Characters have asked Sister Keller a couple of questions. He then tries to complicate matters for them by causing them to feel suddenly very tired (Soporific Lull) or to involuntarily and rudely bemoan the futility of life (Acquiescence). The sisters will no doubt be suspicious of any Characters who succumb to Ingwer's magic, and the Characters will have to do some fast talking to explain themselves, if they are to continue their investigation here.

Every time Ingwer casts magic, he must hiss and yowl an incantation. Characters might be able to hear the cat over the other noises in the garden by passing an **Average (+10) Perception Test**. As soon as Ingwer is spotted he attempts to make a getaway.

In the main, Sister Keller has the same opinions as Jacob Möhren. She has had similar experiences of Yan Traum, and regards Klein Calvin as a disciplinarian whose methods were old fashioned but effective. If suitably prompted, she has more to say about the priest's murder.

WHAT THE SISTER SAYS

What can you tell us about the day of the murder?

'Oh, I can remember the day quite well, it was the day of the party. The Bridge House Inn sponsored a day of entertainments for us. There was an obstacle race, music, arts and crafts, hot sausages. It was a lovely day. They're such nice people.'

Who organised this party?

'Well, I suppose ultimately it was Gunther Abend who owns the Bridge House. Mind you he wasn't here himself. He just sent a few of his staff and people who sometimes work for him. I think he'd called in a few favours around town.'

What's in it for Gunther?

'He's just a very nice man who is keen to use some of his wealth to help those less fortunate than himself.'

So who staffed the event?

'I don't know the details I'm afraid, they were all very nice. I think they were probably staff from Bridge House, except for the musicians. There was a lady playing the cittern, very talented, and two young Halflings playing comic tunes with Avern horn and fiddle. It was great fun!'

Where are they now?

'I have no idea.'

Do you know their names?

'Um ... one of the Halflings was called Rudi ... I'm sorry, we get a lot of visitors here. We can't keep track of them all.'

What did they look like?

'The cittern player was a young lady, I'd say she was about 25. She had long reddish hair, very unkempt. She wore a beautifully made dress, highly embroidered. The Halflings, they look as you'd expect them to do, dressed like bootless Stirlanders in yellow and green. I remember one of them was missing many of his teeth, and the other was mostly bald. What hair they did have was jet black.'

Was that cat at the party?

'I think it may well have been. I see it most days.'

WHAT USEFUL INFORMATION IS HERE?

- ☠ Klein Calvin was killed in the same way as Katherine Hartung.
- ☠ Klein Calvin and Yan Traum both had significant character flaws.
- ☠ There was a party at the orphanage shortly before the murder.
- ☠ Among other performers was a lady playing a cittern.
- ☠ This lady is broadly described.

Provided the Characters manage this conversation with Sister Keller without too much embarrassment, she will be happy to allow them to talk with the children, or to see inside the orphanage.

If she is asked to show the Characters the murder site, Sister Keller takes them to a common room on the ground floor. She says that Klein Calvin had been asleep in this chair when he was killed. The chair is near a wide window. Sister Keller can confirm that this was open when the body was found, so it may have been used by his killer.

No clues are to be found in the room. If she is asked if there was anything strange about the situation, Sister Keller states:

'Well, I never knew him to fall asleep outside his room before. He was fairly rigid in his routines.'

On the night in question Ingwer had magically induced Klein Calvin to fall asleep in a position that left him vulnerable to a prowling Lena. If they ask to be shown Klein Calvin's room, the Characters find it to be a small plain cell, much the same as Katherine Hartung's room in the Temple of Shallya. The wardrobe here contains some spare red and white robes, outdoor clothes, a number of canes and a riding crop.

If the Characters insist on talking to the children about events at the orphanage, they will need to make a very good case for themselves and pass a **(Very Hard (-30) Charm Test)** in order to convince the Sisters to allow them to do so.

The Sisters will only consent to allow the Characters to discuss matters with the children, if one of them is present. The children are rather reticent to discuss matters with the Characters in order to encourage the children to talk, the questioning Character them must make a **Difficult (-10) Charm Test**. Any such tests that fail result in the children giving clipped or vague replies, being more interested in sucking their fingers and looking for distractions rather than talking.

If the tests are passed, the children will give similar opinions to those expressed by Sister Keller, with a few exceptions.

THE CHILDREN'S CHATTER

Did Klein Calvin treat you well? (Very Hard (-30) Charm Test)
Fail: *'Yes, he was a good man.'*

Pass: *'He was good but when we were naughty he could be strict. Once Alexandra took seconds without asking at dinner. Father Klein locked her in the tower room for three days. And then that time he struck Rudolf for mixing up the goblin invasion of 2302 with 2420. Then Jochen said that actually the right answer was the 2420 invasion. Father Klein saw that it was, and he said sorry for his mistake, but then struck Jochen too, for talking back to him!'*

The two Sisters will be very embarrassed by these anecdotes, and try to smooth matters by suggesting that such things need to be understood within a pedagogical context, and to encourage respect for one's elders.

What do you recall of the party?

'It was a great day. I beat all the others in the obstacle race. The Halflings were funny. When Father Klein clipped Rudolf's ear for not paying attention to the music, the Halfling with no teeth bonked him with a balloon!'



DEATH ON THE DOCKS

Reasons that the Characters might wish to extend their investigation to the Teubrücke district include gathering information on Werner Klep's killing and talking to Ottokar's source at the *Red Moon Inn*.

The docks are Ubersreik's rookery, a place where criminals rub shoulders with the poor working class, and those involved in trading on the Empire's waterways.

Reputations are made and destroyed quickly here, as the residents are practised in looking out for opportunities and threats. The Characters' conduct at any location in the docks is likely to have speedy repercussions. If they are friendly, discrete, and adopt a general air of toughness moderated with a little humility, they will likely earn the respect of the locals. If they are snobbish, abusive, or accusatory, they will receive a pronounced cold shoulder.

WERNER KLEP RUNS OUT OF LUCK

Werner Klep was not a well-liked man in Ubersreik. As a youth he had been the archetypal Ranaldan, a charming rogue with a side-line in swashbuckling swagger who was a scourge to grasping misers, bullying bailiffs, and the complacent rich. An anointed priest of Ranald, he made creative use of blessings in a series of audacious cons and heists.

But then one day his powers deserted him. Word had it that Werner had found it easier to kill a witness than abide by the Ranaldan code. Whilst no accusation ever stuck to Werner, his reputation as a dashing scallywag was eclipsed by the perception of him as a grimy, murderous footpad.

ASKING ABOUT WERNER

If the Characters ask around about Werner, they will generally be met with suspicion. Typical responses to queries about the man include, *'who wants to know?', 'never heard of him',* and *'don't ask me, I ain't got nothing to do with that sort'.*

If the Characters persist in their enquiries after this initial rebuff, they will have to pass a **Difficult (-10) Gossip** Test. This test becomes **Easy (+40)** for a character that uses 'Thieves' Tongue'. In this case an interviewee will say:

'Look, people round here want to forget about Klep, but he used to gamble at the Crooked Hammer. They might tell you more there.'

If the Characters continue to ask about Werner and pass an additional **Difficult (-10) Charm** Test (again, **Easy (+40)** for a character that uses 'Thieves' Tongue'), their interviewee tells them a brief account of Werner's journey from charming rogue to footpad.

THE CROOKED HAMMER

The *Crooked Hammer* is typical of many of the rough taverns that can be found in the Teubrücke district. Rogues and rakes know that the tavern acts as a front for a thriving gambling den. A broadly acceptable face of the Ranaldan cult, the Crosses run a gambling den in the *Crooked Hammer*, and fund a soup kitchen with the proceeds. Yet the place still has an air of the clandestine. Small groups of people gather round tables in the bar, and expect to be able to discuss their business without interference.

Gert Hunder is the bartender. is a scarred and intimidating man, whose chief concern is the Crosses' security, and the continued success of their operation.



KLEP'S CREW

A group of ne'er do wells is sat at one of the tables near the bar, the surviving members of Werner's gang. They are keeping a low profile after the death of their leader. Whilst they aren't quite welcome in the *Crooked Hammer* it would be unwise of Gert to ban them. They could compromise his own operation, and he needs to show respect for criminal codes — even in the case of those who ignore Ranald's strictures against violence.

Footpad

Klep's old gang are two men (Brun and Heiro) and two women (Kat and Hilde). They have led tough lives filled with violence and fuelled by drink. They peer out of hard faces with beady dark eyes, and are quick to spit and sneer. They wear well-worn practical leather gear in dark colours.

Unless the Characters are very discrete in their questions regarding Werner, the crew assumes that they risk being incriminated. They follow the Characters, and waylay them in a dark corner of the Teubrücke. They growl threats such as, 'what do you think you are doing, are you bringing heat down on us?' If they don't receive very satisfactory answers they try to bludgeon the Characters to death.

KELP'S CREWMEMBERS

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	40	30	30	30	40	40	30	30	30	30	12

Traits: Armour+1, Hatred (snitches), Language (Thieves' Tongue), Prejudice (snobs, snoops), Weapon+7

SPELLBOUND AT THE CROOKED HAMMER

The Crooked Hammer is a busy place with many strange people coming and going. At some point during their discussions with Gert, Beatrice enters the tavern, orders a pint of ale, and makes her way to a private booth at the side of the room.

Beatrice will use spells such as Acquiescence, Haunting Horror and Curse of Crippling Pain to sow confusion in the tavern and provoke fights. She also casts Evil Eye or Curse of Ill Fortune to compromise the Characters.

There is a fair amount of noise in the tavern. Beatrice can murmur incantations without being heard over the clattering tankards and conversation. However a Character passing a **Very Hard (-30) Perception Test** will notice that the woman in the booth seems to be talking to herself before a spell is cast.

TALKING TO GERT

Gert is very suspicious of strangers coming into his tavern and asking questions. If the Characters talk to him about Klep, he first insists they keep their voices down. Make a **Perception Test** on behalf of a member of Klep's Crew every time the Characters mention Klep's name (whether they use Thieves' Tongue or not). These tests are **Challenging (-0)** if the Characters talk normally, **Hard (-20)** if they whisper, and automatically passed if they raise their voices.



If the Characters accommodate Gert, he moves to one of the private snugs, and invites them to join him. He does not know anything about the other holy people killed in Ubersreik, but is able to tell them about Werner's past, and answer some further questions they might have.

Gert is careful to guard his reputation as a man who doesn't tell tales. If the Characters ask too many probing questions without exercising extreme diplomacy, he ends the conversation, and sees them thrown from the tavern.

GERT'S BEST GUESSES

How was Werner killed?

'He was stabbed. I reckon the killer approached him from behind and slit his throat.'

When / Where was he killed?

'Just outside. Not ten feet from my front door. I was among the first on the scene. It was about two in the morning, and he can't have been dead long at that point. He'd been in here, very much alive, as late as midnight.'

Did he have any enemies?

'Ha! Did he have any friends? No, sorry, bad joke, but the man was not liked.'

Do you think anyone in particular might have killed him? (Very Hard (-30) Charm Test)

Fail: 'Are you trying to get me a reputation as a snitch? This conversation is over, please finish your drinks and leave.'

Pass: 'No. It could have been one of hundreds.'

Who are those four people sat at the bar? (Very Hard (-30) Charm Test)

Fail: 'Just keep your noses out of others' business.'

Pass: 'Old associates of Werner. I wouldn't have anything to do with them if I were you.'

Who is the woman in the private snug? (Very Hard (-30) Charm Test)

Fail: 'People call Gert a lot of things, but they can't say he's a tattletale. Mind your business.'

Pass: 'Beatrice. She's been coming in here a few times the last couple of months. I don't know her well, and I don't think she's from town.'

Was she here the night of the murder? (Very Hard (-30) Charm Test)

Fail: 'Do you think I'm a snitch? Get out of here.'

Pass: 'No.'

Was there anyone strange here that night? (Very Hard (-30) Charm Test)

Fail: 'Look, I'm not a snitch. It's time for you to go.'

Pass: 'No.'

Was there a black dog about that night?

'Actually ... yes, there was. It was standing not far from Werner's corpse. I remember thinking it was weird, like it was paying attention. I was just going to remark on that when it trotted off.'

Was anything found at the scene?

'Clues, you mean? Not really, nothing was dropped or left, as far as I could tell. There was a lot of blood.'

Any sort of trail?

'There were drops of blood left on the ground. You could follow it along the waterfront towards the bridge for a short while, then a little smeared in an alleyway on the right, but it couldn't be found further along.'

Towards anywhere in particular?

'Ach, not really. Marktplatz is in that direction, but you'd have to take that route to get to the bridge. Someone wanting to go to the south, north, or east of the city might take that route.'

WHAT USEFUL INFORMATION IS HERE?

- ☠ Beatrice may be identified, but wasn't seen on the night.
- ☠ Beatrice's time in town may correspond to the period of the murders.
- ☠ Blixa was seen.
- ☠ Werner's murder followed the same pattern as other victims.
- ☠ A trail of blood led towards Marktplatz for a short distance.

THE RED MOON

The Red Moon is also on Ubersreik's waterfront. The first floor of the inn is constructed from solid blocks of stone, and a larger half-timbered first floor overhangs the street. Inside the barroom smells of fish, smoke, and stale ale. It is a dark place barely illuminated by a scattering of candles and lamps.

JARED'S WILD NIGHT



Jared is a trader who runs cargos of ale throughout the area. He is a skinny rat of a man with curly dark hair and three days of dense stubble. He is a devotee of Ottokar, and even dresses like his hero. Jared is not found at the bar, but he is currently staying at the tavern. If the Characters ask after him he is quickly summoned from his room.

On first meeting them Jared is rude and dismissive towards the Characters, complaining about having been woken, and unwilling to talk. Two things will make him amenable, bribing him or mentioning Ottokar's name, whereupon he becomes unctuous and eager to please. If he is asked about the death of Patti Durst, he gives the following account:

I was staying the night at the coaching inn in Geissbach, a day north of Ubersreik. I'd been riding the Cannon Ball Express from Stromdorf with three barrels of Thunderwater. It was getting late when this wild looking woman starts raving, coming out with really mad notions. She warned that the Reikland would face a serious famine unless people learned to respect sacrifices again.

The locals piped up and said they paid dues to Rhya harvest and Mitterfrubl, but she laughed and said they would need to plough the fields with the blood of their eldest and youngest if they were to weather the scarcity to come. The hicks said she was confusing parables with actual advice but she insisted not. Then she claimed that she'd raised the knife herself in blood rites in Stirland. The landlord decided to call time and send us to bed. I don't blame him. Then during the night somebody crept into her room and cut her from ear to ear.'

If the Characters ask Jared more, he tends to hold the same opinions as Ottokar, but he can give pertinent information to certain queries.

JARED JABBERS

When was this?

'Bakertag 16th Sigmarzeit.'

Who else was in the bar that night?

'I don't know, a fair few of us were on the road. There was a miserable Dwarf with a big black beard. An odd looking woman in purple, who just went straight to her room. I spent most of my time trying to attract the attention of this girl, so I wasn't really noticing much until the wild woman started raving.'

Who was the girl?

'I forget her name now, this was a few months ago. She was pretty, very well dressed. Rather messy copper hair. We got the coach to Ubersreik together the next day. Loads of luggage she had.'

Where was she from?

'I don't know, I was doing all the talking. I think she'd been all over by the sound of her. She did say she'd got the Coach from Wurtbad.'

Where was she going?

'I don't know. We got off at the Bridge House Inn and I never saw her again, more's the pity.'

WHAT USEFUL INFORMATION IS HERE?

- ☠ Patti's murder followed the same pattern as other victims.
- ☠ Lena was at the inn that night and got the coach to Ubersreik the following day.

THE CHAPEL OF ULRIC

The Chapel of Ulric can be found in the Precinct district to the north of Ubersreik. The chapel looks more like a small fortress than a religious building, and features a large statue of Ulric overlooking an eternally burning flame.

AGEING KNIGHT OF THE WHITE WOLF

When the Characters visit the chapel is being guarded by a grizzled pair of Knights of the White Wolf called Arnulf Sosna and Gunther Meifert. Both men wear hard looks, and thick greying beards. Arnulf is shorter, missing his left eye, and has fewer teeth.

The guards spend their days wearing decorative plate armour with thick wolf pelt cloaks. Under normal circumstances they would not suffer fools gladly, the current situation in Ubersreik is a cause of additional tension and in the late summer sun their tempers are under strain.

ARNULF AND GUNTHER

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	45	30	45	40	25	20	25	30	45	30	16

Traits: Armour+3, Prejudice (time wasters, uppity youngsters, overly partisan Sigmarites), Weapon+8

Skills: Athletics 40, Animal Care 50, Bribery 35, Charm 40, Consume Alcohol 55, Cool 55, Dodge 30, Endurance 55, Gamble 45, Gossip 35, Intimidate 55, Language (Battle) 45, Leadership 50, Lore (Heraldry) 45, Melee (Basic 65, Cavalry 55, Fencing 55, Parry 50), Ride (Horse) 40.

Talents: Briber, Carouser, Etiquette (Nobles, Soldiers), Luck, Marksman, Noble Blood, Read/Write, Shieldsman, Strong Back 2, Warrior Born.

THE WOLF AT THE DOOR

The guards will ask the Characters their business as soon as they set foot on the chapel steps. Summer is a quiet time for them, and they are somewhat suspicious of strange faces. If the Characters state that they are investigating Yan Traum's murder, they become more convivial. Arnulf states that it was he who was first on the scene, and that he even caught a glimpse of the killer.

However, during any ensuing conversation with the guards, Blixa arrives and tries to make life more difficult for the Characters. If Characters are keeping watch for anything strange, they will see the dog arrive on a successful **Average (+20) Perception** Test. If they do not pay particular attention to such things this test is **Hard (-20)**.

Blixa will attempt to complicate matters by casting her Uncontrollable Corporal Expulsion spell on the Character who is doing most of the talking to the guards. Any guard besmirched as a result of the spell will violently lose their temper, and the two men will forcibly remove the Characters — unless quick and abject apologies are made. A Character becomes aware of Blixa whining and growling the spell on a **Hard (-20) Perception** Test. Blixa attempts to escape, if the Characters direct too much attention towards her, or move in her direction. They will have to give chase. If they catch her — she will fight with sudden ferocity.

Blixa's mischief aside, the conversation with the guards flows easily. They are dimly aware of the Klein Calvin's murder, but have no particular thoughts about a pattern killer, unless the Characters spell it out to them.

THE KNIGHTS KNOW

Asked about Yan's attitude to Sigmarites, they will become defensive. They point out that he was never a senior member of the Ulrican cult, being more of a hermit monk than an anointed priest. If the Characters press the point about his sectarian behaviour, they sigh and respond with, *'well, maybe he could voice the odd insult from time to time, but what about Father Emming's refusal to attend our midwinter festivities despite our repeated invitations? What about the fool, Möhren, who wipes his filthy shoes upon a proud wolf skin?'*

On the night of Yan's murder, Arnulf has the following to say:

'Every night Yan would bed down by the corner of the temple. I was doing my rounds, when I suddenly grew very tired and stopped to rest on the other side of the chapel. I soon recovered and came round here again to see Yan sprawled at the foot of the steps, blood spilling from his slit throat. There was a figure next to him, a woman I think. She was wearing a dark cloak, and had her back to me. She was working with her hands, I think, rubbing an object with a cloth. I moved to apprehend her, but then I felt faint again, and had to sit down and shut my eyes. It was only for a moment. When I recovered she was gone.'

WHAT USEFUL INFORMATION IS HERE?

- ☠ Yan's murder followed the same pattern as other victims.
- ☠ A woman was at the scene rubbing something with a cloth.



RUGGER'S BOARDING HOUSE

Rugger's Boarding House is the cheapest inn in Ubersreik, a filthy dive managed by elderly Gram'ma Rugger. Gram'ma is married to Karsten, the head of Ubersreik's Boatman's Guild. As a result of this relationship anyone causing trouble for Gram'ma is likely to find themselves the object of unwanted attention from a gang of toughs.



Wanda Grimmig is lodging at the boarding house during her period of suspension from the Cult of Morr. She dosses on a straw mattress in the common room. If she has paid for the Characters to provide her with a bodyguard then one of them will be expected to stand outside the Boarding House during the hours of darkness in order to warrant their pay. If a pair of Characters want to double up this duty they may do so, however if more than two Characters decide to stand guard, Gram'ma will notice and berate them for loitering and putting off custom. If the Characters refuse to disperse, Gram'ma will stalk off into the night and return with a gang of violent boatmen.

One way for the party to stay together and remain of Gram'ma's good side, is for them to purchase lodging. Gram'ma will let a Character stay in the common room for 3d a night, or book one of the double private rooms for 6s a night. All the rooms are filthy, and being bitten by bugs and lice is inevitable.

Beatrice Mittelmäss is also staying at *Rugger's Boarding House*. She has hired one of the private rooms on the top floor. Every couple of hours Beatrice descends the stairs, and goes to the rear of the building under the pretence of emptying her chamber pot. In fact, she is catching up with Blixia, who always starts and ends her patrols of the city from the boarding house.

BRIDGE HOUSE INN

Bridge House is a large and well-appointed inn situated in the centre of Ubersreik near the north end of the bridge. The Inn caters mainly to wealthy visitors, and it acts as a station for coaches from all over the Empire.

The Characters may well wish to speak to staff at the Bridge House for one of two reasons: to see if anyone can tell them more about passengers arriving on board Cannon Ball Express coaches, or to inquire about the party at the orphanage.

If Characters arrive at the inn asking about coaches they will be put in touch with the postmaster, Gustav Schtupp. A quiet and bookish man, he has comprehensive knowledge about the comings and goings of traffic in Ubersreik. If he is asked about a well-dressed lady with lots of luggage who arrived in Ubersreik on 17th Sigmarzeit, he will consult several bulging ledgers before concluding, *'I think you are referring to Frauline Stein, the cittern virtuoso. Our porter helped her take her luggage from here to the Theatre Variété.'*

If asking about the party at the orphanage, the Characters are introduced to a tow-headed Nordlander called Gertie Gudrun, who helps manage *Bridge House*. She is able to provide the Characters with the names of the people at the party. Each of these people have varying degrees of alibi. Exactly how much digging is needed to find out about any alibis is left up to the GM, and could be as complicated as having to track each NPC down for an interview. It may be best to have Gertie able to eliminate suspects.



SUSPICIOUS FINDS

Name	Role	Alibi
Katerina Proll	Cook at <i>Bridge House</i>	At <i>Bridge House</i> the nights of all murders in Ubersreik
Kurdt Weiss	Scullion at <i>Bridge House</i>	Does not fit profile
Hans	Spit Boy at <i>Bridge House</i>	At <i>Bridge House</i> the nights of all murders in Ubersreik
Trudi Weiss	Maid at <i>Bridge House</i>	Working the nights of Yan and Werner's murder
Theo Dimpledumple	Halfling entertainer from Theatre Varieté	Arrived in Ubersreik from Nuln two weeks ago
Rudi Rudi Rudi	Halfling entertainer from Theatre Varieté	Arrived in Ubersreik from Nuln two weeks ago
Lena Stein	Cittern Player from Theatre Varieté	Fits profile

CONCLUDING THE INVESTIGATION

At some point in the investigation the Characters may feel they have enough information to level a charge against Lena Stein. This realisation leads to the final act of the adventure. How this act takes place depends on how professionally the Characters have undertaken their investigation, and whether they anticipate the identity of Lena's final victim.

