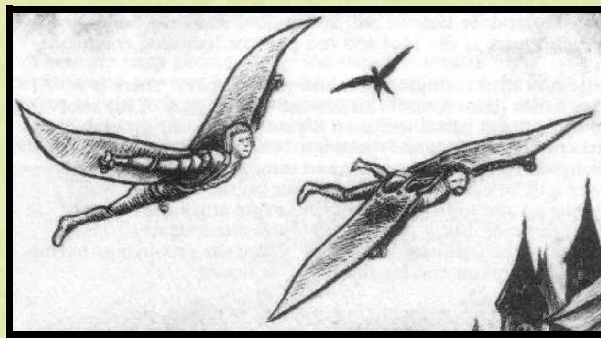




EUREKA!



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INTRODUCTION

Eureka! takes place in the city of Nuln in the Empire, although it could easily be any other Old World city. It is designed for 3-6 first-career player characters (PCs), and makes an excellent introductory adventure (or convention scenario) as it can easily be completed in a single session. It can also be added to an existing campaign as a fun aside, for even though *Eureka!* is intended for adventurers on their first career, it can still provide an interesting challenge to veteran groups.

This scenario first appeared in *White Dwarf Magazine* #93, and was later reprinted, with some changes, in *The Restless Dead*. This version of

the scenario, updated for the new edition of *Warhammer Fantasy Roleplay* (WFRP), retains the original setting of the White Dwarf article.

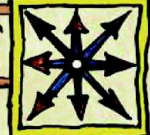
Very little of the source text has been changed, mostly just typos and updates to the rules, so anyone that has played the original will immediately be in familiar territory. For everyone else, you are in for a treat: *Eureka!* is a classic and incredibly fun adventure that nobody ever forgets playing!

Andy Law
April 10th 2005

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BEGINNING THE ADVENTURE

The adventurers should be unemployed at the start of this adventure, either between 'major' campaigns, or, ideally