THE THEATRE VARIÉTÉ

The Theatre Variété can be found in the Marktplatz District. The large stone building has been put to use as a venue for various entertainments for nearly ten years. A chalked sign decorates the front of the theatre.

The theatre is entered through a narrow gate next to the box office, which is guarded by Sabrina Ghurst, a towering glowering woman whose bohemian airs do little to disguise the fact that she is a practised bouncer with an appetite for violence and zero tolerance for guff.

SABRINA GHURST, HUMAN BODYGUARD

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	49	36	48	45	38	40	35	39	40	22	15

Traits: Armour 2, Prejudice (drunkards, hecklers), Weapon+8

Skills: Cool 55, Dodge 55, Intimidate 63, Intuition 48, Leadership 25, Melee (Basic) 69, Perception 48, Ranged (Bow) 46

Talents: Doomed (*One little Goblin cuts your hamstring, the next little Goblin breaks your thigh, one little Goblin bites your ear off, the last little Goblin stabs your eye*), Reversal, Strike to Stun, Tenacious, Very Resilient, Very Strong



If the Characters ask Sabrina pertinent questions about Lena she is able to confirm the following information.

LENA HAS LEARNED

Lena is a woman in her 20s.

She does have rather unkempt red hair.

She goes out a lot at night.

She arrived in Ubersreik on 17th Sigmarzeit.

She had mentioned touring in Stirland last year.

If the Characters ask to see Lena, Sabrina will not allow it. *'She has performances to prepare for, and they take a lot out of her. Enjoy her music if you like, most folk do, but leave her be.'* In order to make progress with Sabrina the Characters must accuse Lena of being a pattern killer. Sabrina initially finds the notion absurd. *'That little slip of a thing? She couldn't hurt a fly if she tried!'*

Characters must then outline the evidence they have so far. Sabrina is sceptical, but at some point even she will have to admit that Lena is a possible suspect. If the Characters mention at least five things from the following list she says, *'Frankly, I think you're a bunch of crackpots, but let's see what she has to say for herself!'* and leads them to Lena's dressing room.

A blood trail at the Temple of Shallya runs in this direction.

A blood trail left at the *Crooked Hammer* runs in this direction.

Someone fitting Lena's description was seen at the site of Yan's murder.

Lena was at the Halfway House the night Patti was murdered.

Can she be accounted for at the time of a murder? Check your books because we think not!

Has a black dog been here a lot? It has! It's a part of this.

A rag used to polish an object such as a ten-stringed cittern was found at a murder site.

Lena was with Klein Calvin shortly before he was killed.

Similar murders took place in Stirland when Lena was there.

If the Characters come up with some other excuse to see Lena, Sabrina may be susceptible to Bluffing or Bribery, though she is no pushover, and fights the Characters if she thinks they are just out for trouble.

However the Characters get there, by the time they reach Lena's dressing room the cittern player has departed. The small room contains a number of cases bulging with fine dresses, everything else of value has been removed.

WHEN THE HAMMER FALLS

Lena is on the prowl for her final victim. Characters may assume Lena is out to get Wanda Grimmig, but she plans to kill Jacob Möhren. She waits outside the High Temple of Sigmar. Unless she is stopped, she follows Jacob as he leaves the temple at 8:00 p.m. In a quiet back street of the Marktplatz, she slices his throat. She wanders the streets of the city until dawn when she collects her valuables from a locker at *Bridge House*, and boards the first coach out of town.

Whilst Lena is a practised assassin, she was unwittingly reliant on help from the triumvirate in order to carry out her work. The success of Lena's final murder depends on how many of the triumvirate survived the adventure.

Surviving Triumvirate	Effect
3	Lena kills Möhren and heads to the inn.
2	Möhren is killed, but Lena takes two critical injuries during the fight.
1	Möhren is killed, but Lena is injured and then apprehended by the watch.
0	Lena is killed by Möhren.

It is therefore possible for the Characters to foil Lena even if they never confront her themselves.

However, Characters may guess that Lena has Möhren in her sights, and so stake out the High Temple. If so Lena is easily spotted, a young woman wearing a fine dress and carrying a cittern is distinctive even if she is wearing a cloak.

If Lena is approached, she will fight fiercely, she is a desperate murder with nothing to lose. Lena is an accurate striker with her dagger, but no true warrior. Any surviving triumvirate does what it can to save her. If they think she is going to die — they break their code in regard to non-violence and not interacting with Lena.



LENA STEIN – TROUBADOUR (SILVER 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	41	40	44	34	57	42	54	32	41	32	17

Traits: Prejudice (pamphlet review writers, people who talk during recitals, priests), Weapon+8

Skills: Athletics 62, Charm 42, Entertain (Sing) 42, Gossip 35, Haggle 37, Melee (Basic) 61, Outdoor Survival 42, Perception 77, Perform (Dancing) 57, Play (Lute 64), Ranged (Throwing) 55, Sleight of Hand 64

Talents: Attractive, Blather, Doomed (*Thou should not wadest so deeply within the water, no matter how inviting it so seem*), Etiquette (Nobles), Hardy, Jump Up, Public Speaking, Rover

Trappings: Dagger, three throwing knives, purse containing coins to a value of 3 Gold Crowns, Slaanesh's Own Cittern

Slaanesh's Own Cittern: Provided Slaanesh's Own Cittern has been anointed with the blood of six devoted religious people since the Geheimnisnacht before last any Play (Lute) Tests made with the instrument benefit from +3 SL. Possession of Slaanesh's Own Cittern counts as a minor source of Corruption.

A final twist in the tale could derive from the party's decision to warn Möhren ahead of his leaving the High Temple, and seeing to it that he is clearly protected from an assassin. This is actually the worst possible outcome. If Lena is prevented from getting near Möhren — she will become truly desperate — and changes her target to any convenient and vulnerable holy person, such as an orderly from the nearby Temple of Shallya.

Such a course of action would strip the last veneer of protection from Lena's accursed state, and she becomes a worshipper of Slaanesh in spirit as well as deed. The Characters may have inadvertently instigated the rise of a potent new Champion of Chaos.

◆ THE GREY MOUNTAIN GOLD ◆



The Harataken Hold Job is a short adventure suitable for Characters with some experience under their belt, and who are perhaps on their second career. The scenario is set in Ubersreik, and will take the Characters to a number of locations in the town. If you are setting the adventure elsewhere, change the place and Character names as appropriate.

GETTING STARTED

Before playing this adventure, read it through from start to finish at least once. It may also prove useful to read through **A Guide to Ubersreik** from the **WFRP Starter Set** as it provides additional information about the town where the action takes place. In particular, you may want to read up on the Harataken Hold in Dawihafen, as the Harataki Clan and their history feature heavily in this adventure.

ADVENTURE SUMMARY

Friedrich Müller asks the Characters to join him on an expedition to the lost Hold of Karak Branar. Friedrich is guildmaster Marta Müller's trust-worthy nephew. The 21 year old is popular in the town, and known for his enthusiasm and his naivety. He has dreams of becoming an entrepreneur — but has not had much luck so far.

When he hears that a pair of adventurers, Dieter Werner and Begrin Belbaksson, recently returned from a failed expedition to the Hold, Friedrich is intrigued. The adventurers are looking for partners to fund a better-equipped team with an aim of returning to Grey Mountains quickly. Begrin, a Dwarf miner, has a map showing a route through the mountains, and how to open the hidden entrance to a treasure vault. Dieter is a Human physician with exceptional stories of their adventure.

In truth, Dieter and Begrin are con-artists, and Friedrich is their mark. They're not happy about Friedrich bringing in the Characters, but decide to go ahead with their plan anyway. Unfortunately for them (and for the Characters), Clan Harataki soon learns about this map to their lost Hold. They are none too happy about it falling into the hands of outsiders — some of them are so incensed that they form a mob and go looking for the Characters.

The Characters will have to dodge angry Dwarfs, while dealing with the con-artists' unfolding scheme. If they're smart, they'll end up winning Clan Harataki's gratitude for preserving their honour, and Marta Müller's thanks for saving her nephew from an embarrassing and costly scam. If they're not smart, they may be short some coin, and find their names entered into the Harataki *Book of Grudges*.

THE GRIFTERS

Dieter Werner, Begrin Belbaksson and Johanna Bartoli have been working together successfully for a few years now. They've found that they work well together, as their skills complement each other: Hartmut is the front man, Johanna provides the muscle, and Begrin is adept at getting in and out of places he isn't supposed to be. For this con, however, Begrin is working as Dieter's skill, helping him to trick the mark, while Johana is working behind the scenes providing an intimidating force when it's needed.

Able-bodied folk of Adventurous Spirit!

REPORT TO FRIEDRICH MÜLLER AT
THE EXPLODING PIG

FOR A ONCE IN A LIFETIME OPPORTUNITY
GOLD! FAME! GOLD!

Don't delay!!!



JOHANNA BARTOLI – RACKETEER

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	45	30	40	40	30	30	30	30	30	30	19

Traits: Armour (1), Weapon +9

Skills: Intimidate 50, Language (Tilean) 35, Melee (Basic 60, Brawling 55), Stealth (Urban) 40

Johanna Bartoli

A strong, short, stocky woman in her early 30s, anyone with a bit of sense can tell instantly that Johanna is not to be messed with. She keeps her blonde hair cropped short above a scarred face with an oft-broken nose.

Johanna was born in Altdorf, but her father was a Tilean sailor. Johanna was raised by her mother, and her early life was hard. She learned that you have to make your own way in the world, especially after her mother kicked her out to fend for herself when she just turned ten. After travelling the length and breadth of the Empire, only staying in cities and towns, and working as a street thug. (Open spaces give her palpitations.) She started working with Dieter and Begrin two years ago — after she overheard one of their scams and tried to blackmail them. When Dieter offered to give her a cut, she knew she was onto something. She knows that they aren't trustworthy people, but so far the arrangement has paid off, and is far less dangerous than life as a street-thug.

The con is a pretty simple one. The grifters researched their mark well — Friedrich is greedy and foolish, and convinced the world owes him a fortune. They plan to first have him spend some coin on expedition supplies, to get him invested. Then, a mysterious gang of Tileans (actually just Johanna) will shadow them. Just as they are preparing to depart, the 'Tileans' will steal the map, but then offer to ransom it back. The ransom will be a fraction of the gold waiting in the vault, of course... If everything goes according to plan, Friedrich will be left with a worthless map, while the grifters will be halfway to Altdorf before he realises he has been swindled.



BEGIN BELBAKSSON OF CLAN HARATAKI – THIEF

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	45	30	30	40	40	30	30	30	55	25	16

Traits: Ranged +9 (60), Weapon +7

Skills: Athletics 40, Climb 40, Dodge 40, Stealth (Urban) 40

Begrin Belbaksson of Clan Haratak

Begrin's long, black beard is flecked with grey. His face is in a perpetual frown, and he doesn't talk much, letting Dieter speak for him. Attempts to engage him in conversation mostly just garner a few muttered curses in Khazalid. Dieter may divulge that Begrin was a miner who worked in the Grey Mountains most of his life. He might also let slip that Begrin spent years paying off his father's gambling debts.

None of which is true, of course. Begrin grew up on the streets of Nuln. Ubersreik is the closest he's ever come to the Grey Mountains. Nor is he a member of Clan Harataki. He's actually fairly sociable (for a Dwarf), but knows he's better off leaving the talking to Dieter. Before he met Dieter, Begrin was desperately trying to scrounge a living as an unsuccessful thief. He's therefore far more loyal to Dieter than Dieter deserves. Dieter hasn't realised, however, just how averse to violence Begrin is. While he will fight in self-defence, he has never killed anyone, and is highly unlikely to ever attack someone with the intent of harming them.



Dieter Werner

The mastermind of the con is Dieter Werner, a practised charlatan whose livelihood depends on the success of his grifts. He designs and directs the con jobs the grifters undertake, but whilst he is a clever criminal he is down on his luck. Now the group need to pull off an operation or face penury.

Dieter's tangled mess of white wispy hair, thin frame and pronounced beer-belly could belong to a prematurely aged 40-year-old or a still-spry man of 60. He has a weak chin, stooped gait and sad eyes, but is quick to smile and will try to get along with everyone, acting as a peacemaker when Begrin rubs people the wrong way. Should anyone ask him about his past, he'll mutter something about once being a physician in Middenheim, and complain about not being able to set up a practice in Ubersreik because of the intransigence of the local Physicians' Guild.

When not playing the role of a doddering doctor, Dieter is a tall, thin, bald man in his late 40s. The beer-belly and hair disappear back into his Disguise Kit when not in use, and his gait and posture change completely. He has found the identity of the down-at-heel physician to be a useful one over the years, and it is a role he is very comfortable in. He even paid a barber surgeon to teach him some medical skills (mostly just stitching wounds) to help him maintain the act.

Dieter considers himself better than the fools who fall for his schemes, but ironically he is victim to the same stubborn perseverance and overconfidence that he looks for in his targets. Rather than pull out when Friedrich hired the adventurers, Dieter insisted on going ahead with the plan, with only minor adjustments. He has invested too much time and effort into this scam to give up now.

Dieter wears false teeth to help alter his appearance. When portraying Dieter the GM should speak as if their mouth is too full, and have a slightly nasal whine to their voice.

DIETER WERNER - CON-ARTIST

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	25	25	30	30	40	30	35	35	35	45	12

Traits: Weapon +5

Skills: Charm 60, Dodge 40, Entertain (Acting) 55, Heal 37, Sleight of Hand 45

Talents: Cat-tongued, Dealmaker, Read/Write

Trappings: 2 sets of Poor Quality Clothing, Disguise Kit, Lock Picks, Deck of Cards, Purse containing 23 Schillings

THE MARK

Friedrich Müller is a young man who believes fervently in the promise of get-rich-quick schemes. In Friedrich's mind, work is for common people, those lacking the imagination, ambition and courage needed to get ahead. He just knows the right opportunity is out there, waiting for him to take it. So far all his ventures have failed, costing him most of the small fortune he inherited from his father. He has turned his nose up at a number of sensible, low-risk investments that would have give him a steady return, but he is starting to get a little worried. He was on the verge of giving up and turning to his aunt Marta for advice, when he was approached by two adventurers looking for someone to help fund an expedition to the Grey Mountains — exactly the kind of high-risk, high-return investment that Friedrich lives for.

With the last of his funds at stake, however, Friedrich has decided to exercise a little more caution than usual. Rather than leave everything to his new business partners, he decided to take a direct hand in preparing the expedition. His first step has been to bring in some hired hands — enter the Characters.

Friedrich may have heard of the Characters from a number of sources. If the Characters have made any friends or contacts in Ubersreik, they may recommend them to Friedrich. If they have done anything particularly noteworthy in the town, he may simply know them by reputation. If the Characters are new to Ubersreik, they can find one of the notices Friedrich stuck up around town: *'Able-bodied folk of an adventurous spirit, report to Friedrich Müller at The Exploding Pig for a once in a lifetime opportunity! Gold! Fame! Gold! Don't delay!!!'* (Friedrich has been disappointed in the lack of response to his advertisements to date, but he didn't account for the lack of literacy amongst most of the townsfolk. Also, Johanna rips down the notices wherever she finds them.)



The Exploding Pig (see **A Guide to Ubersreik**, page 35) is a large tavern located in the Markplatz District. It is popular with merchants and traders. Unless the Characters are suitably attired, they attract a few curious glances as they enter. If they ask for Friedrich at the bar, a servant is sent to fetch him from the small room he is renting down the street. Friedrich arrives a few minutes later, breathlessly greeting the adventurers, and directing them to a booth at the back of the tavern.



Friedrich Müller

Friedrich approaches everything in life with enthusiasm, no matter how unwarranted, including the Characters. He is a tall, gangly young man with a lot of energy. He looks a little old for his years because of his receding hairline and a chin that looks too big for his face. His father was a successful, if unambitious, dairy merchant, who let his sister Marta deal with the business side of things, while he dealt with the day-to-day work. Such work bores Friedrich to tears, and he is adamant that it's not the life for him. Marta is a hardworking guildmaster, with no family of her own. She is aware of Friedrich's wastrel ways, and is becoming tired of fronting him more money.

Friedrich outlines the job as he understands it. He and two associates are organising a trip into the Grey Mountains to recover a cache of treasure from a lost Dwarf Hold. He's hiring people to help prepare the expedition and travel with them to the vault. Initial pay won't be much (one shilling a day until they leave, five more when they depart), but if the Characters agree to join him and comport themselves usefully he offers them a 40% share in the profits of the expedition.

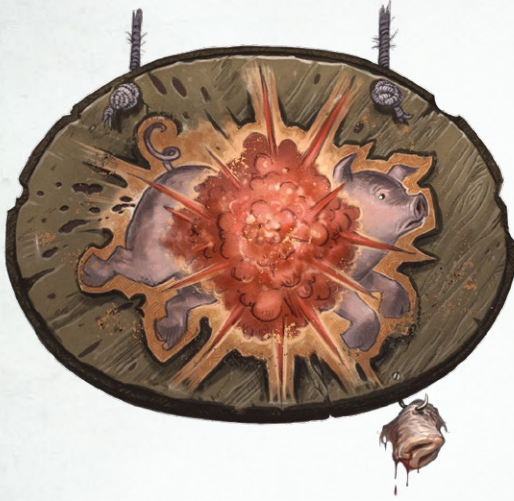
FRIEDRICH MÜLLER – ENTREPRENEUR EXTRAORDINAIRE

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	25	25	30	30	38	30	30	25	30	40	12

Traits: Afraid (Hard Work)

Skills: Charm 50

If the Characters press him for more details, he admits he doesn't have them — they'll need to meet with Dieter and Begrin. He offers to introduce the Characters to them this evening, at the *Red Moon Inn*.



As the Characters leave the *Exploding Pig*, they may notice another patron who stands out amongst the tavern's respectable clientele. Johanna has been shadowing Friedrich, and is watching their meeting from the bar. Have the Characters make **Perception** Tests against Johanna's **Stealth (Urban)**. If they succeed, they notice her watching Friedrich.

If the Characters press her, she babbles at them in broken Reikspiel mixed with some Tilean, and pretends to misunderstand anything they say. If one of the Characters speaks Tilean, she frowns, spits on the ground and leaves. Whether she is spotted or not, she reports back to her partners before they meet with Friedrich.

THE RED MOON INN

That evening Friedrich takes the Characters to the *Red Moon Inn*, a rough and tumble establishment down by the docks (see **A Guide to Ubersreik**, page 28). Dieter and Begrin are waiting in the drinking hall. As Friedrich introduces the Characters, Dieter feigns surprise at their presence and Begrin scowls angrily, before grunting and leading the party to a booth at the rear of the hall.

Once the introductions are out of the way, Dieter gently chastises Friedrich for hiring the Characters without discussing it first. Begrin grinds his teeth in the corner, but remains silent. Friedrich looks embarrassed, at which Dieter consoles him and states that they needed to hire qualified assistance anyway, so no harm, no foul. He then explains the background and goal of the expedition.

Begrin's father, Belbak Bornisson, gave him a map to the Lost Hold of Branar, said to date from a previous effort to retake the Hold 100 years ago. Belbak was the only survivor. He fled through a secret tunnel, one that led to a cache of treasure

and then out into the Grey Mountains. He always planned on returning for the rest, and drew up the map with that in mind, but tragically never got the chance to do so (if asked why not, Dieter remarks that 'circumstances did not permit it' while making a less than subtle 'drinking' motion with one hand, while Begrin looks crestfallen).

Begrin organised a previous expedition a year ago, for which Dieter was the Physician. Unfortunately they underestimated the difficulty, in particular the amount of supplies needed. Two of their party were killed by Goblins, and they were forced to turn back. For their next effort, they intend taking more blades (hence the Characters) and better supplies.



If the Characters ask to see the map, Begrin reluctantly produces it (he keeps it tucked under his tunic, next to his chest, at all times). He unrolls it slightly, letting them see a glimpse of the mountains and Khazalid runes, but refuses to let them examine it thoroughly. (*'What kind of wazzock do you take me for? It's MY map! One good look and you lot will be up the mountains taking all the gold for yourselves!'*)

Before the Characters can ask any more questions, however, they are suddenly interrupted as an enraged Dwarf slams into the table, screaming obscenities at Begrin in Khazalid. Begrin is genuinely shocked, and can do nothing but gape for a moment. Dieter is equally surprised, but stays in-character, throwing his hands up in terror, and shouting for help.

The intruder is Gragni Gelriksnev, of Clan Harataki. Gragni just happened to be drinking in the next booth with some co-workers (two Human boatmen, Wilhelm and Bram). He overheard Dieter telling them about the map and the hoard, and is now livid. Clan Harataki have been struggling for centuries to retake their lost Hold, funding one failed expedition after another. As a result they tend to be rather prickly about their pride and honour, and Gragni is no exception.

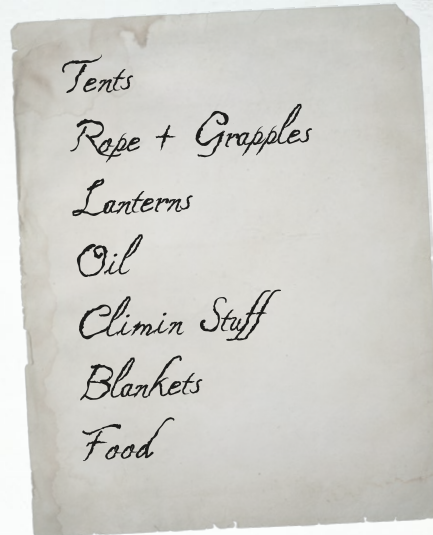
Gragni Gelriksnev – Boatman

Tall for a Dwarf, with skin tanned from working on-deck, and hair just beginning to go grey. Gragni reluctantly took a job as a boat-hand two decades ago, but has grown to love travelling the Empire’s rivers.

Generally a quiet Dwarf, Gragni becomes quite talkative once he gets a few drinks into him. His favourite subject is his family’s lost Hold, and the many ill-fated efforts to retake it. Part of him knows that Karak Branar will never be retaken, yet he still sends a few coins to Queen Vilda every time he docks in Ubersreik.

Gragni takes a few swings at the nearest adventurer, but his coworkers restrain him after two rounds. Gragni continues to fling insults at Begrin as he is dragged from the inn.

Begrin retreats to his room, clearly shaken. Dieter stays to secure a deal with Friedrich. He uses Gragni’s interruption to his advantage, as he realises it adds a sense of legitimacy to their story. He explains that Clan Harataki won’t be happy about them going after the family gold, so they should acquire supplies, and leave Ubersreik as soon as possible. If the Characters are amenable, he arranges to meet them the following morning, at Nordwander and Son’s, in Dawihafen.



GRAGNI GELRIKSSNEV – BOATMAN											
M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	40	30	40	50	35	25	30	30	50	20	19

Traits: Weapon (+4, Undamaging)

SHOPPING EXPEDITION

Nordwander and Son’s Expeditionary Supplies offers everything one could possibly need for a mountain expedition. It is run by Gudrum Nordwander. Friedrich and Dieter meet the Characters there in the morning. Dieter explains that Begrin decided to remain behind, given the events of the previous evening (completely true — a trip to Dawihafen struck him as very foolish, under the circumstances). Dieter has prepared a list of everything they’ll need for the expedition, which Friedrich has agreed to pay for.

This part of the con is supposed to get Friedrich invested in the expedition, so that he’ll be less inclined to give up on it later. Dieter’s research revealed that Friedrich has a history of throwing good money after bad.

Nordwander’s is built to a Dwarfen scale, so tall Characters have to stoop. The wide aisles are filled with shelves of camping and mountaineering gear. Dieter asks the Characters to have a look to see if there’s anything else they think they should buy, while he and Friedrich haggle with Gudrum.

If the Characters are paying attention to Friedrich and Dieter, they notice that the negotiations with Gudrum have grown surprisingly heated. Gudrum seems to be trying to convince them to buy more goods, which is trying Dieter’s patience. Friedrich looks on nervously, but eventually agrees to buy everything Gudrum offers him.

An **Average (+20) Intuition** Test reveals that Gudrum isn’t just trying to upsell them. He’s genuinely trying to ensure that they have the equipment they’ll need in the mountains, and is frustrated by the vagueness of their list (“*Climin Stuff?*” *Whaddya mean, “Climin Stuff?” Pitons, crampons, belay-locks and rock picks? You got the right boots? And mountain-grade clothes? You want knife-pitons, bongers or hooks? What about ice-screws?*) Gudrum has no patience for fools, and it is apparent that neither Friedrich nor Dieter knows anything about mountaineering.

Any Character with the **Outdoor Survival** Skill can intervene to mollify Gudrum. Alternatively a **Charm Test** will calm him down. Regardless, Gudrum eventually agrees to sell them everything they ask for and more.

Friedrich purchases a set of warm weather clothing for everyone on the expedition (treat as **Practical and Durable** clothing). He also orders a fairly random selection of climbing tools, lanterns and other bits and pieces. If the Characters manage to get on Gudrum’s good side, they can select up to 10 shillings worth of additional camping gear to add to the order, all of which Friedrich will pay for. Gudrum notes everything down, and agrees to have it delivered to Friedrich’s apartment that evening.



PITCHFORKS AND PICKAXES

With their order made, Dieter suggests that they return to the *Red Moon Inn* to update Begrin. If anyone asks him about the discussion with Gudrum, Dieter admits that he doesn't really know anything about mountaineering — Begrin was the one who took care of that kind of thing.

As they pass through Dawihafen, Dieter adopts a troubled demeanour, frowning a lot and looking around worriedly. If none of the Characters ask him about it, he eventually pulls one of them aside to have a quiet word.

'Look, this is probably nothing, nothing at all, just my imagination, you know, but, well, I could have sworn I was being followed this morning. It was on my way to Nordwander and Son's, there were two men, and, well, as I said, I think they may have been trailing me. Just to be on the safe side, I employed my admittedly lackluster stealth skills and slipped out of sight. Probably my imagination, of course, but it has me rather concerned...'

Dieter describes the men as two tall, swarthy fellows with greasy looking moustaches — *'Southern types, y'know, Estalians, perhaps, or Tileans.'* If the Characters encountered Johanna previously, they may conclude that she is connected (which is exactly what Dieter is hoping for).

Before they can discuss it further, however, they are interrupted yet again.

After their encounter the previous evening, Gragni Gelriksnev went straight to the Harataken Hold (a block of apartments in Dawihafen belonging to the Harataki Clan) and demanded an audience with Queen Vilda, the Clan matriarch. While she had never heard of 'Begrin Belbaksson,' she assumed that he must be from some long-lost branch of the family. He could not be allowed to sully the Clan's honour by helping outsiders steal Clan gold. Messengers were dispatched to round up as many Harataki as could be found, and they're now on their way to 'have a word' with Begrin and his associates. Read or paraphrase the following:

As you leave Dawihafen, you find yourselves walking alongside a group of over two dozen Dwarfs, who take up most of the street. Wielding various large tools — pickaxes, hammers, the odd boat-hook — you take the stern-visaged ensemble to be a work-gang of some kind, until you see the Dwarf leading them. It's the Dwarf who attacked you last night! Just as you spot him, he glances in your direction, before doing a double-take. He stops, raises one trembling hand to point in your direction, and screeches, 'That's them!'

You should make it clear to the Players that they are heavily outnumbered (and that killing a bunch of Dwarfs, even in self-defence, is likely to upset the local authorities). Dieter, Friedrich, and the Characters are trapped against the side of the street, but thankfully there is an alley nearby that they can flee down.

For the purposes of this pursuit, treat the mob as a single entity, with the exception of Gragni.



Dwarf Mob

A roiling mass of facial hair, sharp implements and innumerable grievances.

While dangerous, the mob are poorly led, and aren't entirely sure what to do, so they're mostly looking to engage in a bit of casual violence. If they catch their quarry, they'll beat them senseless, but won't (intentionally) kill them. Characters who are knocked prone are left where they lie, as the mob moves on.

DWARF MOB

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	50	30	40	45	25	20	30	30	50	20	80

Traits: Swarm, Weapon (Improvised Weapons) +6 (Undamaging)

Gragni, familiar with this part of town, knows that there is only one exit from the alley, and moves to cut off their escape.

Use the **Pursuit** rules (see **WFRP**, page 166). The starting Distance is 1. If on any Round Dieter rolls the least SLs of the group, he 'accidentally' barrels into the nearest Character, almost causing them to fall. Dieter gains 1SL and the Character loses 1.

The alley continues for 10 yd, before ending at a 2-yd-high fence. On the left side of the alleyway a staircase climbs the side of the building, leading to a door (the entrance to an apartment above the butcher's shop below). Ask each of the Players if they are running for the fence or climbing the stairs. Dieter and Friedrich both head for the fence.

Climbing the fence is an **Easy (+40) Athletics** Test. Failing to clear the fence will give the mob a free round to close the distance.

Those taking the stairs find that the door is locked. However, the top of the stairs overlooks the yard beyond the fence, allowing Characters to leap past it. It's a 4-yd drop, however. Damage is 1D10 + 12, reduced by 3 for every SL on an **Average (+20) Athletics** Test (see *Falling*, **WFRP**, page 166).

While some of the Dwarfs go up the stairs, they won't jump down into the yard. The rest of the mob hits the fence at speed. Rather than try to climb it, they go through it — the fence shudders as they begin hacking at it with their tools. It holds for one round, giving the Characters a round to increase the distance or take another action.

The yard contains pens for pigs, goats and sheep. The Characters are greeted with a cacophony of snorting and bleating from the startled animals. For their next **Pursuit** roll, Characters can either make their way around the pens (roll **Athletics**) or try to cut through them (**Average (+20) Animal Training, Charm Animal** or **Intimidate** Test to clear the beasts out of the way). A quick-witted Character may try to hide (jump in some straw, under a water trough, behind a particularly large and docile pig). If so the mob passes the hiding Character by provided they pass an **Average (+20) Stealth** Test.

There are two exits from the yard. The first is a door leading back into the butcher's. The proprietor, a large, beefy-looking man named Ernst Blutmann, comes to the door to see what is causing all the commotion, meat cleaver in hand. While he looks imposing, Ernst has no interest in a fight, and steps aside if any Characters head for the door (but don't tell the Players that!). Some of the Dwarfs try to follow them, but Ernst steps in again, angrily demanding that someone pay for the destroyed fence (allowing the Characters to escape through his shop).

The other exit is through the gate at the far end. It is latched, but not locked. Beyond is another alley, which turns immediately to the right. As the Characters approach the end of the alley, Gragni appears to block their path. He charges the lead Character and tries to **Grapple** them. If successful, he focuses on holding them (adding *Entangled* Conditions) until the mob arrives.

Any Characters who make it out of the alley find themselves on a main street. Two watchmen stare at them suspiciously for a second, but upon spotting the Dwarf mob, they turn and run. With the open road in front of them, the Characters quickly put some distance between themselves and the Dwarfs before reaching the *Red Moon Inn*.

BACK AT THE INN

Anyone reaching the inn is safe. At the first mention of 'angry Dwarf mob,' the staff and patrons help barricade the doors. The mob mills around outside for a while, shouting curses, but the Watch eventually arrives to chase them off. Everyone breathes a sigh of relief and goes back to their ale.

Once things calm down, Dieter goes in search of Begrin, while Friedrich heads for the inn's outhouse.

Franz Lohner, the owner of the inn, beckons the Characters over. A balding, slightly overweight man with a thick moustache and mutton-chop sideburns, Franz hides a cunning and observant mind behind the image of a humdrum innkeeper.



'Does this 'av anything to do with the girl who came round earlier? Strange one, that 'un. She was asking about your pals, Dieter and the Dwarf, and young Friedrich. Kept asking about that map o' theirs. The thing is, she was putting on this ridiculous Tilean accent the whole time. Might fool some folk, but I've met enough Tileans 'n my time to spot a fake one when I hear it.'

'Look, I know it's none of my business who you lot hang around with, but mark my words, there's something not quite right with those two. I can't put my finger on it, but there's more to them than meets the eye.'

Johanna's questions were supposed to arouse Franz's suspicions, so that he would warn Dieter (and more importantly, Friedrich). But Dieter underestimated Franz, who is suspicious of his doddering physician facade. If the Characters press him, Franz will give them his honest assessment of the two grifters.

'That Dieter rubs me the wrong way. He may act like a bit of a bumbling barber-surgeon with delusions of competence, but mark my words, he's nobody's fool. That Dwarf friend of his makes out like he's a gruff bastard, but I think it's just an act. But you didn't hear it from me, eh?'

Before the Characters can ask him anything more, Dieter and Begrin come barrelling down the stairs. Franz welcomes them, all smiles, and tells them about Johanna's visit. If the Characters bring up his feelings about Dieter and Begrin, he glares at them and clams up. Dieter looks hurt whilst Begrin rolls his eyes and grumbles under his breath about paranoid innkeepers.

Begrin declares that the *Red Moon Inn* is clearly no longer safe, so they've decided to find alternative lodgings. They've already packed their meagre belongings. They arrange to meet Friedrich the next day at the *Exploding Pig* in order to discuss their next plan of action.

If the Characters insist on accompanying them, they won't object. They cross the river and take up rooms in Ruggar's Boarding House (see **A Guide to Ubersreik**, page 29). If anyone offers to stay with them, they will insist that there is no need, but again won't object if someone takes another room at the Boarding House. (Begrin refuses to allow anyone else to share a room with them, accusing them of wanting to steal his map as he sleeps!).

Dieter and Begrin will be extremely cautious at this time. Begrin remains in his room for the rest of the day, but Dieter makes a few excursions to scout the area. If the Characters are openly watching them (either because they are worried about attacks by angry Dwarfs or mysterious Tileans, or because they have begun to smell a rat), Dieter thanks them, whilst noting their movements. If anyone is surreptitiously observing them, Dieter may spot them on his rounds, though he will try to hide the fact that he's noticed them.

AN AUDIENCE WITH THE QUEEN

That evening, the Characters receive an urgent summons from Friedrich, asking them to meet him at the *Exploding Pig*. Once they arrive, they find him standing outside the inn, clearly agitated.

'I've received a "summons" from someone calling herself "Queen Vilda of Karak Branar!" She says we need to talk to her about our plans to steal her gold! What do you think we should do?'

Queen Vilda has decided to try to use diplomacy where violence has failed. She has summoned Friedrich and the Characters for an audience, to be held in the *Axe and Hammer* tavern. She chose the *Axe and Hammer* as a neutral location (and because she didn't want the Characters to see the dilapidated condition of Harataken Hold). She has sworn an oath of safe passage, which any Dwarf Character knows should be enough to guarantee their safety.

If the Characters decide not to go, Friedrich reluctantly heads off on his own, and will relay Vilda's message to them later.

The *Axe and Hammer* is a low, Dwarf-built stone building (see **A Guide to Ubersreik**, page 22). It mostly caters to Dwarfs, but Humans and Halflings are usually welcome. Today, however, the Characters receive a frosty reception. The tavern's patrons glare at them as they make their way to the meeting room at the back of the tavern. Word has spread, and now most of Dawihafen knows that they are 'going to rob the lost treasure of the Harataki'.



Vilda sits behind the low stone table that takes up most of the meeting room. Her ‘honour guard’, two older Dwarfs in rusty suits of chainmail called Brokk and Buzt, stand behind her. Human and Elf Characters are obliged to either sit on uncomfortably low Dwarfen benches, or remain standing. One of the Dwarfs introduces Queen Vilda, who then gets straight to business. Read or paraphrase the following:

‘It has come to our attention that one of your party, one of my clansmen, is in possession of a map to Karak Branar. It is our understanding that you plan to use that map to travel to Karak Branar, and to take for yourselves the treasures you find there.’ The Dwarfs standing with Vilda tense up, and you’re fairly sure you can hear them gnashing their teeth behind their beards, but the Queen’s placid expression never changes. ‘We are sure, of course, that you are unaware of the provenance of the hoard you seek. It is ours, our family’s, our birthright. For generations we have sought to reclaim our Hold, ever since it was taken from us by the foul Grobi, the Greenskins. Were someone else to steal what is rightfully ours, they would forever be our enemies. Their names would be entered into the Harataki Book of Grudges, and would not be struck out until they — or their descendants — had paid for their theft, with their life’s blood should it come to it. But, as we said, we are sure this is all just a misunderstanding, and that you never knowingly intended to make yourselves our enemies.’

Vilda hopes to convince Friedrich to hand over the map, but isn’t in as strong a position as might immediately be apparent. Clan Harataki is on its last legs. She refuses to pay for ‘*what is ours by right*’ (because she can’t spare the coin). For all her threats of grudges, the Harataki are too busy just trying to get by to do more than occasionally hassle Characters.

Vilda grows angry if someone mentions Begrin.

‘We have never heard of this “Begrin Belbaksson”. Perhaps he is from some lost branch of our Clan. So much has been lost, so many of our kin scattered across these lands. But he is dead to us now. Unless he hands over the map, he will be a Harataki no more.’

Vilda allows the Characters to leave, to consider their options. Friedrich chats with them as they return to the *Exploding Pig*. He feels sorry for Clan Harataki, of course, but has already invested a lot of time and coin in the expedition. He is reluctant to hand over the map without some compensation, but may be swayed by the Characters.

When they get back to the inn, there’s a message waiting for them from Dieter. Begrin has been attacked, and the map has been stolen!



THE RANSOM

Begrin's face is bruised, and a blood-stained bandage is wrapped around his head. Dieter has tended his wounds, and reacts with affront if another healer asks to look at him. (Begrin also chips in, insisting that he is fine, and that his only concern is the retrieval of the map).

Dieter explains what happened. Begrin went to the market to buy food. On his way back, he was accosted by a gang of six Humans, five men and a woman. They beat him up, took his coin, but more importantly, they took the map. Before leaving, the woman — Begrin said she had a Tilean accent — told him that if he wanted it back, he'd have to pay for it.

What actually happened is that Begrin snuck out of the Boarding House (with Dieter distracting anyone keeping watch) and met up with Johanna. His bruises are real — he let Johanna punch him in the face a few times — but the blood is fake, and none of his injuries are serious. A Character making a passive examination of his wounds can try a **Challenging (+0) Heal** Test; success reveals that he's clearly taken a beating, but his injuries aren't that bad. If they brush past Dieter and Begrin's objections and examine him more thoroughly, an **Easy (+40) Heal** Test will reveal that the bloody head wound is mostly made up, and that he's taken no more than a light pummelling.

Assuming the Characters accept Begrin's story, Dieter goes over the 'Tileans' terms. They want Friedrich to deliver 100 Silver Shillings to Todburgstrasse that night. They want Friedrich to deliver the coin by himself, though Dieter agrees that's obviously out of the question. He suggests the Characters accompany Friedrich for the exchange, while he remains behind to tend to Begrin. (He wants them out of the way so that he and Begrin can strip Friedrich's apartment of valuables).

Friedrich reluctantly agrees to pay the ransom — he's invested too much into this endeavour to give up now. He departs to gather the money, tapping the last of his reserves and even begging for loans from a few friends. However, he has a problem — he only manages to scrounge together 82 Shillings. Dieter frowns (he didn't realise Friedrich was so short of funds), and offers to contribute another three Shillings from Begrin and himself. He then looks expectantly at the Characters. Even if they don't manage to gather the ransom amount, Dieter suggests making the offer anyway. Hopefully, the ruffians will be reasonable...

Todburgstrasse is near the slums of the south-side docks, just north of the Merchants' Quarter. It runs north towards the river, with tall warehouses on the west side and poorly built houses along the east. As night approaches, the streets grow quiet, and the Characters find themselves alone with Friedrich. It gets

darker and darker, and a cold wind begins to blow off the river. There is a threat of rain in the air. Just as Friedrich begins to suggest giving up and returning to the inn, someone lights a lantern in a nearby alley.

The reason for the delay was to give Dieter and Begrin enough time to loot Friedrich's apartment (of what little he has left, at this stage) and make their way to Todburgstrasse. Dieter joined Johanna, while Begrin climbs to the roof of a house across the street from the mouth of the alley, armed with a crossbow.

Johanna is waiting down the alley, between two warehouses. A rickety wooden fence is at her back, with a small gate standing ajar behind her. A flickering oil lantern hangs from the top of the fence. She holds a sword at the ready, and beckons the Characters closer. As they approach, they notice that the gate behind her moves slightly, as if another figure is standing there trying to get a better look at them (this is Dieter, who wants them to think the rest of the Tilean gang is ready to rush out at them).

Johanna is nervous, but is trying to hide her fear with a menacing demeanour. An **Intuition** Test opposed by Johanna's **Intimidate** reveals her nervousness. Winning the opposed test by 2 SLs will reveal that the Characters' numbers worry her. She tries to establish control of the situation with a threat — once again putting on a fake Tilean accent.

'Now, let us get straight to business, si? My boys have you surrounded. You try anything, you'll be sleeping with the river eels, si? One wrong move, and you'll be pincushions.' She pauses for a second, as if waiting for something, then rolls her eyes and shouts, **"I SAID ONE WRONG MOVE, AND YOU'LL BE PINCUSHIONS."** A bolt flashes past you from above and behind, slamming into the ground before you. She grins. *'A warning, si?'*

What happens next is up to the Characters. If they ask to see the map, Johanna backs up to the gate and receives it from Dieter. She insists on seeing the coin first, but trades the map without any funny business, then slips back through the gate, locking it behind her. All three grifters then head for the river, where they have a rowboat waiting (with the loot from Friedrich's apartment stashed inside — including all of the equipment purchased from Gudrum).

If the Characters try anything, Johanna's in trouble. She screams for help (dropping the accent) and backs up. Begrin fires from the rooftop, but intentionally misses (roll for his attacks secretly). Dieter slams the gate closed, locks it, and flees. If Johanna goes down, Begrin tries to escape too, but by the time he reaches the river, the rowboat is gone, with Dieter halfway across the Teufel. Begrin slips away into the slums, hoping to avoid capture.

RESOLUTION

If the Characters hand over the ransom, they return to Friedrich's, only to find it ransacked and their business partners gone. A look at the map finds it fairly convincing, with a number of landmarks noted in Dwarfen script, but someone with a good knowledge of the Grey Mountains (such as Gudrum Nordwander or Queen Vilda) immediately realises that it's a fake. Some of the landmarks are real places, but are nowhere near each other, while others are entirely fictional.

If any of the grifters are captured, the Characters must decide what to do with them. If they are taken to the authorities, they are thrown in a cell and promptly forgotten, as the Altdorfers running Ubersreik have more important things to worry about. If they give them to Queen Vilda, Dieter and Johanna are never seen again. Begrin, however, is seen a few days later, sporting a new hairstyle. He took the Slayer's Oath to avoid a death sentence, but is in no hurry to fulfil it.

If the ransom is still in Friedrich's hands at the end of the adventure, he is extremely grateful. He pays the Characters 5 Shillings each for their trouble. His near-ruin at the grifters' hands convinces him to change his ways, and he goes to his aunt

Marta and asks for a job. He tells her about what happened, mentioning the very capable band of adventurers who helped him. She sends them a note expressing her gratitude, along with an additional reward of 10 Shillings. She might have some work for them in future.

REWARDS

Award the following experience points at the end of the adventure:

- ☉ 100-150 for completing the adventure and good roleplaying
- ☉ 50 if the grifters didn't escape with the ransom
- ☉ 25 for each captured grifter
- ☉ 15 for avoiding the Dwarf mob
- ☉ 10 for sensitive dealing with Queen Vilda



◆ A GUIDE TO BLACK ROCK ◆

A guide to the Duchy of Black Rock, with observations on the humbling of House Jungfreud



Black Rock, the highland fastness of the von Jungfreuds, a source of untold wealth, and home to the magnificent and impenetrable Neufaljung Castle. Emperor Karl-Franz and his lackeys in Ubersreik look on in frustration while Graf Sigismund and his loyal armies gather their strength to regain his rightful dominion. For millennia, this country has bred hardy, loyal folk with Sigmar in their hearts and determination in their blood. Today, the Grey Mountains thrive with industry as yet more mines bring forth their bounty of coal and iron. Greenskins and the beasts of the Dark Powers tremble in fear at the highly professional mercenary forces of Duke Zenechar Trott and the countless regiments marching under the stag banner of the Jungfreuds.

WELCOME TO BLACK ROCK

'Black Rock? You only need to know four things about Black Rock. It's why the von Jungfreuds are so rich. The duke's bad mood is hanging over the whole place. The hills are crawling with troops. And nobody wants to buy fine quality cooking ware.'

— Gertrude Walter, tinker

West of Ubersreik lies the Duchy of Black Rock, ancestral home of the von Jungfreuds. Graf Sigismund has retreated here to brood in Castle Neufaljung, furious at Karl-Franz for seizing his birthright, the town of Ubersreik. Now Sigismund plots and prepares his regiments and mercenaries for action, surrounded by his discordant family and countless loyalist refugees.



Black Rock is the source of his strength, from the Black Rock Mines which churn out iron ore and coal to the impregnable walls of Neufaljung itself.

But the duchy faces threats from without and within. From the mountains to the south, there are rumours of restless Greenskins. By the River Teufel, the locals are on constant alert for signs of aggression from Altdorf and attempts to plunder the mineral wealth carried by barge to the trading centres of the Reikland. More covert dangers also threaten the security of the duchy. General von Dabernick has sent spies and saboteurs from Ubersreik to gather intelligence and undermine the Graf's power. There are even schemes within Neufaljung to humble Duke Sigismund once and for all.

HISTORY

Before there was an Empire, this land was *Kol Grimaz* ('land of blackstone') a hinterland of the Karak Azgaraz territories. It was never particularly prized by the Dwarfs, who found limited deposits of iron and thousands of Greenskins. A few minor clans established themselves by clearing out the larger tribes of Orcs, culminating in the Battle of Kol Grimaz, which was notable for breaking Greenskin power in the region. But the dominant Twainbeard clan was disgraced, and the land remained sparsely populated.

Around the time of Sigmar, the Jung Frewida clan came to prominence, emerging from their primitive roundhouses in the Vongal Knolls to ally with other Unberogens. They built a timber fort where Castle Neufaljung stands today, which enabled their ascendance over the local tribes. After the establishment of Sigmar's Empire, records in Altdorf refer to a chieftain called Heorod. A local folktale tells that he pursued a mighty Preyton over several days before slaying it with his axe near the banks of the Teufel. The Preyton — a corrupted beast resembling a winged stag — became the symbol of the Jung Frewida, although in subsequent centuries the depiction evolved into that of a natural stag.

Over the centuries, the ambitious Jungfreuds moved towards the Reikland's centres of power. Black Rock would have become a forgotten backwater if it wasn't for the rich seams of iron ore and coal found in the Grey Mountains. When mining began in earnest during the 10th century IC, the family began to guard their holdings jealously as the Black Rock Mine established an important trading relationship with the Reikland and western Wissenland. When the manufacture of blackpowder weapons came to prominence in Nuln, the supply of coal became a source of considerable wealth.

Poor agricultural land kept Neufaljung and Black Rock Mine the dominant settlements, and few villages sprung up across the centuries. Oberteufel and Alteberg grew at crossing points where road or river travellers could stop and store or exchange their goods. The Abbey of Lengsrath became a significant religious centre for several centuries, but it ended in fire and ruin when the cult of Sigmar uncovered the abbots' heretical practices.

Neufaljung Castle grew from a simple wooden fort to a stone castle as the Jungfreud's increased their wealth and power. Over the next 1,500 years, the stronghold began to sprawl around and into the gorge that forms its foundation, sending forth great stone wings, sprouting towers, and emplacements as successive dukes invested in their own security. For many decades, the Jungfreuds came and went from Black Rock, dwelling there only when their fortunes in Ubersreik waned or Reikland was invaded or beset by war. During the Vampire Wars, Halet's Wing of the castle was completed just as Vampire Lord Vlad von Carstein attacked Ubersreik and took Duchess Ilona von Jungfreud. The family and their retainers retreated, but they were cut off by the undead, and the Jungfreuds vowed to fight to the death — some fought *beyond* death, albeit on the opposing side. When they fought clear, the Graf swore that there must always be a Jungfreud at Neufaljung to ensure the line is unbroken — an oath upheld to this day.

The highland defences of Black Rock have kept the lands protected from major invasions, although during the 24th century there were recurring incursions by the Cragstompa Savage Orcs who descended from the mountains in screaming mobs. The attacks stopped mysteriously with a final invasion in 2412, and the tribe have not been seen since.

More recently, recurring wars with Parravon have seen Black Rock on the front line. During the Fifth Parravon War, Bretonnians rampaged unopposed across the duchy for several months, with only Neufaljung undefeated. The Parravon troops finally retreated amid rumours that they were being torn apart in their beds by a dark lady who swept from the shadows. The duke's wife, Lady Gotlinde, is said to have met with the enigmatic figure. Only a handful know that the duchess swore on her son's life not to reveal that Duchess Ilona had returned more than 460 years since she was taken.



TIMELINE OF THE DUCHY OF BLACK ROCK

A summary of the major events in the history of the Duchy of Black Rock.

C. -650 IC

The Battle of Kol Grimaz. A huge force of Orcs swarms across the land known to the Dwarfs as *Kol Grimaz*. During a climactic battle in the Ruhig Valley, the Rune priest Brak Cragmane strikes an almighty rune of destruction, slaughtering thousands at once. The Karak Azgaraz Book of Grudges records that the Greenskin corpses lay 10 feet deep on the valley floor. The Dwarfs set the dead alight and leave them as an example to their kin.

C. -234 IC

The Grey Dwarfs reconcile with their brethren in the Worlds Edge Mountains. The Twainbeards of Kol Grimaz refuse. They are disgraced, exiled, struck from the records, and their halls left to ruin.

C. 0 IC

Unberogens are living in the Vongal Knolls in simple wattle and daub huts. A clan known as the Jung Frewida have a wooden fort on the River Ruhig from whence they offer tribute to the ascendant Sigmar Heldenhammer of Reikdorf.

197 IC

Odalrich founds House Jungfreud and takes Ubersreik. He entrusts his territories in Black Rock to his wife Eadlyn, who leads an unsuccessful raid to the north to take Ettlindal. For the next few centuries, the Jungfreuds neglect their ancestral seat in favour of Ubersreik and attempt to expand within the Reikland.

560 IC

The Dragon Ogre Shaggoth Skarnarek awakes from his slumber in the Grey Mountains and rampages through the region, destroying settlements and razing the Jungfreud fort. He is beaten back by a combined force of Dwarfs and Humans from Ubersreik. The beast returns to slumber in the mountains, and the locals set about rebuilding.

C. 990 IC

Iron ore and coal are first mined in Black Rock, causing friction with the Dwarfs of Karak Azgaraz — partly because they consider this disputed territory and partly because they find primitive open-cast mining offensive. With wealth from the mines, the Jungfreuds set about building the stone keep at Neufaljung.

1111-1115 IC

The Black Plague. When the plague comes to Ubersreik, the Jungfreuds flee to Neufaljung and cut off traffic into the duchy. When the town is razed by Skaven in 1121, the Jungfreuds are safe in their castle. This puts them in disgrace with the other noble families of Ubersreik who ally with Mandred 'Skavenslayer' in his battle to liberate the town. In 2512, the current duke occasionally refers to the Altdorf troops as 'the second plague'.



1681 IC

The Night of the Restless Dead. The Orc dead from the Battle of Kol Grimaz pull themselves from the ground and rampage across the duchy. Many fight amongst themselves in eerie silence, but the remainder pour through the land and devastate Alteberg, Veloren, and many farms. For one night, the skeletons besiege Neufaljung Castle. At daybreak, the undead collapse into great heaps of bones once more.

1940 IC

When Drachenfels poisons the ruling Bruners of Ubersreik, Graf Gulden von Jungfreud marches his army into the city.

He points out that his family supplied the stone for Castle Black Rock, so he's only reclaiming what was already his.

2003 IC

Lengsrath Abbey is founded to provide a home for an order of monks whose sudden loud and public displays of religious fervor had been deemed somewhat irritating by local nobility. Gräfin Ursula von Jungfreud remarks, 'I'm all for piety in its proper place. For the Order of Devout Sacrifice that place is several miles away in the middle of the moors'.

2280 IC

Priestess Sabine Heistenburger uncovers the unholy coven at Lengsrath Abbey. The Abbess is executed and the village and abbey destroyed.

2398 IC

Graf Conrad von Jungfreud funds an expedition to Lustria by Captain Ingo Bedauer-Schmidt. Many sailors are recruited from the duchy. When a few survivors return in 2415, they bring back tall tales, a great deal of loot, and a captive Skink. The preserved corpse of the Skink can still be seen behind the bar in the Helmsman's Arms in Flussberg.

2474 IC

The Fifth Parravon War. When the Duc of Parravon attacks the province of Ubersreik, his forces devastate Black Rock. Bands of men-at-arms roam the country defiling farms and villages, killing their inhabitants.

2495 IC

Graf Sigismund inherits the title from his father and moves his court to Ubersreik. He had never liked Neufaljung and is glad to see the back of the ancestral seat.

2512 IC

The Jungfreuds and their retainers flee before Karl-Franz's army. They are smuggled into Black Rock on a coal barge. The duke orders that anyone who witnessed this indignity could choose to be blinded or sent to Ostland with a small stipend.

BLACK ROCK TODAY

For many centuries, the Duchy of Black Rock was a source of wealth and a refuge where the Jungfreuds could retreat in times of strife. While they ruled in splendour from Black Rock Castle in Ubersreik, their ancestral seat of Neufaljung has been maintained by Lady Gotlinde, the castellan and duke's mother, and her meagre staff.

After their humiliation in Ubersreik, Graf Sigismund retreated to Neufaljung with his household. What had been a place of last resort for many centuries was now a haven from the political chaos of the Reikland. The duke secured an alliance with the Trotts of Tahme — a military force relatively independent from Reikland politics. In recent months, he married his son Sigismund to Lady Greta Trott in the Chapel of Sigmar at Neufaljung.

Today, the duchy is a hive of activity. The mines have stepped up production and barges sail down the Elster laden with ore and coal. The duchy is crawling with mercenaries (including the notorious Trott's Marauders) and the household regiments are on permanent manoeuvres. Labourers toil in the valleys, fortifying the approaches to the castle. The threat of war is in the air.

At the heart of the tumult is Graf Sigismund himself, as controlling as ever. But his mind is starting to unravel...



PROVINCIAL RULERS

House Jungfreud has absolute power in Black Rock. They dominate the duchy from their seat in Neufaljung and little happens without their explicit permission. Graf Sigismund is the primary authority; village headmen and women are expected to follow Sigismund's orders and report to him on request. His sister Hild is War Marshall, with responsibility for the state troops under the family's command. The region resounds to the drums and warhorns of three state regiments, drawn from across the county and exiles from Ubersreik. The Jungfreud coffers have been opened to equip them with new armour, weapons, and artillery.



The exception to the duke's rule is Alteberg, where Captain Absolem Trott has taken advantage of the alliance between his family and the Jungfreuds to run the local area as his own private kingdom. This is enforced by his mercenary army, which is encamped in the south-east of the duchy.

The cult of Sigmar is largely subservient to the Jungfreuds in Black Rock, who show the appropriate respect to the cult rather than any particular devotion. The temples in Alteberg, Veloren, Oberteufel, Flussberg, and Black Rock Mine are well maintained thanks to ducal stipends. The priests are loyal to the Jungfreud cause, finding theological justifications for standing against the Emperor. The exception is Father Rostein in Oberteufel, a young priest who resents the domineering duke for allowing the witch hunter Klaus Laufft to effectively run the village. For now, Rostein is keeping his disloyalty quiet.

The cult of Ulric has little political power in Black Rock. The Grey Wolf Temple in the mountains attracts traffic through the region, but otherwise there are only a handful of shrines dotted around the landscape where wolves are found. There are rumours that Graf Sigismund has been in discussion with an anti-Sigmarite Ulrican priest, but this may be a lie put about to discredit the duke.

RUMOURS

GMs can use these rumours on the road or in the taverns and inns throughout southern Reikland.

- ☠ *'Watch yourself if you're going to Alteberg. Jungfreud's hired Trott's mercenaries and they're already acting like they own the place.'*
- ☠ *'The hermit on Zerzaust Moor knows how to get into Aldun's Cavern but he's not talking because he wants all the gold to himself.'*
- ☠ *'The graf's building towers down the valleys to keep Karl-Franz out. The Emperor might have made some odd decisions lately, but he'd be an idiot to invade Black Rock.'*
- ☠ *'A bunch of starving goblins hid under a bridge on the Coal Road the other week and attacked a couple of pedlars. They were just about to tuck in when the duke's halberds turned up and skewered the lot. Still... I'd rather face a couple of mangy Greenskins than be asked for 'a donation' by another bunch of bully boys in silver and blue.'*
- ☠ *'Half the ore barges on the Elster are empty decoys. The other half are full of soldiers. It's the third half that have the coal and ore and stuff in them.'*
- ☠ *'Some mountain men came down to the mines the other day and they reckon the orcs are massing again. Gobbos and trolls with 'em too.'*
- ☠ *'Zenechar Trott's got his eye on Black Rock. He's going to get Graf Sigismund bumped off then he'll get his daughter to take over. Not his son, he's a maniac.'*
- ☠ *'There's spies all about Black Rock you know. Lady Nacht of Ubersreik has sent 'em, disguised as all sorts of folk. Come to think of it, you lot have been asking a lot of questions, haven't you?'*

GOING TO BLACK ROCK

A party of adventurers might travel to the Duchy of Black Rock for several reasons:

The Imperial authorities in Ubersreik and Altdorf want to know what Graf von Jungfreud is planning. Lady Nacht and other agents of Karl-Franz are looking for adventurers to be spies and saboteurs. Likewise, powerful vested interests in Ubersreik such as the Merchants' Guild want to prevent the duke from returning to power.

Likewise, some wish to see Graf Sigismund returned to power in Ubersreik. Even his rivals among the nobility are aghast at the precedent that may be set should the Emperor be allowed to so freely revoke the rights and privileges of a noble house. They may well send agents to the Graf as a means of lending him clandestine assistance towards re-establishing his rule.

Graf Sigismund has agents across the Reikland, looking for resourceful ne'er-do-wells to help with his various schemes. The pay is good if you're discreet, and his relative desperation may see him turn to the sort of people that the powers in Ubersreik might balk at dealing with. Rikard Fischer is the duke's roaming agent, but he has many contacts.

Mercenaries, Miners, Artisans, Wizards, Engineers, Boatmen, and Rangers are in great demand and the duke has the coffers to hire them. Almost any other Career could be a factor in one of his many plots or schemes (see page 113.)

Powerful people in the Western Empire have their eyes on what's happening around Ubersreik. Many a curious patron wants to know what's going on in Castle Neufaljung and its surroundings — nobles who fear for their own estates, guildsmen worried about trade, or Dwarf thanes troubled by instability so close to the Grey Mountains.

WHICH ROCK, EXACTLY?

In a tradition mirrored across the Empire and beyond, there is more than one Black Rock. To prevent any confusion, the reader should be aware of the following.

'Black Rock' refers to the fortified district of Ubersreik that contains a complex of assorted walls, towers, and administrative and civic buildings.

'Castle Black Rock' lies at the heart of this district. Built with stones quarried from the Grey Mountains, the castle is the administrative heart of the town and is currently occupied by General von Dabernick.

The 'Duchy of Black Rock' lies to the West of Ubersreik, and is the ancestral holding of the Jungfreuds. Despite the changes in Ubersreik, the Duchy of Black Rock remains under their control, though no one is sure if this situation will last.

Not to be confused with Castle Black Rock is Castle Neufaljung, a much more ancient fortification and the ancestral home of the Jungfreud family. It is to here that Graf Sigismund retreated, both to lick his wounds from the battle over Ubersreik, and to plan his next steps.

BLACK ROCK: A VISITOR'S GUIDE

'We came to a rising ground. Below us was a hollow, not unlike a huge cauldron, hollowed out of the earth; and at the bottom of it a valley. The rock-strewn ground was divided by a small rivulet that ran in serpentine windings, its banks embedded with boulders. My Dwarf compatriot fell into a poetic rapture as he pointed out to me the abundance of iron ore found hereabouts, while our noble friend became impatient at our conversation and complained greatly until he was interrupted by a Beastman's javelin that embedded itself in his face.'

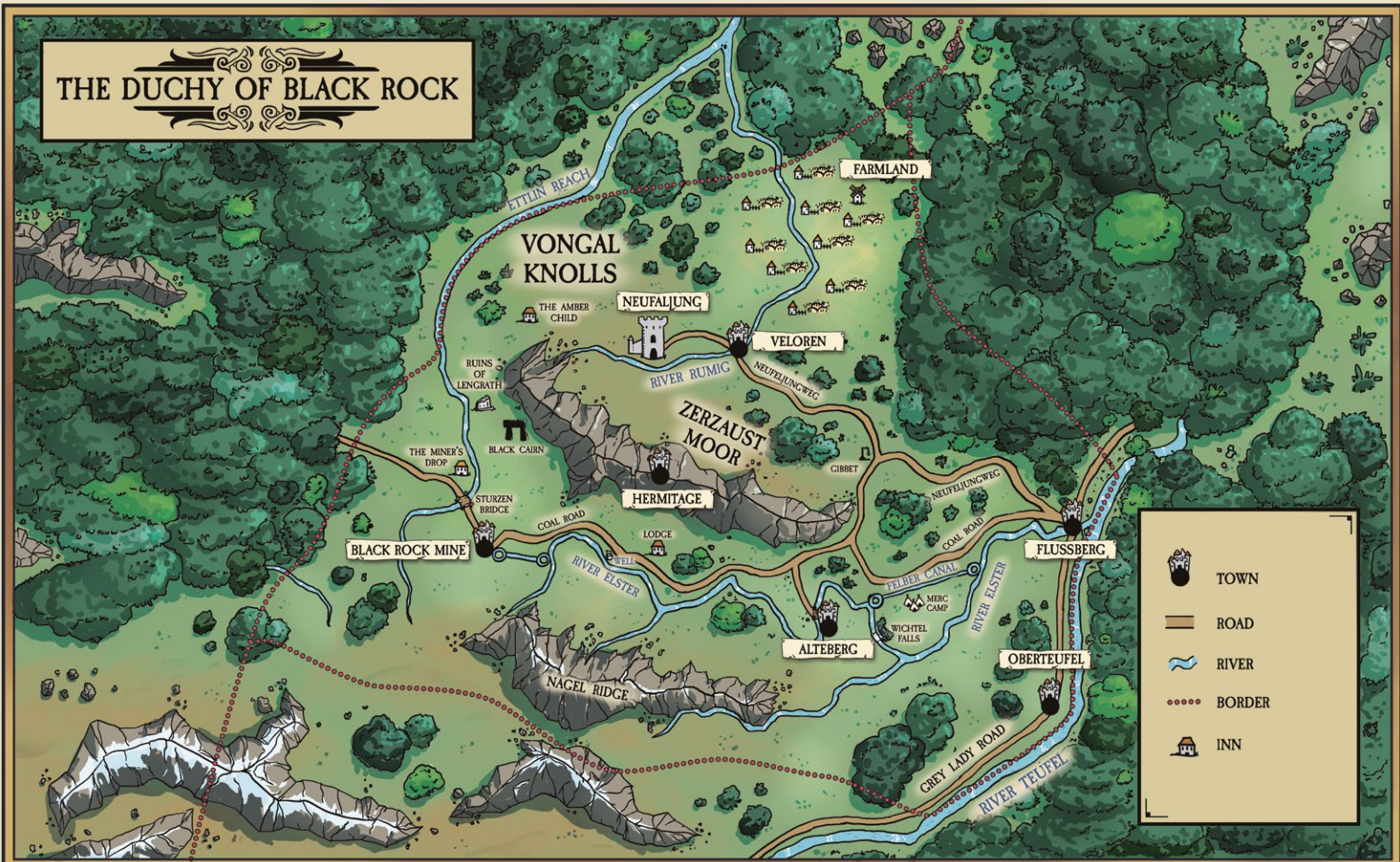
— Master Halver Dreiklang, Imperial Geographic Society

'If you're looking for work and know the pointy end of a sword from the blunt end, get yourselves to Black Rock.'

— Captain Adelhard Benz, Mercenary Captain

The Duchy of Black Rock is a hard land, where the Grey Mountains slope down to moors broken by jagged crags and exposed blackstone, the unyielding dark granite that gives the region its name. The fast-flowing rivers carve ravines through the foothills, carrying the wealth of coal and mineral ores that have kept Jungfreud influence alive, even when the winds of politics have blown against them.

The people of Black Rock have made their homes in the valleys, with roads, canals, and farms criss-crossing the land. The duchy covers a roughly circular area about 20 miles across. To the south, the duke's territory climbs into the Grey Mountains, where the River Elster cascades from the heights and Black Rock Mine pours out its bounty. The eastern reaches are bordered by the River Teufel and the fertile hinterland of Ubersreik. In the north and west, a plateau falls away to the border with Ettlindal, overlooked by the apparently impregnable Castle Neufaljung, ancestral home of the Jungfreud dynasty.



THE LIE OF THE LAND

The landscape is one of highlands, from the Grey Mountains in the south-west to the rolling foothills of the north-east border with Karstadt. The valleys have thin forests with outcroppings of black granite and fast-flowing rivers wending their way to the Vorbergländ many miles below. The flatter country is dominated by uncultivated moors and peat bogs where wind-blasted trees cling to the sparse earth.

Zerzaust Moor is a bleak plateau at the centre of the Duchy, scarred by rocky escarpments and dotted with dark, peaty pools. At the western reach stands the haunted Black Cairn and the ruins of Lengrath.

THE LEGEND OF ALDUN'S CAVERN

Many centuries ago, there lived a shepherd named Aldun. While seeking a lost ram, he chanced upon a rocky hollow in Zerzaust Moor, almost hidden by the heather. He heard bleating and climbed down, only to find a narrow fissure in the rock; a gentle wind blew. Aldun clambered into a short passage, which opened out into a colossal cavern. Far below, a broad river flowed through a subterranean valley. The vast deeps were lit by a strange glowing rock, revealing houses, temples, and statues along the riverbank.

As Aldun scrambled down, he explored the buildings. No beings dwelled there, but the rooms were full of gold and silver, and the tables were set with warm food, as if the inhabitants had just departed. He ate well and slept in a richly-appointed mansion before returning to the surface with plans to tell his family and return for the gold. But when he returned to Veloren, his mother and father said he was making excuses for losing his flock. Aldun vowed to return with proof, but he was never seen again.

Today, the legend of Aldun's Cavern is a tale for credulous travellers, but many believers have tried and failed to find the entrance.

The Vongal Knolls are north of the Ruhig Valley and Neufaljung Castle, uplands covered by small hillocks and mounds. The name comes from the Khazalid word for Human raiders, referring to the early tribes that lived there. Now the knolls are home to bandits hiding from the duke's patrols in the maze of shallow valleys. A solitary inn stands alone amongst the hillocks. *The Amber Child* rarely has patrons — the innkeeper is monosyllabic, and the atmosphere is eerie — but for some reason it stays in business.

THE RIVERS

Countless streams trickle through the gorges and valleys of the duchy, but there are two significant rivers: the Elster and the Ruhig.

River Elster

The River Elster runs from Black Rock Mine along the Elster Valley to Flussberg, where it joins the Teufel. The banks on the upper reaches are streaked with soot and runoff from spoil heaps that blight the hillsides around the mine. The Elster connects industry with the wider Reikland, with barges sailing down the fast-flowing waters with their cargo of iron and coal. After Alteberg, the Elster cascades down 40 feet of steep rapids at the Wichtel Falls, but boats take the Felber Canal through the hills. The canal has steep embankments, several locks, and a short stretch of tunnel. Punting through the darkness is disconcerting, and boatmen habitually throw a brass penny into the river as an offering to Murtull, an obscure local spirit who presides over subterranean waters.

Even during times of peace, the duke's troops were charged with protecting the Elster's cargoes. Now the river has become so vital that Jungfreud ensures constant patrols on the valley's roads. The stretch below Alteberg has been entrusted to Absolem Trott's care (see page 97).

COAL AND CONJURATIONS




- Many people are interested in the coal and ore shipping down the Elster — and how much grain and weaponry is being carried into Black Rock. Spies from Ubersreik watch the river traffic carefully, which has not escaped the duke's attention. He wants a party of resourceful Characters to engineer a deception to throw General von Dabernick's agents off the scent.
- Last week, a boat entered the Werber Canal tunnel in broad daylight carrying a small party of entertainers returning from Black Rock Mine. The boat never came out of the other end. The Characters are contacted by a worried boat owner in Flussberg who wants to know what happened. Is it coincidence that one of the troupe was a conjuror? Is it linked to the eerie children's singing that boatmen claim to hear in the tunnel?
- Someone has done the maths, and realised there is a small fortune in brass coins on the river bed of the tunnel section of the River Elster. Albi Fusswasser is looking for a team of brave sorts to help her recover them by night, when the tunnel is rarely travelled. She's willing to pay a Gold Crown a night, and tripple that if they can provide their own barge. As for the risk, well who outside of Black Rock has even heard Murtull anyway?

River Ruhig

The River Ruhig pours from springs on the plateau south of Neufaljung Castle, rushing past Veloren, and into the Barony of Ettlindal. Huge boulders fill the river in several places, and countless natural weirs make it impassable by boat. The banks are wooded with stunted, windswept oak and beech trees, their roots clinging to the exposed stone outcroppings. Where it meets the plains, the Ruhig broadens and slows. This stretch of the river flows through the only true farmland in the duchy, where it nourishes the hardy crops. Ruhig water is exceptionally refreshing and it is said drinking it brings good luck. For thousands of years, it has been the source of freshwater for the von Jungfreuds in the castle, although recent events in Ubersreik suggest any fortune-granting powers it had are exhausted.

In the past six months, the duke has undertaken extensive works in the Ruhig Valley, building up a line of defences concentrated on the river crossing at Veloren. A series of towers and emplacements are partly complete — work parties of labourers are a common sight.

THE APPLE OF MY SPY


- 

Downstream of Veloren is a natural orchard, the sole source of Ruhig apples. Eaten fresh, they're bland and powdery, but they make excellent cider. Lady Gotlinde has heard that a gang of Hallings are meticulously planning a daring scrumping raid. Can she find someone to stop them?
- The farmers of the lower Ruhig Valley are feeling vulnerable. Although they're overlooked by the towers of Castle Neufaljung, they're petitioning the duke for additional protection — an infantry company at least, and hopefully a watchtower to keep them safe from Altdorf's attentions. The miller Bryn Windig wants to hire someone to fake a series of Altdorfer attacks on the outlying farms so that the duke takes them seriously.

Ettlin Reach

Ettlin Reach flows fast from the mountains, delineating the western border of the duchy before crossing into the Barony of Ettlindal where it becomes navigable by boat. The river has cut a deep gorge through the hills and its steep banks are pocked with caves and overhangs. A forgotten tunnel descends from the ruins of Lengrath down to the river, the entrance partly flooded and concealed by hanging ivy.

A LETTER OF MARK

- 

The Sturzen Bridge carries the Coal Road high over the Ettlin Reach. On the western side is a fortified inn, the *Miner's Drop*. Graf Sigismund pays the innkeeper Gabriella Halte to maintain a small unit of soldiers in permanent residence, who keep the bridge open. Last night, some of the patrons saw a massing of hooded figures at the bottom of the valley. They were short and swarmed like vermin, but they were gone in the morning. Now the soldiers are in a state of high alert and paranoid that they are about to be attacked by Goblins or worse.
- The Ettlin Reach marks the border between the Duchy of Black Rock and the Duchy of Hopfberg. Baroness Alanna von Hopfberg has always envied the wealth of her neighbouring duchy and has a slavish admiration for the decisive action of Karl-Franz. She is willing to sponsor banditry in Black Rock to steal ore and coal from the mines and frustrate Sigismund's plans to take back Ubersreik. Her agents are looking for resourceful individuals who can work on her behalf and organise the bandits in the Vongal Knolls into a more coordinated force.



THE ROADS

The Duchy of Black Rock consists of harsh and unforgiving terrain, and its carefully maintained network of roads is essential to getting around in any degree of comfort or safety. The Graf's road wardens are meticulous in collecting tariffs, though the actual fees charged are considered reasonable for the region. In an example of civic responsibility somewhat rare elsewhere in the Empire, the monies collected are strictly reserved for the maintenance and security of the roads. A cynic might point out that this is likely done to ensure that the Graf's many mines are able to get their bounty to market, but Graf Sigismund would quickly hang anyone indiscreet enough to claim as much in his presence.

At the moment, the roads are frequently patrolled by mercenaries loyal to Sigismund, and most travellers can expect to be interrogated about their comings and goings. Still, the Graf has left orders for trade to continue with as little interference as possible, so those carrying goods or in possession of a desirable skill or trade will be allowed to go on their way after a brief perfunctory interview.

Grey Lady Road

The Grey Lady Road passes along the northern bank of the Teufel. It is a busy, well-maintained thoroughfare with traffic to and from Bretonnia, the mountain Dwarf Holds, and the free territory of Frugelhorn. Originally a Dwarf route, there are several stretches where the road rises above the banks of the River Teufel on stout stone pillars, leaving dark, hollow spaces beneath.

THE TROLL TOLL

☠ The Characters pass a large cart carrying something lumpy covered with a tarpaulin. It's driven by a group of anxious roustabouts led by Giuseppe da Ezzalio, a charismatic showman (and petty magic user) who can't contain his excitement. They're carting a subdued Troll to Ubersreik for the pit fight to end all pit fights. Providing da Ezzalio remembers to administer the right *Sleep* spell at the exact right time, they'll be *perfectly fine*. But just to be safe, he'd like to hire a few extra hands to replace those he lost to an unfortunate Troll vomit incident.

☠ On a stormy night, a nameless barge is washed under the Grey Lady Road and sticks fast between the supporting Dwarf pillars. News travels fast and next day several parties race to reach the boat to 'help'. The Boatsman's Guild of Ubersreik, the Halfling Lowhaven clan, and a small contingent of castle guards from Schluesselschloss are especially keen to get there first. Is it bad or good luck that the Characters are on the scene before any of them?

Coal Road

The road running from Black Rock Mine to the waystation at Flussberg is known as the Coal Road. Travellers can expect to be questioned by passing military patrols about their business in the Elster Valley. The 'Coal Guard' regiment is specifically charged with patrolling from Black Rock Mine to the waystation alongside coal and ore barges. It's a dull, miserable task, and Captain Agatha Blutz is troubled by desertion and the unwanted attentions of Absolem Trott's mercenaries, who roam the valley trying to stir up trouble.

THE TADDLE TALE



- ☠ Two miles before the Coal Road reaches Black Rock Mine from the east, there is a well. The water is clean, but it's teeming with hundreds of large frogs. Nobody knows who started eating them, but they are *absolutely delicious*. Most frog-eaters prefer to keep their habit secret because they don't want others to exhaust their supply. The problem started when Pieter the road warden tried eating the tadpoles. Now he won't wake up and he's covered in some sort of clear jelly. His desperate partner Dudlen surreptitiously asks the Characters to help.
- ☠ Halfway along the Coal Road is a simple lodge where Coal Guard patrols bunk down at night. Originally a Dwarf ruin, it offers little more than basic comfort – just a central hearth and dozens of straw pallets. When the Characters are passing by, a bloodied, dying man dressed in the regimental uniform stumbles out of the doorway. He presses a crude map of the mountains into their hand before dying. Marked on the map are three arrows indicating mountain passes. There are two words: 'Crag Stomper'. What could it mean?



Neufaljungweg

The ascent from Flussberg to Neufaljung Castle is marked by a steep road known as Neufaljungweg, descending towards the Teufel through a deep gorge. It is paved with stone blocks, making it excellent going in fine weather but treacherous in snow or rain. Halfway between the castle and the river is a gibbet, where the duke hangs anyone suspected of spying for Altdorf.

DEAD MEN TELL SOME TALES



- ☠ Last night, the hanged man on the gibbet spoke. As a small party of travellers hurried toward Veloren, he asked them in a cultured Altdorfer's voice whether they could spare a drop of water and in return he'd tell them a secret. The travellers fled and told anyone who would listen, including the Characters. Perhaps they'd like to investigate?
- ☠ Neufaljungweg is a critical route from the Jungfreuds' castle to the rest of the Reikland, but it is vulnerable to landslides and rockfalls. Agents from Ubersreik are planning to detonate blackpowder above the road to cut off supplies from the east. The Characters overhear the saboteurs conspiring in the White Ship tavern in Veloren. Should they report to Neufaljung, try to stop the plot, or offer to lend a hand?

TRAVEL IN BLACK ROCK

The rivers, canals, and roads criss-crossing the duchy make travel fairly easy. The rivers are partly navigable by boat and the roads well travelled, although they deteriorate towards the east and south. The moors and hills between the major thoroughfares are inhospitable with a few rough, unmarked tracks. Travellers caught in bad weather on the moors will struggle to find shelter.

Although Black Rock is amply scouted by the duke's men, there are still dangers to the unwary traveller. Cave bears live in the blackstone ridges and giant eagles sometimes swoop from the mountains to prey on the unwary. In the heights of the southwest, Stone Trolls and small bands of Goblins make their home, occasionally competing for territory with Beastmen that can scale even the steepest slopes.

Given the military presence, Human bandits are rare, with just one band hidden in the Vongal Knolls. A greater danger is the soldiers and mercenaries themselves — even those wearing the silver and blue livery of the duke feel emboldened to harass travellers for invented tolls. The ill-disciplined behaviour of Trott's patrols is already notorious. A small party is at risk from attack by a band of soldiers of fortune who will likely accuse them of being 'enemies of the Graf' as a pretext to rob them blind.



SIGNIFICANT LOCATIONS

ALTEBERG

When Humans first came to the hill that became Alteberg, they found three colossal statues toppled amongst the bracken, overgrown with moss and lichen. They were recognisably Dwarfen, with heavy angular lines and complex knotwork carved into the stone. They provided shelter from the wind, so over the years, the villagers built their hovels against the fallen ancestor figures. Now Alteberg is a substantial hilltop village overlooking the River Elster, where supplies for the Black Rock Mine are shipped and stored. The buildings are clustered around and on top of the statues, confusing but not quite hiding their silhouettes.

The village is surrounded by a 20-foot wooden stockade incorporating one of the statues as part of the defences. The barracks is built around this statue's head and chest, with two towers ascending from its pauldron and helmet. The other statues form the boundaries of the village square, with a Temple of Sigmar constructed against one and the village hall the other. Visitors are often surprised that Dwarfs do not take offence at Humans using their ancestors as props for their ramshackle buildings, but locals accept it as a peculiarity of the mountain folk.

Alteberg is now the domain of Captain Absolem Trott and his mercenaries. When the Jungfreuds enlisted Duke Zenechar Trott's Marauders, the duke's daughter-in-law Greta advised that Absolem should be posted here to protect the route from the mines to the Teufel. The locals had no choice but to accept.

Absolem rules Alteberg as a tyrant, confident that the locals are too weak to challenge him and knowing that the duke and his family will not intervene. He metes out justice on a whim, demands tribute in the form of food and other pleasures, and sets his warhounds on anyone who annoys him.

One mile east of Alteberg is a camp where Absolem has posted some of his less-civilised mercenaries. This is some small relief for the villagers, as Absolem uses them to dispose of 'criminals' who upset him. At least three villagers have been sent to 'meet the Ogres'.

The villagers are despairing, but none have taken action since the butcher Ilar Schermacher was whipped to death for refusing to give Absolem his wife. They've tried petitioning the duke, but he's taken no action. The Temple of Sigmar has become an unofficial meeting place for the villagers, overseen by Father Eisenheld, who wonders why Sigmar has sent this test of faith.

Captain Absolem Trott

Trott thinks he is a mighty warrior from earlier, simpler times. He believes that might makes right, and he's usually the mightiest person in the room. Politics and the subtle arts of diplomacy are simply the tools of the weak.

Absolem was not always this way. He was always violent and slow-witted, but he respected his family's authority and acumen. When he was disinherited in favour of his sister Shalgrid, he went berserk, slaughtered many of his soldiers and retainers and tried to rebel against his father. He ended up imprisoned in the war dogs' pens for two years.

He snapped. He fought his way to be pack leader of the dogs, and when released he recognised Shalgrid as his owner. Now he's loyal to the family, but only because he knows they can be more brutal than him.

Absolem is a giant of a man, fully 7 feet tall and heavily muscled. His face and bald scalp are scarred from dog bites and fights he's won over the years. He rarely removes his armour, carries a spiked warhammer, and keeps three semi-tame warhounds with him as he walks around the village. He boasts that they are part Hobhound and he ripped out their father's throat with his own teeth.

If the Characters meet Absolem, he tries to recruit the good fighters, bully the rest, and destroy any possible threats. Absolem is only restrained by orders from Lady Shalgrid sent via Greta or the subtle intervention of his second-in-command Vidar Skarost.





**CAPTAIN ABSOLEM TROTT – HUMAN MERCENARY
CAPTAIN (GOLD 1)**

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	54	35	51	51	28	32	35	28	41	29	18

Traits: Armour (Mail Coat and Chausses) 2, Weapon (Warhammer) +11, Knuckledusters +7

Skills: Animal Training (Dog) 38, Athletics 42, Charm Animal 46, Climb 56, Cool 51, Dodge 42, Endurance 66, Intimidate 63, Language (Battle) 33, Leadership 39, Melee (Basic 59, Brawling 62, Two-Handed 67), Outdoor Survival 40, Perception 35

Talents: Berserk Charge, Combat Aware, Combat Master, Drilled, Etiquette (Mercenaries), Read/Write, Strong Back 2,

Trappings: Spiked Warhammer, Suit of Mail, a Slaving Warhound

Vidar Skarost, Thane of Horvenghaast

Captain Trott’s chief lieutenant is Vidar Skarost, a Norscan mercenary who leads the Undeclared Band, a particularly vicious crew of former pit fighters from Horvenghaast. A stocky redhead, Skarost takes pride in the fear he strikes into the soft men of the South and greatly enjoys the effect his hairy, unkempt regiment has on the cowed people of Alteberg. Although Absolam is in charge, Vidar’s cunning keeps him out of trouble. The Norscan is often found sparring ostentatiously and vigorously with Absolam in the village square, and is using combat to slowly introduce him to the ferocious gods of the frozen north.

**VIDAR SKAROST, THANE OF HORVENGHAAST
HUMAN MERCENARY CHIEF (SILVER 5)**

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	48	31	42	47	37	41	35	31	36	40	15

Traits: Armour (Breastplate) 3, Weapon (Axes) +8

Skills: Athletics 51, Consume Alcohol 60, Cool 41, Dodge 46, Endurance 52, Gamble 41, Hagggle 50, Intimidate 47, Intuition 42, Language (Reikspiel) 46, Lore (Norsca 41, Theology 36), Melee (Basic 57, Brawling 53), Perception 44, Perform (Fight) 51

Talents: Ambidextrous, Combat Reflexes, Dirty Fighting, Dual Wielder, In-fighter, Iron Jaw, Menacing, Reversal

Trappings: Breastplate, Pair of Bearded Axes, Nors

Trott's Marauders

Absolem commands the Trott mercenaries in Black Rock. The Characters could encounter any of the following in or around the southern part of the duchy — they tend to stay away from Neufaljung. Feel free to invent more regiments as you see fit.

Ulfug's Maneaters: A band of Ogre veterans, currently camped outside the village near the canal.

Fullagar's Companions: A unit of mercenary knights drawn from across the Old World. They have a running competition for who has killed the most Elves.

The Sabres of Glory: A light cavalry regiment of dissolute pistoliers with a reputation for drinking and riding.

Blackhand's Border Spears: A ramshackle but effective regiment of spearmen from the Border Princes. Dolf Blackhand has worked for Zenechar Trott for over 25 years.

The Nuvala Company: A Tilean pike regiment, who are starting to feel uneasy about Absolem's sanity.

Agbeiten Armbrustschützen: A regiment of Wissenland crossbowmen who deserted the state army en masse — thieves to a man.

The Dreaded Killers of Men: A small bunch of Halfings who are largely responsible for feeding the Ogres and guarding the baggage. They have killed precisely zero men to date.

The Hellfire Twins: Two galloper guns lovingly tended by artilleryist Elsina Stoll, who reports directly to Duke Zenechar and keeps as far away from Absolem and Vidar as possible.

TWAINBEARD'S SILVER



- ☠ In the distant past, the Twainbeard clan of Kol Grimaz refused to reconcile with the Dwarfs of the Worlds Edge Mountains. Loremaster Orm Twainbeard named ancient grudges against Karak Kadrin, but in truth, the clan had been corrupted by Drachenfels. When Karak Azgaraz discovered this, the Twainbeards were banished and their ancestor statues toppled over the clan's hall. In the last year, a young Dwarf woman with an insatiable desire for plunder found reference to the Twainbeard's legendary hoard of silver. Now Modra Gromsdottir is heading out from Ubersreik, looking for a group of patsies to help her surreptitiously dig under Alteberg.
- ☠ The villagers of Alteberg have finally had enough of Absolem and Vidar. Two nervous brothers, Marek and Johan, are planning to steal explosives bound for the mines, but they need help. They also need to smuggle them into Absolem's presence...
- ☠ The Maneaters' boss is Ulfug Blacktooth and he's not happy, even when his belly is full. Ogres are proud of their status, and he is insulted to answer to Absolem Trott, a ragged morsel with no more meat than a Gnoblar. If Ulfug hears anything upsetting about Absolem, he'll challenge him to a fight. Quite a few people would like that to happen, and cunning Characters might play them against one another for a big payday.



BLACK ROCK MINE

Where the limestone and sandstone crags of the Grey Mountains give way to the hard granite of Black Rock, rich seams of coal and iron provide the boundless wealth of the Jungfreuds. These lands have been mined for centuries, with simple open-cast mining eventually giving way to the industrial complex of deep shafts, blast furnaces, and hydraulic pumps that bring forth the mineral bounty from the earth today.

There are two separate ironstone mines in the area, four working coal mines, and two no longer working. The coal mines are deep and prone to flooding, so each has a wheel at the pithead operated by ponies or low-paid labourers to pump water and bad air from the depths. The oldest shaft in Silberger Mine has been worked for many centuries, but still produces a high volume of quality coal. It penetrates horizontally into the mountainside, but a bewildering labyrinth of chambers and vertical shafts lead off into the earth.

A shaft in Furbach Mine is nicknamed 'Morr's Armpit'. It is especially deep and has been prone to collapse in recent years, killing many miners. The newest shaft was sunk over the past three years under the supervision of Dwarf engineers, although in recent months there have been cases of miners contracting some sort of coughing sickness.

After mining, ironstone is smelted on site. The ore is carried up to the surface by children in baskets. It is then smashed up with steam-powered hammers before being packed into great blast furnace towers. The ore is submitted to ferocious heat, stoked up by bellows which are driven by water wheels. The iron runs out of the bottom of the tower and the slag is discarded. The iron is shipped in ingots downriver.


The canal that transports coal barges to the Elster is filled with jet-black water and nothing alive — so far as anyone knows. The mines are overlooked by five squat towers that mark the strategic importance of the mines. Lookouts are posted at all times to watch for potential threats.

Alongside the mines is a considerable town known as 'Pithead' that has grown up to house the pit workers. It grew haphazardly and the streets are without obvious logic, but the wooden buildings are carefully crafted and maintained. Many generations have worked here; the people are insular but not unfriendly. The workers have a longstanding tradition of choral singing which arose underground as work songs. Visitors soon grow to appreciate the rich singing voices belting out lyrics about dying by cave-in, suffocation, or black lung.

This is a self-sufficient community — there are smallholdings for foods, a regular market, and taverns where miners and their families gather to collect the allowance of beer and mutton provided by the duke in exchange for their labour. A small triple shrine stands at the intersection of five roads, dedicated to Taal, Sigmar, and Grungni — even Humans pay regard to the Dwarf god of mining here.

The Overseer of Black Rock Mines is Artur Leipmann, a hairy pugilist who talks tough but is, in reality, a complete lickspittle to his social betters. The overmen of the mines mock him behind his back, but they let him get on with his job as it's a thankless task and he's fairly harmless.

A FUNGAL FIND



Several centuries ago, the Sliced Gizzard tribe of Night Goblins were entombed when the entrance to their caverns collapsed. As the Greenskins panicked and turned to cannibalism (which took about 20 minutes — most Goblins are just looking for an excuse), they soon suffocated to death. As they lay in the dark, a strange species of phosphorescent fungus released spores into the stale air. These embedded themselves in the Goblins' skin and infected their bodies. In time, they erupted with pale, glowing spurs that jutted from their eye sockets and burst through their skin. The fungus animated the corpses, which now stumble senselessly through the dark chambers.

Miners in the newest shaft of Furbach Mine have accidentally penetrated through to these caverns. Some report seeing faint moving lights through cracks in the coalface. The coughing sickness is caused by spores from the fungus. The greatest threat comes when the miners break through into the Goblin caverns and the glowing corpses stumble into the mine...

Luther Reimann is the overman of Morr's Armpit. He recently lost his wife and son to a cave in, and he's looking for revenge against the duke. Reimann considered sabotage in Black Rock Mine, but he's just been conscripted to the Neufaljung Castle Guard — a perfect opportunity. A drunken encounter with the Characters in a tavern at Pithead and he pours out his anger. Will they help him or turn him in?

MINING SLANG

The people of Black Rock Mine have their own slang, mostly concerned with mining practises. Some terms are recognisably borrowed from Khazalid. A few examples include:

- adit – a tunnel to the outside world.
- banksman – works at the top of the shaft to coordinate the workforce and despatch ore and coal.
- blackdamp – gas that kills, and the lung complaint common to Black Rock miners.
- brog – food for eating underground, usually bread in a tin.
- brynman – holds the lanterns, keeps it light enough to work.
- chock – wooden support; a pit prop.
- drin – the road from the minehead to the settlement.
- face – the coalface that's currently being worked.
- girt – the main shaft or a broad tunnel.
- goff – sudden violent movement underground.
- grobs – Goblins or any other underground threat.
- hewer – the person who digs out new tunnels.
- hurrier – person who carries ore or coal in baskets.
- keef-face – an abandoned or exhausted face of ore or coal.
- overman – a supervisor.
- pinch – a narrow passage.
- schauk – a ghost or the feeling of being visited in the dark by spirits.
- schimmel – potentially deadly mould on a tunnel wall.
- sinker – the person who digs new shafts.
- spoil – waste stone and earth dumped outside the shaft or tipped into a valley; a lazy worker.
- stral – the slight sheen of iron ore.
- uzkul – small shrine to a dead miner, normally placed where they worked before they died.
- wulth – a miner's pay
- wulthman – the person who pays you at the end of the day.

NAGEL RIDGE

Soaring high above the Elster Valley is a 5-mile-high cliff known as Nagel Ridge, broken by ravines and gullies. Stands of pine trees grow almost vertically from sloping terraces overlooking the river far below. This is the territory of the Galehoof tribe, a clan of Beastmen who dwell in caves high above the river. They mount raids on traffic travelling along the Elster and anyone who strays off the path. These beasts are surprisingly agile, capable of scurrying from rock to rock at a frenzied pace when they sight their prey.

The duke has sent several expeditions to the Nagel Ridge to deal with the Galehoof tribe, but even experienced mountaineers struggle to ascend high enough in sufficient numbers to fight the forty or so Beastmen that make up the tribe. More recently, Duke Zenechar Trott has suggested that his son Absolem makes overtures to the Beastmen as deniable mercenaries who can be easily paid with booze and mayhem.

OBERTEUFEL

Oberteufel is a village on the Teufel, where boatmen can refresh themselves at the *Otter's Breeches* inn and trust that their boats are secure in the wharf. The Oberteufel watchmen are famed for their vigilance and incorruptibility.

All the inhabitants of Oberteufel live a life of discipline and rectitude. This is due to the headman, a retired witch hunter called Klaus Laufft, who has remade the population in his own image. The buildings and waterfront are scrubbed clean every week and each morning the villagers stream to the Chapel of Sigmar for prayer.

GETTING THE BOOT

Klaus's single minded devotion to the purity of Oberteufel is driven by a terrible secret – Klaus is a mutant. Despite having spent much of his adult life putting witches and mutants to the torch, he found himself unable to submit himself for likewise treatment when his feet spontaneously grew into a pair of silver scaled flippers. Klaus wears an oversized pair of boots to hide this affliction, and considers the pain this brings him to be sufficient penance. However, a local woman named Hilda Borgenfeur uncovered his secret after noticing the former witch hunter soaking his unnatural appendages in a pool one fine evening. Aware that making the accusation alone will surely end badly for her, and otherwise eager to put an end to what she sees as excessive religiosity, Hilda wishes to use the Characters to unmask the mutant. Will they help her? And if successful, what will they do when it is revealed that most of the townspeople already knew?

ONE WAY TRIP



☠ The Galehoofs worship the Dragon Ogre, Skarnarek, who sleeps five miles away in a defile on a mountain peak. The Galehoof shaman G'farr Twisthorn has had visions from the Realm of Chaos itself that tell her that she can wake their god with a brew made from the right magic ingredients. Unfortunately, she doesn't know how to get them – most are plants that grow in Zerzaust Moor or in the Reik Valley. Perhaps if the tribe can find the right intermediaries they can trick weaklings into helping?

☠ The Characters happen across an injured man at the bottom of Nagel Ridge, nursing his wounds in the river. His name is Wurmat Kohn and he is an agent of the Trotts. Kohn needs help getting up to the caves, and tells the Characters it's to contact some of the duke's scouts. He shows that he can pay well, but that shouldn't be a problem as he won't expect the party to come back down once he's made the deal.

FLUSSBERG

When the Jungfreuds ruled Ubersreik, the waystation near Flussberg was where produce and goods flowed in and out of Ubersreik between Bretonnia, the Grey Mountains, and Black Rock. The Jungfreuds invested a lot of gold in a river wall, defensive stockade, secure warehouses and two sturdy cranes. The waystation is still a busy port at the confluence of the Elster and Teufel, as the duke's arrangement with Lady von Böhrn means that coal and iron still pass through – but rather than flowing into Ubersreik they now pass up the Hägercryb canal. Few people live at the waystation, other than the harbourmaster and a few dozen stevedores in a filthy dormitory. There is an unusual shrine to Manann – a two storey tower shaped like an upended longboat.

Flussberg is a bustling riverside village with busy taverns and a transient population. The Ubersreik Boatsman's Guild operate from the Helmsman's Arms, which they partly own. Guildmaster Karsten Rugger was once a common sight on the waterfront, but with the current political situation it can be awkward for people from Ubersreik to be seen spending too much time in Flussberg.

REVIVING THE OLD WAYS

☠ In the old days, Karsten Rugger had a successful smuggling operation via Alteberg, where contraband from Bretonnia was hidden amongst coal and moved into Ubersreik. But with Absolom Trott in charge and the keen eyes of Altdorf on the guild, the old routes aren't as viable as they once were. Perhaps if he found a morally-flexible party of adventurers he could get the old route up and running again?

☠ Down a back alley in Flussberg is a dusty antiquarian shop marked by the sign of a quill. Inside the dimly-lit interior is a treasure trove of strange items and mouldering works of art. Eustacia Meyrink is the owner, a stick-thin old woman who eyes visitors with deep suspicion. Unbeknownst to the locals, 'Eustacia' was once Agata Prinz, a member of the College of the Order of Light in Altdorf. She fled the college when the wizard Egrimm van Horstmann was revealed as a follower of Tzeentch. She was innocent of heresy, but a rival wizard gave her name to the witch hunters, so she was forced to escape Altdorf and take up a new identity. Last week she was visited by the duke's agent Rikard Fischer, who has somehow discovered who she once was.

RUINS OF LENGSRATH AND THE BLACK CAIRN

The ruins of an abandoned village called Lengsrath rest on a rocky natural terrace choked with windswept brambles. No building stands intact, but the corners of stone cottages jut like broken teeth from the landscape. Wild goats roam in the collapsed hall where once the villagers danced to celebrate Mitterfruhl. The village is overshadowed by the imposing arches of Lengsrath Abbey. This blackstone ruin stands tall on the hill above, magnificent in its hollow broken state. The roof collapsed many centuries ago, leaving the soaring walls open to the elements. Travellers can still walk into the great chapel and see a broken statue of Sigmar, explore the moss-grown transepts and explore the crumbling remains of the cloisters that have partly sunk into the peat.

There is a dark tale told about the fate of the abbey and village of Lengsrath, which speaks of the corruption that can take hold in remote places.

The Abbey of Lengsrath was founded in 2003 IC with a generous donation from the Jungfreuds. A small monastic community had become a pious nuisance in Ubersreik, and the ruling family were keen to send them elsewhere. Over the centuries, the abbey became wealthy, and a small village grew up on its lands. The abbey was a convenient place to put the troublesome relatives of prominent Reikland families — as long as the nobles made a substantial donation, the abbess would happily keep them out of the way.

By the late 23rd century, the last abbess had become a powerful figure in the duchy and beyond, said to have a hold over senior figures in the Sigmarite hierarchy and nobility in Reikland. Abbess Mathild was a towering woman who went everywhere accompanied by a cohort of anchorites made to proclaim her arrival with dolorous chanting. It was only when the Sigmarite warrior priest Sabine Heistlenburger stayed at the abbey in 2280 that the truth behind her power emerged. Heistlenburger uncovered a coven of witches, led by Mathild, who wore a blackened ram's skull over her face for their dark rituals.

After fighting her way from the coven's clutches, Heistlenburger gathered a mob and returned with Graf Rucken von Jungfreud. They put the village, monks, and nuns to the torch and captured Abbess Mathild. She was taken out onto the moor and crushed beneath a pile of heavy black rocks.

The rocks that squeezed the life from Abbess Mathild are now known as the Black Cairn. The wailing spirit of the dead witch still haunts any unwary traveller who ventures near Lengsrath.





Abbess Mathild — Tomb Banshee

Before Abbess Mathild manifests, a cold wind sweeps from the Black Cairn, carrying the faint sound of chanting. Her anchorites are now ethereal spectres who herald her coming swathed in the scorched robes in which they burned. When the abbess herself arrives, she screams as she did when her body was broken beneath the cairn. She is a terrifying sight, resplendent in her priestly vestments but wearing her ram's skull mask, its jaws gaping wide with her soul-tearing wails.

The abbess only wants vengeance on the living. She attacks all living creatures until they are utterly destroyed. If a von Jungfreud or priest of Sigmar is present, she concentrates her fury on them first.

ABBESS MATHILD – TOMB BANSHEE



M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	40	-	45	40	35	30	30	45	45	25	16

Traits: Dark Vision, Ethereal, Flight 20, Fury, Ghostly Howl, Hatred (Sigmarites, Jungfreuds), Terror 4, Undead, Unstable, Weapon (a defiled symbol of Sigmar) +8

Skills: Melee (Basic) 60, Perception 50, Lore (Theology) 65

KNIGHT TERRORS



-  Captain Stoll of the Alteberg Swordsmen is under orders to camp in the ruins at Lengrath. His troops complain of nightmares, peopled by cavorting figures with bestial skulls for heads. Last night, he was woken by faint chanting on the breeze and found some of his soldiers dancing around the old village square in their sleep, moving their arms in mute supplication to the abbey ruins silhouetted against the sky. This is above his pay grade, so he sends to Neufaljung for help.
-  High Priest Heinrich Gutenberg of the Ubersreik Temple of Verena has discovered a reference to the 21st-century Abbot Gerhard in an old Sigmarite hagiography. It is said that he wielded a holy crozier that could hold back enemies of the Empire with irresistible force. Now several interested parties want to get their hands on the staff, which was buried with Gerhard in the crypt beneath the abbey.

HERMITAGE

A long blackstone ridge stretches the length of Zerzaust Moor, broken by abandoned quarries and slopes of treacherous scree. Roughly in the middle of the ridge is a hermitage where a man called Lukas lives away from the heretical distractions of civilisation.

The hermitage is a small cave with a crude doorway covered by goatskin. On most days, Lukas is found outside his cell praying ostentatiously, making odd apocalyptic pronouncements, or tending to his many beehives. These are found in small crevices across the rock face — Lukas reaches them by climbing a rickety ladder. He makes a point of enduring the bee stings as penance for the sins of humanity against the gods.

Lukas is certainly eccentric, but he's not nearly as unhinged as he first appears. Any Character who takes time to talk with him and shows a degree of intelligence or interest in local history may be invited into his cell. He'll explain that travellers expect hermits to put on something of a show and he hates to disappoint.

Lukas was originally a scholar in Nuln, where he cultivated a wide-ranging interest in theology, the sciences, history, and military strategy. Hidden behind a tatty blanket at the back of his cell is a small doorway to a second, larger chamber lined with bookshelves, a fine wooden desk and a stash of excellent Bretonnian brandy.

A TALE OF TWO GODS

The bees are behaving strangely of late — swarming into the shape of odd sigils in the air. After Lukas gives the Characters some honey, they are troubled by disorientating visions of vines strangling the towers of Ubersreik. Lukas has noticed a tangle of unusual weeds with large purple flowers growing a few miles away on the ridge, and he thinks the bees are getting their pollen from there. He'd like the party to bring him some specimens to examine, but the weed has ideas of its own.

Word of Lukas's unusual religious practices has reached Ubersreik, where an ambitious witch hunter wants to curry favour with General von Dabernick and make a name for himself. Jurgen Wendorfer plans to travel incognito into Black Rock, take Lukas by force, and spirit him back to Ubersreik for trial. He is not expecting any resistance, but one of his lieutenants in the Order of the Templars of Sigmar has let slip to local criminals that a valuable cache of old books will soon be on the market. The Characters hear of Wendorfer's plans — do they want to help or hinder?

Lukas has a wealth of knowledge and can share countless tales of the local area, including many of the events outlined in the timeline (see page 88) and the tale of Abbess Mathild at Lengrath (see page 101) — he has a theory that she was a misunderstood hedge witch and not fully given to Chaos. He is particularly interested in the legend of Aldun's Cavern (see page 92) and has collected detailed fine-scale maps of the moors in hope of finding the entrance.

Despite his private indulgences, Lukas is a genial religious fanatic. He is a fervent worshipper of Sigmar and Ulric and offers the two gods strange combined prayers of his own devising. This would likely annoy devout followers of both gods equally.





VELOREN

The hamlet of Veloren lies just outside the walls of Neufaljung Castle. In times past, it was a small, quiet settlement, populated mainly by farmers and small traders serving the castle. *The White Ship* inn was the heart of the community.

When the Jungfreuds returned to Black Rock, they brought hundreds of refugees with them. They set up their tents and shacks, turning Veloren into a small island of permanent buildings surrounded by a sea of disgruntled humanity. In the intervening time, the tents have become home to the labourers building the duke's defences, an overspill of troops, and the gaggle of pedlars, opportunists, and camp followers who end up in such 'temporary' settlements.

THE PETTY CRUSADE

-  The unofficial leader of Veloren is 'Mutter' Brecht, a formidable agitator who once ran a fish stall in Ubersreik. She has done very well out of the upheaval but worries that people are growing used to the new situation. She's drumming up fresh anger against Altdorf and hopes to lead a people's crusade to Ubersreik to take back their homes – whether the duke supports them or not. It will be a massacre unless the Characters intervene.
-  Two carved monoliths stand on either side of the stone bridge over the Ruhig. These date from the Age of Three Emperors and depict opposing armies facing one another across the river. There is no record of who is represented on each monument – one force is wilder and bearded, while the other is shown as disciplined with well-ordered ranks of spearmen. One morning, a travelling Ulrican initiate is found lying at the base of the latter monument, speared through the chest with careful precision. Against the 'wild horde' monument are the remains of a Sigmarite priest from out of town. He has been torn apart as if by wolves. There is little to go on, until a farmer discovers a disturbed grave filled with the bones of centuries dead soldiers. Could it be that the dead themselves have risen to carry on the battle they died fighting in?

NEUFALJUNG CASTLE

Neufaljung Castle looms over the Ruhig Valley, the castle's irregular skyline silhouetted against the Grey Mountains. The land hereabouts is dominated by jagged peaks and the castle itself resembles a man-made imitation of its surroundings. The seat of the von Jungfreuds was built high on rocky outcrops, so it has no need of a curtain wall. It is not for nothing that Neufaljung is deemed near-impenetrable.

The castle is a sprawling complex of towers, barbicans, soaring bastions, and footbridges. It was built over many years atop a steep gorge, closed at one end. The gatehouse stands at the open end, enclosing a disordered mass of shacks and stone hovels where the castle's lowliest servants and the duke's regiments make their home. Although it is called a courtyard, there is very little open space between the buildings. The higher up the slopes one lives, the higher in the castle pecking order. The most exalted servants live in the castle itself. At the southern end, the barracks, stables and kennels are built against the rock face below the Great Keep. A grand stairway climbs from the gorge to a magnificent set of doors leading inside.

THE INKHOUSE

An interesting feature of the courtyard is the Inkhous. This is a brick building where inkmakers manufacture the famous Neufaljung ink, made from bones exhumed from the Ruhig Valley. These are heated in kilns until they become bone char, which is combined with water from the river.

Neufaljung ink is prized by scribes throughout the Reikland for its pitch-black hue and slight greenish sheen. It is traditionally used to sign death warrants. Trade in ink has never been a major source of income for the von Jungfreuds, but they are proud of the tradition.

Most Dwarfs never use Neufaljung ink under any circumstance.

When House Jungfreud fled Ubersreik the population of the castle quadrupled overnight. Towers and chambers which had long been closed were opened up, unleashing clouds of dust and the smell of mildew and damp. Shutters let in sunlight to corridors for the first time in decades, illuminating moth-eaten tapestries. Even with greater numbers filling her halls, Neufaljung can't shake off the air of neglect which set in while the Jungfreuds ruled Ubersreik.

DYRATH'S WING

The eastern wing is named for the Reikland goddess of fertility and femininity. In times past, the Jungfreud women and children lived here, while the men dwelled in Haleth's Wing to the west. But now it is home for the duke and his closest family. Sigismund has taken up residence in the imposing Bowyer's Tower that dominates the castle's skyline. The upper floors overlook the Vorbergländ – on most days you can see Ubersreik from the top. The duke is often found staring down at the fortress-town from his map room.

Dyrath's Wing is not a pleasant place to live. Although this part of the castle has been in permanent use, the rooms are draughty and furniture uncomfortable — the Jungfreuds spent money on luxurious living in Ubersreik rather than their ancestral home. Sigismund has no interest in comfort at this time.


HALETH'S WING

The western wing of the castle is still partly closed. There are countless rooms piled with old furniture and forgotten tapestries hanging from the walls. As the family's retainers return from Ubersreik, Lady Gotlinde has ordered some chambers opened and cleaned ready for habitation. The small chapel to Ulric has been restored and an initiate installed. The Tower of Pendrag stands at the northern end of the wing and is the residence of Lady Hild and Captain Tieck, former commander of the Ubersreik Watch now in exile. They are having an affair but keeping it secret from all but Lady Hild's personal servants.

The most interesting room in Haleth's Wing is the recently unlocked Jungfreud trophy room, which contains centuries of spoils from the dynasty's martial and hunting exploits. Banners taken from defeated Parravon regiments hang on the walls and cabinets are stacked with knightly helms won in single combat. One wall is covered in mounted heads, including a Minotaur and several Beastmen alongside the more typical stags, bears, and boars. A colossal obsidian toad sits in the centre of the room, staring at whoever enters. This sculpture was brought back from Lustria in 2415 from an expedition by the explorer Captain Ingo Bedauer-Schmidt. It's a huge, squat thing with large eyes and simple glyphs carved around the sides. Since the room was opened, the castle servants are reluctant to dust the toad, and the superstitious say they can hear it hissing.

Next door is a large chamber full of shelves housing stuffed birds, the legacy of Graf Haldebrand's obsession with hunting fowl. Thousands of glassy avian eyes peer down at anyone unlucky enough to wander in.

THE OBSIDIAN TABLET



The obsidian toad is a looted statue from distant lands. Inside its obsidian shell is a stone tablet bearing inscriptions made by a Slaan of the third spawning. The tablet contains fragmented script older than the mountains, and it pulses with magical power. Were it not for the protection of the toad statue, the tablet would surely shatter the minds of most humans who laid eyes on it. The Slaan of Lustria use the tablet as a focus for scrying, working subtle magics that use the ancient script as their focus. They observe the Empire from afar and ponder the implications that events there may have on the Slaan's own inscrutable plans. In recent months, those sensitive to such things have felt a powerful intelligence probing at the minds of Black Rock. Lord Magister Sibylle Hagerdorn in the Tower of Vane has become intrigued by geometric disturbances in the aether. Depending on how events proceed, the Slaan may be content simply to observe, or they may intervene more directly if they feel that the tablet at the statue's core may be uncovered.

THE GREAT KEEP

The heart of the Neufaljung is the central building, which houses the Great Hall, the duke's audience chamber, the main kitchens, the impressive Sigmarite chapel, the library, armoury, guardhouse, and an ice store dug into the rock. This is the most heavily fortified section of the castle and the refuge of last resort in the event of a siege. During the day, the Great Keep is a hive of activity, with castle servants and guards running errands and going about business on behalf of their liege lord. Noble visitors are hosted here in the receiving rooms and audience chamber.

VISITING NEUFALJUNG CASTLE

It is relatively easy to visit Neufaljung. This is the heart of the duchy, and all the duke's business is conducted from here. Every day there are despatch riders, heralds and visitors streaming in and out of the gatehouse. Visitors are asked their business, stripped of weapons longer than a Halfing's arm (Odo Hollyburr is a guard employed for this purpose alone) and escorted into the courtyard. Admission to the Great Keep is a little more stringent, but a letter of introduction is sufficient to get past the guard.

Once inside the castle, it is easy to get lost in the courtyard or interior. There are dozens of servants, guards, and retainers scurrying about and organising some aspect of castle life or the duke's whims. The most important NPCs are outlined below, but within these walls there are countless people with agendas and plots of their own. Even the most exalted resident is not above asking for help from a resourceful party of adventurers.



THE RESIDENTS

Graf Sigismund von Jungfreud — Toppled Noble Lord

Everything happening in Black Rock centres on Graf Sigismund von Jungfreud and the flight from Ubersreik. The legacy of the Emperor's betrayal drives every action the duke takes, and what the duke commands is expected to happen.

For his entire life, Sigismund has known success. Born into a wealthy Reikland family, secure in his position, he proved himself as a statesman at a young age, using intelligence and pragmatism to forge alliances and temper rivalries with other Reikland families and the Dwarfs of Karak Azgaraz. When his father mishandled raids by Greenskin armies, he showed his mettle as a warrior and led his regiments to turn around the fortunes of Ubersreik. After succeeding to the title, he spearheaded construction projects within the city and across the hinterland which have improved trade and defence. At 54, Sigismund could look back at his life and take pride in all he'd accomplished, thanks to his forceful personality and intimidating presence. He was a fair, strong ruler, liked by his people for his accomplishments if not his charm.

The Sigismund of today is a shadow of his triumphant self. For the first time, he has faced true defeat, chased from his birthright, his family dissipated. Now he skulks in his draughty ancestral seat, struggling to come to terms with what happened.

His eldest son is in a marriage of convenience with a family the duke knows is beneath him and cannot be trusted. His youngest son is lost, possibly dead in Ubersreik.

Where once he was known for his self-control and even temper, now Sigismund swings between moods. Some days he is hesitant and indecisive, unable to focus his attention on the business of the duchy or his plans to have revenge on Karl-Franz. At other times he becomes rash and impulsive. He launches dozens of schemes to undermine Altdorf and the Emperor, bombarding his eldest son and flunkies with impractical demands. The duke hasn't lost his intelligence — many of his plots could work, but this scattershot approach makes it unlikely. When a new plan fails or hits inevitable snags, he becomes paranoid. He assumes that Karl-Franz has spies in the castle or elsewhere in Black Rock and wastes time trying to root them out.

Dealing with Sigismund is difficult. Whatever mood one finds him in, he is swift to anger and without a sense of humour. He has no time for abstract thinking or pontificating.

Until recently, Sigismund was as vigorous as a man half his age. Now he shows his years — his greying hair has receded further and his eyes are dark with lack of sleep. He still wears elegant but practical clothing — usually a slashed doublet and breeches in Jungfreud blue with a short fur-lined cloak.



GRAF SIGISMUND VON JUNGFREUD
HUMAN NOBLE LORD (GOLD 5*)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	44	40	37	38	31	35	35	39	41	34	13

Traits: Weapon (Rapier) +7

Skills: Bribery 41, Consume Alcohol 58, Gamble 59, Intimidate 57, Leadership 54, Lore (Heraldry 59, Reikland 69), Melee (Basic 56, Fencing 64, Parry 74), Play (Lute) 45, Ride (Horse) 55

Talents: Briber, Doomed (*As the flagstones crumble the stag exults*), Commanding Presence, Etiquette (Nobles), Noble Blood, Read/Write, Schemer

Trappings: The Duchy of Black Rock, Titled Lands and Holdings, Household Staff, Loyal Soliders and Dubious Mercenaries, Fine Clothing, Rapier

*The Graf's current circumstances have lowered his status from what one would expect for a Noble of his stature.

WHAT HE WANTS...

- The duke has an obsessive desire for revenge against the Emperor and his agents and allies in the Reikland. He is convinced that they will not stop until he and the duchy are destroyed.
- His other consuming passion is to restore his family to Ubersreik and hunt down the traitors who betrayed him within the city and beyond. He has a special loathing for General von Dabernick, whom he thinks is nothing more than a political blowhard settling some petty score that the Jungfreuds forgot years ago.

- Sigismund wants his youngest son Wendelin back, but more for pragmatic reasons than any real affection. The boy was always odd, but no Jungfreud should be left behind, and he certainly wouldn't want him harmed. The same goes for his missing second son Gerhardt, but given he was last seen in Altdorf, Sigismund doesn't hold out much hope.

- Even in his unsettled state, Sigismund has not lost his domineering authoritarianism. He wants people to do as they're told, when he tells them and, if possible, to exceed his expectations.

HE CAN BE FOUND...

- In the Bowyer's Tower, arguing with his son about whether they can directly contact sympathetic wizards in the Colleges of Magic in Altdorf.
- In the scriptorium, scrutinising the cargo manifests of his barges on the River Elster.
- Wandering the halls of the castle in the middle of the night in quiet despair, unable to sleep.

TAKEN TO THE BRINK



Sigismund thinks he may be going out of his mind. Each day he finds something small amiss. A painting depicts screaming faces where once there were impassive nobles and knights. Images on tapestries move, hunters chasing through the woods after their quarry. One day his boots are too small and the next they fit perfectly. A voice whispers from behind the panelling, telling him his own dark thoughts.

The list goes on – subtle moments where his eyes and ears seem to be playing tricks. He dare not tell anyone, and nobody else seems to notice anything unusual. If he's not already insane, this will soon send him over the edge.

In reality, this is all orchestrated by an outside force: Lady Emmanuelle Nacht. Her agent in the castle is engineering the phenomenon to tip Graf Sigismund over the edge by introducing small doses of weirdroot into his food. Clever forgeries are switched for paintings, clothes, and ornaments, which are then changed back before anyone else can see. An ingenious speaking tube passes through a cavity in the walls to carry whispered messages to the duke at his desk.

When the Characters witness the duke recoil at a painting of his father, they see that it is no hallucination – the portrait has been altered to show bestial features. If they mention this, Sigismund lets down his guard and asks them to investigate.



Lady Florine Heine-Jungfreud — Embittered Duchess

The duke's wife has never been close to her husband. The marriage was politically advantageous to her family (a declining ancient line from Averland), so after bearing three healthy sons, she withdrew to enjoy her own life, mostly on her ancestral estates managing difficult barons. She was in Ubersreik when the Emperor's armies approached and fled with her husband and eldest son to Neufaljung.

Now she's stuck in a draughty castle with family members she doesn't like and the main purpose of her marriage is gone. The only son she cared for is trapped in Ubersreik or worse. It looks like war is on the horizon and she has no appetite for conflict. She's praying to Sigmar and Shallya to help her ride back to Pfungzig with her boy.

A beautiful woman in her early 40s, Lady Florine still dresses in the ostentatious style of the southern Empire nobility, which was a source of some amusement when she was in Ubersreik. She wears her black hair in elaborate braids

WHAT SHE WANTS...

- ☠ If Lady Florine can find a way to return to Averland without jeopardising her marriage, she will do so.
- ☠ Young Wendelin's delicate character comes in part from his mother, who doted on him from birth. She will do anything for the people who bring the boy back to her.
- ☠ Florine is lonely. She's no snob, so even a servant with a sympathetic ear could become her confidante and learn many truths about the von Jungfreuds and their situation.

SHE CAN BE FOUND...

- ☠ Dining alongside her husband at the high table in the Great Hall, wearing a scowl.
- ☠ Hunting on horseback in the Ruhig Valley accompanied by several guards and ladies-in-waiting.
- ☠ In the chapel praying for her son's safe deliverance.

LADY FLORINE HEINE-JUNGFREUD HUMAN MAGNATE (GOLD 5)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	25	30	29	35	35	30	30	42	35	41	18

Traits: Weapon (Rapier) +6

Skills: Bribery 57, Charm 62, Consume Alcohol 50, Gamble 57, Intimidate 39, Leadership 51, Lore (Heraldry 52, Reikland 52, Averland 62), Melee (Fencing) 30, Play (Lute) 45, Ride (Horse) 50

Talents: Attractive 2, Carouser, Dealmaker, Doomed (*To rise another up you fall low, to draw them down you both shalt drown*), Etiquette (Nobles), Noble Blood, Read/Write

Trappings: Ostentatious Dress, Hidden Stash of 500 Gold Crowns, Rapier





Sigismund the Younger — Gullible Heir

Sigismund is the eldest son of the duke and heir to the title. In appearance, he's a younger version of his father, down to the neatly combed beard and heavy brow. The resemblance is skin deep. Where Sigismund the Elder is domineering and shrewd, his son is easily swayed and prone to sentiment. He is in awe of his father and tends to repeat the duke's pronouncements to impress others.

Sigismund the Younger is secretly enjoying exile from Ubersreik. For the first time, his father needs him. He is regularly consulted on planning and implementing schemes to restore the family's glory. At 22 he is finally being groomed as a future leader — something his wife Greta whispers in his ear most nights.

SIGISMUND THE YOUNGER – HUMAN NOBLE (GOLD 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	35	35	34	30	40	30	30	26	25	29	11

Traits: Armour (Mail Coat and Chausses) 2, Shiled 2, Weapon (Sword) +7

Skills: Bribery 49, Consume Alcohol 40, Gamble 36, Intimidate 45, Leadership 34, Lore (Heraldry) 46, Melee (Basic 45, Fencing 40, Parry 45), Play (Harmonica) 35

Talents: Attractive, Doomed (*Fears unfounded, unfound and fearful you meet your end*), Etiquette (Nobles), Noble Blood, Read/Write

Trappings: Sword, Fine Mail Coat and Chausses, Fine Hand Weapon (Sword), Shield

WHAT HE WANTS...

- He desperately wants his father's approval. If he can take a role in restoring House Jungfreud's status, he will show he deserves to inherit the title.
- Sigismund wants to prove himself in combat against a worthy foe.
- He is eager to provide the Jungfreud line with an heir and although he can't quite work out the timing, he's delighted his wife is pregnant. He wants to keep her happy and safe from exertion or stress, so he'll usually do what she tells him.

HE CAN BE FOUND...

- Pitching his father a new idea to advance the family cause while scurrying after him.
- Patrolling Neufaljungweg with a small band of pistoliers near the borders of the duchy.
- Doting on Lady Greta in the Great Hall.

Lady Greta Trott — Conniving Diplomat

Life as a Trott is one long conspiracy against the rest of your family. Lady Greta is still her father's favourite but worries that she is not close enough to maintain her influence. She despises her cruel brother Absolom, but stays close as his brutality has its uses. She knows her sisters are plotting against her, but knows that carrying the duke's heir gives her vital leverage in her family's internal politics. Her husband Sigismund is a useful harmless idiot, and she has no regrets about her situation.

Lady Greta has light brown hair and an open face which belies her devious character. She is currently late in her pregnancy.

LADY GRETA TROTT – HUMAN NOBLE, FORMER DIPLOMAT (GOLD 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	34	41	29	34	41	32	35	52	55	41	13

Traits: Weapon (Dagger) +4

Skills: Athletics 42, Bribery 61, Charm 62, Consume Alcohol 44, Cool 65, Drive 52, Dodge 47, Endurance 44, Gamble 62, Intimidate 39, Intuition 56, Language (Tylean) 62, Leadership 51, Lore (Heraldry 62, Politics 62), Melee (Fencing 44), Play (Organ) 45, Ride (Horse) 47, Row 42

Talents: Attractive, Blather, Briber, Cat-tongued, Doomed (*You'll know it when you see it, love*), Etiquette (Nobles), Luck, Noble Blood, Read/Write, Schemer

Trappings: Courtly Garb, Blackmail Material, Dagger





WHAT SHE WANTS...

- ☠ Greta relishes pure challenge. Allying the Trotts with the Jungfreuds would have seemed impossible a few years ago, but she did it. If something looks difficult, she wants to try.
- ☠ She does not want anyone to discover that she is pregnant by Gerhardt von Jungfreud rather than Sigismund the Younger. She will take drastic measures to keep this secret.
- ☠ Greta wants to further House Trott's fortunes. In the past, she sold her father's mercenary army, but now she sees countless other opportunities to use her diplomatic skills.

SHE CAN BE FOUND...

- ☠ 'Resting' in her chambers, which means sending messages by carrier pigeon to her father, Absolom, or one of her horrible sisters.
- ☠ Trying (with some success) to ingratiate herself with the military commanders.
- ☠ Avoiding the suspicious eye of Lady Gotlinde during dinner in the Great Hall.

Lady Gotlinde von Jungfreud — Burgravin of Neufaljung and the Duke's Mother

Despite her 78 years and frail appearance, the duke's mother is an energetic woman of sharp eye and considerable presence. She has been castellan of Neufaljung since her husband's death, overseeing the castle while her son ruled Ubersreik. She has an orderly, busy mind and a reputation amongst the staff for iron discipline offset by maternal concern for her servants. Gotlinde runs the castle on what she calls 'Dwarfen principles', which means keeping the walls strong and the stores well stocked. She wears fine clothes in a practical cut and enjoys flying her falcons from the ramparts.

Lady Gotlinde is furious at how Karl-Franz has treated her family and thinks he has lost his mind. She is good friends with Grand Matriarch Thora Hirdsdottir of Karak Azgaraz, and the two sometimes meet to discuss news from the lands of men. Lady Gotlinde has solicited help from the Grey Dwarfs through her friend, but she has yet to secure an alliance beyond words of support.

SOMETHING IN THE HEIR



- ☠ Greta is loathe to trust anyone outside her family, and even with them she tends to be cautious. However, sometimes one must take a chance, and Greta is not stranger to risk. She is desperate to raise the profile of her husband, Sigismund the Younger, in the eyes of his father. To this end she has been feeding useful advice at night for him to parrot as his own insights the following day. This may not be enough. Greta is looking to hire a discreet group of rogues to create some problems that her husband might then 'solve', the better to raise his standing with his family. False bandit attacks, sabotage of the castle's good stocks — whatever it takes, as long as the real damage is minimal. Sigismund cannot know that these takes are being faked for his benefit, however, as he could never be relied upon to keep his mouth shut. Speaking of keeping things quiet, Greta will of course have to ensure the Characters are silenced after they are done aiding her...

LADY GOTLINDE VON JUNGFREUD
 – HUMAN MAGNATE (GOLD 5)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	24	30	25	28	35	32	33	41	65	24	12

Skills: Bribery 34, Consume Alcohol 38, Gamble 51, Intimidate 55, Language (Khazalid) 41, Leadership 34, Lore (Heraldry 51, Reikland 51, Falconry 61), Melee (Fencing) 34, Play (Harpiscord) 42, Ride (Horse) 42

Talents: Doomed (*Do not disturb the quiet stones*), Etiquette (Nobles), Noble Blood, Read/Write

Trappings: Sigward (A three year old trained hunting falcon), Falconry Equipment, Cages of Live Mice, Courty Garb

WHAT SHE WANTS...

- ☛ Lady Gotlinde is frustrated that Graf Sigismund can't focus on a single plan of action. She worries that the family's reputation is forever tainted by how easily they were displaced from Ubersreik. Anything that helps restore the Jungfreud name will make her happy.
- ☛ She liked ruling the castle on her own terms and would like all the recent incomers to scurry back to Ubersreik and take their mess with them.
- ☛ Lady Gotlinde cannot stand the sight of Lady Greta Trott, and is horrified that she'll give birth to the heir to the duchy. She wants to know what the Trott is plotting.

SHE CAN BE FOUND...

- ☛ Checking for grain mould and vermin in the castle granary with her clerks.
- ☛ In the Bowyer's Tower seeking an audience with her son.
- ☛ Berating a castle guard at the gates for wearing his helmet crooked.

LADY HILD VON JUNGFREUD
 – SOLDIER, FORMER NOBLE (GOLD 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	51	33	38	41	38	39	28	34	35	33	18

Traits: Armour (Plate and Mail) 3, Weapon (Sword) +11

Skills: Athletics 49, Bribery 44, Climb 48, Cool 45, Consume Alcohol 56, Doomed (*In thy bed you live, to die in anothers*), Dodge 49, Endurance 51, Gamble 44, Intimidate 53, Leadership 43, Lore (Heraldry) 54, Melee (Basic 66, Fencing 61, Parry 60), Play (Drum) 38

Talents: Etiquette (Nobles, Soldiers), Hardy, Noble Blood, Read/Write, Strong Back

Trappings: Fine Plate and Mail, Fine Hand Weapon (Sword), von Jungfreud Family Seal



Lady Hild von Jungfreud
 — War Marshall of Black Rock

The duke's younger sister is one of the few people Sigismund deems as competent as himself. When he needed a commander for his armed forces, he had no misgivings about appointing his sister War Marshall. After all, she has sparred with him since they were children, rode into battle against the Greenskins with him, and knew how to command soldiers in battle.

Lady Hild keeps her hair short, strides about the castle in armour, and disdains the fripperies of the nobility. She is worried about her brother. She has never seen him doubt his abilities before and desperately wants to see him returned to his old self.

Resolutely childless and disinterested in romance, she has been completely taken aback by the mutual attraction between herself and Captain Tieck, the former captain of the Ubersreik Watch. She feels that the difference in rank means their affair must remain secret.



Maximillian Palt — Steward of the Duchy of Black Rock

The venerable Palt has been the duke's representative in the duchy for as long as anyone can remember. He is at least 80 years old, partially blind and claims (falsely) to be almost entirely deaf. For the most part, his role has been ceremonial since the duke's father passed — Graf Sigismund is too controlling to let someone else manage his affairs.

Palt has a waxed white beard he feels is distinguished. He mostly stands around, trying to look useful while his scribes and factotums get on with administering the duchy.

MAXIMILLIAN PALT – HUMAN STEWARD (GOLD 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	28	33	41	38	29	31	33	41	38	25	18

Skills: Animal Care 56, Athelthics 46, Climb 46, Drive 50, Dodge 46, Endurance 58, Gossip 35, Lore (Reikland) 51, Intuition 49, Perception 49, Stealth (Rural) 46

Talents: Beneath Notice, Doomed (*The whispers claim thee first*), Embezzle, Etiquette (Servants, Nobles), Resistance (Poison), Read/Write, Strong-Minded,

Trappings: Hidden Paints, Fine Clothes, Quill and Ink, Notebook, Purse with 3d10 Silver Shillings

Despite appearances, Palt keeps a keen eye on events in the duchy. His greatest secret is that he is behind the plot to drive Graf Sigismund out of his mind. Years of being ignored and belittled have twisted him towards a burning need for revenge, so when he was approached by an agent of Lady Emmanuelle Nacht he was more than happy to help.

WHAT HE WANTS...

- ☠ Palt wants respect. He is sick of being treated as a little more than an ornament to the von Jungfreuds, overlooked by Lady Gotlinde and barely considered by the duke.
- ☠ He wants to remain in Black Rock, take charge, and resume his lifelong quest to find Aldun's Cavern.
- ☠ He needs people to continue assuming he's a harmless old man, more bothered about wearing the right doublet than affairs of state.

HE CAN BE FOUND...

- ☠ Sitting in the treasury, being ignored by the bookkeepers and scribes.
- ☠ Giving a dull, rambling speech to a visiting knight too polite to excuse himself.
- ☠ Pretending to fall asleep within earshot of the duke's chambers.

Leo Sagornus — The Duke’s Fixer

Sagornus arrived at the castle shortly after the Jungfreuds retreated from Ubersreik, bearing several letters of recommendation from influential families throughout the northern Empire. He quickly inveigled himself into the household as a resourceful fixer for Graf Sigismund.

He came to Neufaljung with a reputation as a man who ‘gets things done’, and that’s exactly what he’s doing for the duke. He’s adept at finding information, people, and resources where others fail. He insists on being paid up front; he’s completely amoral.

Nobody knows much about Leo Sagornus and that’s how he likes it. He seems to be in his 40s and exudes quiet confidence. His whole appearance is slim and stripped back — his smart doublet presents an austere impression to the world. Only his artificial left hand displays ornamentation — it is made from brass and inlaid with silver script. He polishes it when listening to people.

LEO SAGORNUS
– HUMAN SPY (SILVER 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	34	32	35	38	41	42	41	52	38	56	12


Traits: Hand Weapon (Sword) +7

Skills: Acting 60, Bribery 66, Charm 66, Cool 48, Gamble 62, Gossip 66, Haggle 66, Melee (Basic) 44, Perception 51, Secret Signs (Black Chamber) 62, Stealth (Urban 52, Rural 52), Trade (Poisoner) 66

Talents: Blather, Gregarious, Lip Reading, Read/Write, Secret Identity, Shadow

Trappings: Various Costumes, Informer (Staff in the Castle), Hand Weapon (Sword), Disguise Kit

ON THE TROTT



- ☠ Sagornus brokered the deal with Duke Trott, but he knows the family can’t be trusted. He needs to know the Trotts’ weaknesses so that he can exploit them when the time comes. He’ll pay the Characters handsomely for this information, but betray them quickly should it become expedient.
- ☠ After hearing the stories of Lengrath, Sagornus has been wondering whether he can recruit a necromancer to unleash the abbess and her anchorites on Ubersreik. He just needs to deceive some people into tracking down a dubious sorcerer to help.

SCHEMES AND PLOTS

Graf Sigismund has countless plans and schemes at stages of implementation, both covert and open. The Characters could be asked to join any of the following:

Defences in the Valleys: Sigismund is convinced that Altdorf will invade Black Rock before long. He instructed his sister to commission emplacements, defensive walls, and towers across the duchy. The Emperor’s agents would be interested to get the strategic maps and blueprints, while the Jungfreuds need to stop them.

Aid from Karak Azgaraz: The duke has petitioned the Karak Azgaraz Council of Elders for aid, citing the many historical alliances between his ancestors and the Grey Dwarfs. While they are privately disturbed by the actions of Karl-Franz, so far the council has refused to get involved in a manling squabble. Could the Characters persuade the Dwarfs to offer subtle assistance to the duke’s cause? Or would they rather poison the well on behalf of Altdorf?

Trade War: The Jungfreuds can use their wealth for economic warfare. By buying up stocks of grain or other goods, the duke can manipulate prices and ruin Reikland mercantile interests. He’s already withholding coal and iron ore from Ubersreik. What if he choked off the supply of blackpowder from Nuln? Or flooded the region with fake currency?

Rise Up, Loyal Ubersreikers! Sigismund the Younger has long advocated an uprising in Ubersreik. Many citizens are loyal to the Jungfreuds and could be whipped up into a rabble with the right agitator. They already pay Anton Grimski to undermine the burgomeister’s authority. What if they give the man a printing press or a crate of arquebuses? The duke prefers a series of staged ‘outrages’ by the occupying Altdorfers to galvanise the people into action.



Exploding Coal: By hollowing out lumps of coal and filling them with blackpowder, it should be possible to send powerful explosives right into General von Dabernick's office. All the duke needs is a group of people who can 'steal' coal from his barges and get it into Castle Black Rock in Ubersreik.

Wizards Wanted: The duke has a pragmatic view of wizards — if they have magic, he can make use of it. Providing they're not heretics, he's looking to find and persuade any magic user to come into his service. In return he'll fund their arcane research and provide food and lodgings at Neufaljung.

Absolem on the Leash: The duke knows Absolem Trott is a brute (although he doesn't know quite how bad). This has its advantages — his reputation is already causing consternation in Ubersreik. But Sigismund has greater plans. He has no trust for Duke Zenechar and knows that the son feels no affection for his father. If Sigismund can win his loyalty from Shalgrid Trott, he could become a useful, less unpredictable, weapon.

Should the Characters manage to gain the Graf's ear, they may suggest plans of their own. He listens with interest and refuses only the most ridiculous proposals.

ALLIES AND ENEMIES

Though to many the Graf's situation seems hopeless, at least if he wishes to retake Ubersreik, there are some willing to aid the Jungfreuds — if only for their own ulterior motives. Some hope that the restoration of the Jungfreuds will elevate their own standing. Others fear that allowing the Emperor to so callously usurp the rights of Reikland nobility will set a precedent that may eventually challenge their own position.

Others have sensed which way the wind is blowing, and see no benefit in standing with the Jungfreuds. Indeed there may be much to gain in standing against them. The favour of the Emperor will surely follow those who enforce even his most arguably questionable whims. If nothing else, many feel duty bound to enforce the Emperor's orders, even if they do not agree with them in full.

NOTABLE ALLIES

Baroness Agetta von Böhrn: Ruler of the Barony of Böhrn, she has enabled the Jungfreuds to ship coal via the Hägercryb canal. She will offer tacit support if needed, but like all nobles she fears Altdorf's wrath should she take direct action.

Barony of Graustadt: Still ruled by the duke, the barony is cut off by uncontrolled territory. The steward is Rudolf Trocheim, a brilliant general and loyal vassal of the Jungfreuds. He has three regiments, but has made it known that he has a generous war chest for any mercenaries willing to join the Jungfreud cause.

Grodni Surehammer: The leader of the Dwarfs in Ubersreik. The actions of Karl-Franz offended the venerable Dwarf's respect for straight dealing. If forced to pick sides, he will support the Jungfreuds — he has surreptitiously provided several engineering apprentices to help with construction of the defenses in the duchy.

Sister Habercorn: The priestess of Sigmar in Castle Black Rock is currently sheltering Wendelin under the castle itself. The duke doesn't know this and suspects she switched allegiance to Altdorf, but in reality she is loyal to a fault.

The Grey Wolf Temple: The Jungfreuds have made several monetary gifts to the temple and the duke has good relations with Cleric-Captain Krause. He feels that the Templars are kindred spirits who share his beliefs and breeding. For what it's worth, the Knights of the White Wolf posted at the temple have notified the duke that they support his cause.

Notable Enemies

House Holswig-Schliestein: Architects of the Jungfreuds' defeat, the Emperor's edict is still very much in force and supported by his court.

High Lord Holzgrug: The Altdorf spymaster with many agents in Ubersreik and even the Duchy of Black Rock itself. He will not under-estimate Graf Sigismund and is watching him closely. It is Holzgrug who named the duke 'an ill-sheathed blade' because only a fool would see him as a spent force.

The County of Widow's Vale: The duke's illegitimate nephew Count-Palatine Gregor Schadelfaust rules here, the son of his dead older brother. Gregor has aspirations to Ubersreik and Black Rock, as he was elevated to his title by the Emperor himself. He thinks he can see which way the wind is blowing, and when Sigismund is finished he'll petition the Emperor to inherit the Jungfreud territories.

Lady Emmanuelle Nacht: The Imperial Herald in Ubersreik knows that the duke is the main threat to Altdorf rule in the city. She is actively working to remove the danger.

General von Dabernick: The official ruler of Ubersreik has a deep-seated hatred of the Jungfreuds due to a historical claim to the city. He wants to see the duke humiliated before his ultimate downfall.

Merchants' Guild: The newly powerful guild do not want to see the return of the Jungfreuds. Guildmaster Marta Müller will pay good money to see them kept away from the city.

UBERSREIK AND THE ENEMY WITHIN



While the internal issues in Ubersreik absorb the attention of most of its notable citizens, events in the Empire at large carry on regardless. Indeed the machinations of the Purple Hand threaten the very Empire itself. Ubersreik is not beyond the reach of these events, and only the wilfully ignorant can ignore them entirely.

The following section contains a synopsis of how events in **The Enemy Within** may influence Ubersreik and the Duchy of Black Rock. If you intend to play **The Enemy Within** you would be best advised to skip this section entirely, as it contains spoilers for all five chapters of **The Enemy Within**. This may prove useful if you have been playing **The Enemy Within** and your Characters have reason to return to Ubersreik between Chapters, or if you or the Characters simply wish to keep up to date with events in the town while they are otherwise occupied with their investigations into the Cults of the Ruinous Powers which have infiltrated Imperial society.

ENEMY IN SHADOWS

During the events of **Enemy in Shadows**, the Characters find themselves in possession of the right to purported inheritance of some 20,000 Gold Crowns. While this turns out to be a ruse, they will eventually find themselves in Bögenhafen and embroiled in the affairs of a Chaos Cult there. While the loss of one carriage and its occupants to a mutant attack on the road to Altdorf may merit an afternoon spent bemoaning the state of the world, it is hardly an unusual occurrence in the Reikland. Most in Ubersreik who hear of it will have forgotten about it by the following week. However, events in Bögenhafen may have wider reaching implications.

Should the Characters succeed in stymying the plans of Gideon and his pawns in opening a gate to the Realm of Chaos, the impact on Ubersreik will be minor. Rumours will circulate for some time about the merchants and civic leaders of Bögenhafen and some terrible pact they struck with the ruinous powers, but most folk do not speak lightly of such things. The fact that it happened in the Reikland will raise eyebrows, but otherwise the effects will be minimal.

THE FALL OF BÖGENHAFEN

If the Characters fail to prevent the ritual and Bögenhafen falls to Chaos, all of the Reikland will tremble. Refugees from Bögenhafen will flee on the river, most making their way towards Altdorf. However, the capital is anything but welcoming, and most of those who flee Bögenhafen will be turned away by citizens fearful that whatever corruption destroyed the town might be catching. Many will be scattered to the winds, but a fair contingent will make their way south to Ubersreik, joining with those who took the slower overland route from Bögenhafen.

While they will be met with no small measure of suspicion, the departure or death of many Jungfrued loyalists has depopulated much of the town, and both Lady Nacht and General von Dabernick would welcome a boost to the population, especially as the refugees are unlikely to harbour any sympathies for the Jungfreuds. Around 500 survivors of Bögenhafen will make their way to Ubersreik during the month following the disaster, most taking up their old careers where possible.

THE TOWN COUNCIL

Among the survivors who make it to Ubersreik are several notable members of the Merchant Houses (**Enemy in Shadows** page 118). The few surviving Haagens will return to Marienburg, their fortunes spent and their warehouses and contents utterly annihilated.

The Ruggbroder family had several of its scions away from Ubersreik on business, and quite a few of their number travel on to Ubersreik seeking to restart the family grain business.

The Steinhager family are all but wiped out, though a few junior members were visiting mines with which the family has dealings and so survived. One, Melba Steinhager, makes her way to Ubersreik. She has sensed an opportunity for her family's contracts with the dwarfs to be of use in supplying coal and iron to the town as tensions with the Jungfreuds have seen shortages of both in Ubersreik. Melba was a member of The Ordo Septenarius, though a very junior one who mostly thought it was an excuse for secret handshakes and the occasional party. Several witch hunters would disagree.

The Teugens are similarly all but destroyed, with only a few minor associated merchants and employees making it out alive.



DISORDER SEPTENARIUS

If news of the Ordo Septenarius' existence spreads widely, as it surely will if the Characters uncovered at least this much in Bögenhafen and are not careful about who they tell, then it will cause merchants across the Reikland to be viewed with suspicion for some time. While the quasi-cult was confined to Bögenhafen, stories spring up about secret meetings and nefarious activities across the province. The Town Council in Ubersreik will come under increased scrutiny, and their pleas for greater influence over the town will be met with skepticism. After all, they are a particularly tight knit bunch who are relatively unified in their call for greater freedom for the town — could that be a sign of Chaotic influence?

Few genuinely believe such talk, but many see the benefit in repeating it all the same. Jungfrued loyalists and agents are quick to make hay from such acquisitions, and will seek to reinforce them wherever possible. This will further the cause of the Jungfreuds, or may help to install another noble family in their place (see **Rough Nights and Hard Days**, page 30). Lady Emmanuelle Nacht will do what she can to stymie such rumours — more out of a desire for internal stability in the town than from any great love for the merchants — while General von Dabernick will ruthlessly pursue any Jungfrued agents in the town on general principle.

Overall, the influx of refugees will help to rebuild the town's economy, and the outsiders are generally welcomed by the townsfolk once initial fears of the taint of Chaos fail to bear fruit.

MILITARY MATTERS

The presence of a substantial gate to the Realm of Chaos within the Empire is not something that can be allowed to go on. Every regiment in the Reikland not already engaged with other essential business is called up, a sizable contingent of wizards is despatched from the Colleges in Altdorf, and the rumour that 'every cannon in Nuln has been seconded by the Emperor' goes about. In fact Nuln sends only a handful of cannons and their crew, as Emmanuelle von Liebwitz is convinced that the entire thing is a ruse by the Imperial throne to seize control of Nuln. Such paranoia is rampant after events in Ubersreik earlier in the year, and overall the muster is lower than expected.

Ubersreik commits 300 of it's garrison, leaving the town woefully unprepared for any substantial attack. The Jungfreuds avoid sending any troops at all, claiming to the Emperor that they have none to spare at the moment given 'recent events'. While their reliance on mercenaries does allow the Graf to disguise the number of troops actively under his command, Emmanuelle Nacht's spies have figures that indicate the true size of Sigismund's forces. If the Characters are in Ubersreik at this time, Emanuelle Nacht will send them post haste to the Duchy of Black Rock to determine if the Graf is likely to launch an attack aimed at taking back Ubersreik.

In truth Graf Sigismund fears committing to an outright attack on the town, as he reasons (correctly) that the Emperor would attack him directly once events in Bögenhafen had been dealt with. However, if the Characters present evidence, real or otherwise, that the Ordo Septenarius has members in Ubersreik, then the Graf may have reasonable *casus belli* to retake the town 'before it goes the way of Bögenhafen'.

The Battle for Bögenhafen itself is bloody in the extreme, and goes on for several days. The result is a victory for the Imperial forces, with the horde of Daemons eventually destroyed or forced back through the gate. The Emperor Karl-Franz is notably absent from the battlefield, but his nephew the Crown Prince Wolfgang takes the field atop a great destrier, and by all accounts acquits himself with honour. Many of the rumours of his supposed mutation fade from the public imagination, and a few begin to speak in whispers that perhaps the young man would make a fine Emperor one day soon.

The Greater Daemon goes unaccounted for, which greatly worries many wizards and priests. Most others are simply relieved that such a terrible horror no longer stalks the Empire.



DEATH ON THE REIK

In **Death on the Reik**, the Characters pursue rumour of an ancient Warpstone fragment which fell on the Empire centuries ago. They are pursued, or perhaps overtaken, by elements of The Red Crown. Eventually, they make their way to Wittendorf, forced to face or flee from the corruption that has overtaken the village of Wittendorf in general, and the denizens of Castle Wittgenstein in particular.

ANOTHER SORT OF FALLOUT

Whether or not the Characters succeed in overthrowing the Wittgensteins, the Skaven party who invade the castle from beneath to retrieve the Warpstone will destroy the castle above. However, without the Characters intervention many of the family have the chance to escape. If you wish, some of these characters may well make their way to Ubersreik, perhaps to attempt to rebuild their fortunes there. Of course, many are so terribly mutated that they will find no welcome in Ubersreik or anywhere else. They may instead be encountered by the Characters somewhere on the backroads of the Empire, should your group have missed out on an entertaining encounter with some of the family's more memorable NPCs.

Either way, while Wittendorf could perhaps charitably be referred to as a backwater, no ancient home of a Reikland noble family will fall without news spreading across the province. The village is visited by the authorities, and a great many of its populace burned at the stake by a zealous witch hunter. Most in Ubersreik will shake their heads at the news, ask 'What is the world coming to?' and carry on with their day. A few, however, will take a deeper interest.

THE WITTGENSTEIN QUESTION

With the (apparent) death of the entire von Wittgenstein line, the question will arise as to who controls the admittedly impoverished village of Wittendorf and the surrounding lands. The lines of inheritance in the Reikland are fraught at the best of times, with entire flocks of scribes dedicated to matters of lineage and rightful claims to various estates, duchies, baronies and so on throughout the province. Matters are made worse by the family's long isolation, as few members have been seen in public for many years by 2512 IC, and few records of births, marriages and so on were filed with the proper authorities.

Still, an estate in the Reikland, especially one with lands on such a major riverway, will be allowed to sit idle for long. Old claims will be revived, and doubtless the question of who should rule the estate will end up in the hands of the Emperor. However, in Ubersreik, there is at least one individual with a particular interest in the matter.

Mandala Wittgenstein, last in a long line of scribes, has just about had it with copying writs of purchase and writing down wills for doddering merchants. She was on the verge of leaving the town anyway when word reached her about the destruction of the castle and the death of the entire line. Not wishing to let such good fortune go to waste, she has prepared a series of entirely fraudulent documents that tie her to the family, and which, if they were actually true, would give her a claim on the estate — at least, what remains of it. That her name bears a striking resemblance to that of the von Wittgensteins is a happy coincidence that she hopes to put to good use.

Mandala has heard rumours that, shortly before the collapse of the castle, a group of adventurous looking sorts with an existing reputation in Ubersreik were seen fleeing the castle. If she could just convince them to say that they found her documents on their way out the door, she would actually have a shot at claiming the estate. Of course, she may also need protection from the various witch hunters who would just love to speak with any surviving member of the woefully corrupt nobles of Wittendorf.



POWER BEHIND THE THRONE

Events as far away as Middenheim will not impact Ubersreik terribly. As a town with a population of mainly Sigmarites, few will be at all surprised that the Ulrican Graf of distant Middenheim has fallen into a dark mood, or indeed that he has withdrawn from it. Some may hear on the wind that it was a group of Reiklanders who saw off a threat to the Graf. They may remark that of course it would take a group of good Sigmar-fearing souls to put to rights the problems of others in the Empire. After all, hasn't that been what the Reikland has been doing for centuries now?

GROWING UNREST

What the citizens of Ubersreik will be unable to avoid hearing of, however, will be the rising tide of unrest in the Empire at large. Rumour from Altdorf that the Emperor is unwell, or that the crown prince is some kind of mutant, has given rise to much speculation. The infamous mutant edit (**Enemy in Shadows** page 57) has done nothing to assuage these worries, and indeed some speculate that any day now the Emperor or some of his family will be publicly revealed to be a mutant. Quite what anyone would do at that point is up for debate, but most realise the Grand Theogonist at any rate would never stand for it. Most try not to think about it.

Further news of unrest from Middenland and beyond will also cause concern. Word has gone about that more extreme factions of Ulricans have been seen in the south of Middenland, and that unrest in Carroburg has led to state troops being called into the city. This is not strictly true, as the Carroburg Greatswords merely returned to the city early from a tour of duty patrolling the Empire's border with the Wasteland, but the fact that the Emperor wants one of his best regiments close at hand is curious to some.

What is certain is that the Jungfreuds continue to plot to retake their ancient holdings, and such a display of weakness by the Emperor would provide the perfect opportunity to strike. This only serves to increase tensions in the town.

THE HORNED RAT

While events during the Middenheim Carnival are unlikely to resonate as far away as Ubersreik, the events of **The Horned Rat** may well shake the entire Empire. If they Characters are successful, few will ever hear of it — such is the burden that must be borne by many of the Empire's greatest heroes.

However, should things go as poorly as they might the Middle Mountains may well be a wasteland to rival any tale of the destruction of Mordheim.

If this occurs there will be terror throughout the Empire as citizens pray to every civilised god, and to quite a few others, to keep further chunks of Morrslieb from raining down atop their heads. Many will recall more stable days in the Empire at large, and in Ubersreik in particular, and openly long for a return to the more stable control of the Jungfreuds.

EMPIRE IN RUINS

The events of **Empire in Ruins** will have far reaching effects across the Empire. Borders will be drawn, old grudges will be settled (and entirely new ones created), and the Empire will either emerge under a unified leader, or see a return to the fall to inter-province squabbling that defined the Age of the Three Emperors.

Should the former happen, the Emperor will seek to undo some of the slight done to the Jungfreuds. It will not be possible to simply return Ubersreik to their control without looking weak at a time when the appearance of strength is paramount, but the family may see some of its more ceremonial rights and property restored. After much finagling the town itself will come under the rule of a council of prominent citizens and merchants, arranged behind the scenes by Lady Emmanuelle Nacht.

Of course, should the Characters intervene, you are encouraged to allow their influence to sway things. Throughout their adventures they will have made many contacts in Ubersreik and beyond. Should they throw their lot in with the Jungfreuds, assault Ubersreik, and kill or otherwise remove Emmanuelle Nacht, the city may very well cry out for a return to the relatively stable rule of the Jungfreuds. Equally they may play a part in appointing another noble family to run the city (see **Lord of Ubersreik**, page 30). Particularly ambitious Characters of noble birth may even be able to seize the city for themselves — if they have proved faithful and trustworthy servants of Emmanuelle Nacht she may even support them in this object, presuming they can deal with the Jungfreuds.

However, if the Empire should fall to squabbling, it will not go on for nearly as long as the last such era, before Magnus reunified the Empire. The forces of Chaos lie just beyond the borders of civilisation, and indeed within it. They slaver with hunger for the dawn of a new age of blood and slaughter. Should the Empire appear weak, or worse, allow the corruption of Chaos to rise to the very heights of its leadership, then these forces will not linger long. They will flood into the Empire, tear down the walls of its great cities and bring ruin and deprivation to the land. The End Times will surely arrive all the sooner.

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◆ HANDOUTS ◆

Ubersreik Adventures II: Handout 1- Gele's Note to the Characters

You fools! But it is not too late
- he can still be calmed, I think.
Leave the package by The Deft
Dancer, moored at the docks,
and then flee as fast as you
might! There is still time.

Ubersreik Adventures II: Handout 9 - Shopping List

Tents
Rope + Grapples
Lanterns
Oil
Climin Stuff
Blankets
Food

Ubersreik Adventures II: Handout 2 - The Fishrook Dalliance extract

THE FISHROOK DALLIANCE

CHAPTER 4 - GUNPOWDER AND GARTERS

on through the night, not sparing for a single second any thought as to the welfare of the indomitable Black Betty, but urging her on to even greater effort. And soon, as the light of day broke across the looming peaks of the Grey, now golden, Mountains, Montfort spied the inn at last. Its ivy-covered gatehouse barring the way to the busy courtyard, two coaches by the stables, already being prepared for an early start. And the sprawling rooms of the old inn itself, beginning to wake.

It was situated just off the Bögenhafen Road behind a row of tall beeches. It was not three miles from the village of Hulz, but far enough away that the simple villagers need care not for the comings and goings of strangers, nor for the activity of one Walter Ulric Montfort, otherwise known as 'the Fishrook'. Montfort knew, as he knew anything in this world, that he could find safety at the Griffon and Hammer. Old Abe, the Landlord, would put him up, no questions asked, and not tell a soul. And his daughter Gretchen, would do likewise, were he to trouble himself to ask.

Still, Montfort knew he could find no respite until he was safely within the inn complex. The Baron's men who had been hot on his trail were now utterly confused by his ruse of nailing Black Betty's shoes on backwards. But Montfort knew that would not keep them off the scent for long. He spurred his steed on one more time, diving into the valley and along the Bögenhafen Road. Black Betty responded eagerly, her nostrils flaring. He had gone not two furlongs

Ubersreik Adventures II: Handout 3 - Gutele's Testimony

I swear, as Verena is my witness, it's the truth! I'd just spent a month with my horrendous cousins in Bögenhafen. They have a rundown townhouse that the locals refer to as a 'mansion'. Darlings, they are so backwards! If it hadn't been for all the hunting, I would have died of boredom. I didn't even have Boniel with me for company! It was the worst! So, obviously, I had to come home.

So, we had just gone through one of those dull villages you find over there. One of the ones on the main road. Halts, or Hols, or some-such-a-place. Terribly agricultural. I'd persuaded this little merchant to give me a ride home — tedious company and bad breath, but more than willing to give "Lady Bruner" the benefit of his meagre conveyance... and, let me tell you, it was meagre. It would have been fine, but rather annoyingly, he had brought his pig-faced, whiny son. I presume in the hope he'd catch my eye. No chance of that! Really, how many stops can one boy need? I prefer a man with some stamina, you know what I mean!

Anyway, it was evening, and I was just drifting off, lulled by the swaying of the carriage, when suddenly — I swear — there was this silhouette in the moonlight. You will never believe what I saw! A glorious black horse, rearing, its rider swiping his blade through the air as his cloak flew in the wind. It was breathtaking, like one of the Fishrook stories of old!

'Honestly, ladies, I have never been so excited! But I was also scared. What if it actually was a highwayman! Well, I was soon to find out because the horseman galloped straight towards us. In no time, a rather rugged man wearing — and you'll never believe this — a Fishrook Mask! Feathers glistening in the light. Well, he levelled a pistol at our coachman — that stopped our coach in its tracks. I'd clearly chosen the wrong conveyance — the coachman had a spine of an amoeba. The highwayman then called out in this wonderful voice, so gruff and resonant: 'Stand and deliver, your money or your life!'

Of course, the merchant scrambled around in his pockets for all his coins and then quickly stripped off his rings and golden brooch. Tediiously, his son immediately burst into tears, his hands shaking as he tugged at his jewellery. Me, well, I wanted to know who he was!

First, I caught his attention by revealing my purse, which, naturally, I keep secreted in my bodice, as I find prudent. I swear, the brute gave me this most dastardly of sneers! But, in for a pfennig, in for a crown! 'Good sir,' I called, 'if you are to demand my precious valuables, then surely I should have the honour of your name!'

'Well, he didn't take that well! His dark, smouldering eyes bored into mine from behind his elaborate mask. I swear, a thrill of terror chased down my spine! Had I gone too far? Well, his response told me everything I needed to know!

'My lady,' he said in unexpectedly refined tones, 'I must apologise. I did not know you were travelling with this horrible man! Of course, let me introduce myself. I am the Fishrook. I take what I want, and I want what I take.'

Well! Could it be? The Fishrook! Like some spectre risen from the grave? He was certainly well schooled on the legend. Before I could make sense of it all, he wheeled in close, removed a black glove from his hand, and reached out for me. I was frozen in terror as his dark, smouldering eyes bored into mine. It was exhilarating. In that moment, we understood each other completely: he was Taal, and I was his innocent Rhya. As that terrible knowledge overtook me, his hand plunged into my bodice. I couldn't even blink. Our eyes were locked. His touch was electrifying. Then, his fist balled, and he ripped my purse free.

I gasped. What else could I do? In a panic, I offered a shaking hand, revealing what you see here, the Aarlajan Diamond, a gift from my uncle. The ring is easily worth more than the sum of everything else the highwayman took that evening. But do you know what he said? You'll never believe it.

'Mademoiselle,' his voice was almost... breathless as he looked deep into my soul, 'such a beautiful ring should only adorn a beautiful hand.' And then he was gone, disappearing into the night.

Gutele von Bruner

Scribed on behalf of Lady Gutele von Bruner

Dear Friends,

Please permit me to introduce myself. I am a private investigator, a craftsman, a writer, and a traveler. I would like to share my adventures to you. Through my travels, I have met many interesting people and have learned a great deal about the world. I would be happy to share my experiences with you, and I would be happy to hear from you. I have a great deal of knowledge and experience, and I would be happy to share it with you. I have a great deal of knowledge and experience, and I would be happy to share it with you. I have a great deal of knowledge and experience, and I would be happy to share it with you.

Hoping to see you in the morning,

Lucius Karstadt-Stampf


WANTED!

The High Temple of Sigmar urgently appeals any information that might lead us to the heinous killer of our brother in faith, Klein Calvin.

On the morning of Festag 28th Vorgeheim Klein was found stabbed at the Victory Park orphanage near Ubersreik's Marktplatz.

60 Gold Crowns are offered to those who bring Klein's Killer to justice.

See Jacob Möhren at the High Temple of Sigmar for details.



Able-bodied folk of Adventurous Spirit!

REPORT TO FRIEDRICH MÜLLER AT
THE EXPLODING PIG

FOR A ONCE IN A LIFETIME OPPORTUNITY
GOLD! FAME! GOLD!

Don't delay!!!

Ubersreik Adventures II: Handout 6 - The Karsdt Estate (Player's Map)



Ubersreik Adventures II: Handout 6.1 - The Karsdt Estate (Elements)

Attic



First Floor



Ground Floor



Gardens



Ubersreik Adventures II: Handout 7 - Ubersreik (Player's Map)



'Onest Ottokar's Totality Of Truth Trakt

Word reaches OTTOKAR of a savage warrior of the benighted north whose unholy gift is the very resurrection of the dead! Wheresoever this BLASPHEMY treads the life blooms and even long fallen bodies stir and breathe anew.

And who should want to find this scion of darkness and bring him to Ubersreik? None other than the lackeys of the Gross Enchanter!

Seek out OTTOKAR for the latest updates!

KEEP DREAD DRACHENFELS DEAD!

**YOU CAN'T PAY?
THEN SHE WON'T PRAY!**

OTTOKAR LEADS A PROTEST of the corrupt TEMPLE OF SHALLYA this GEHEIMISNACHT EVE. Show venal Katherine Hartung you won't stand for her cynical profiteering! Why Shallya herself hasn't struck this mercenary down is all the proof we need that she is indeed the tender Goddess of Mercy.

SHOW NO MERCY YOURSELVES – BE THERE!

MOONFLOWER – cure for all ills. Think the Elves chow down petals for nothing? IMMORTALITY awaits the discerning MOONFLOWER imbiber!

Also alleviates dropsy.

**WIZARDS. I DON'T LIKE THEM
I DON'T LIKE THEIR DAEMONIC SORCERIES.
I DON'T LIKE THEIR BIG WEIRD
UGLY COLLEGE BUILDINGS
I DON'T LIKE THE WAY THEY DRESS
AND I DON'T LIKE THEM KILLING PRIESTS!**

That's right! Several priests have been murdered recently in cities across the Empire and a cabal of wizards are almost certainly to blame. Long have the sorcerers lusted to tear down our prized religious institutions and now – thanks to the error of so-called Pious Magnus – they wreak outrages!

In 2511 they hit Wurtbad, now they hit US! Over the past weeks Patti, devotee of Rhya, Yan, Ulric's loyal son, Klein, favoured of the holy Heldenhammer ... all found dead.

**DEAD! AND KILLED
BY WIZARDS!**

(A thieving Ranaldan has also died.)

Seek OTTOKAR for NEWS OF A RICH REWARD!!

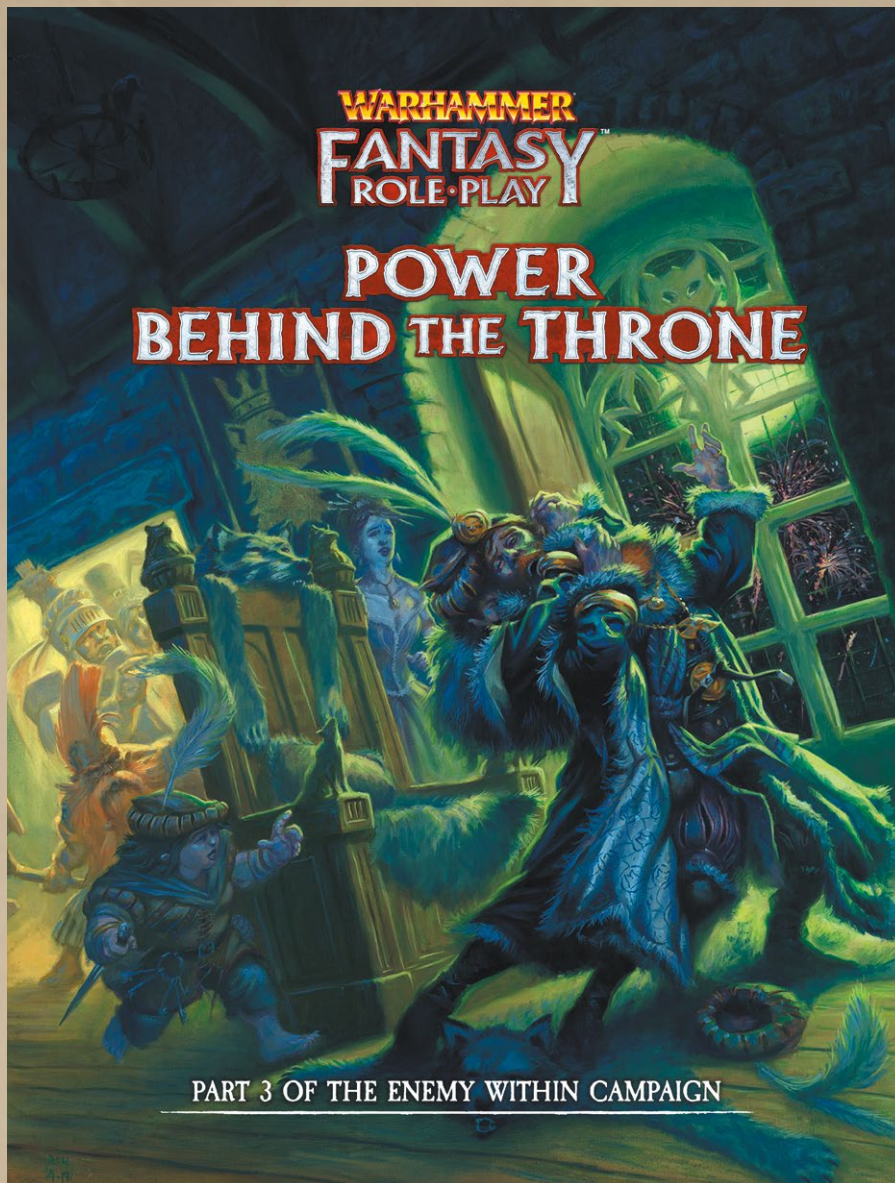
VON JUNGFREUD CALAMITY! Our noble betters victims of foreign plots! Are Kislevite agents really to blame? Find out in Ottokar's new pamphlet COMING SOON!

YOU! Yes, YOU! You NEED to know more. Find OTTOKAR hard at work every single day atop GLORIOUS UBERSREIK's famous SPRICHSTUMPF. (if not present, check the Wolf and Hobgoblyn.)

Ottokar uses and endorses Engbart Press, located in the alleyway behind the Bridge House Inn.

'Onest Ottokar's Totality of Truth Trakt is proud to support the THEATRE VARIETÉ: currently hosting daily shows by the hilarious Mootland Minstrels, the thrilling Erengard Ensemble, and the talented Lena Stein. When purchasing your ticket, present this trakt for a free drink from the Theatre Bar!

POWER BEHIND THE THRONE PART THREE OF THE ENEMY WITHIN



To find out more about the Enemy Within campaign and its Companions,
as well as a host of other game expansions and resources, visit

www.cubicle7games.com

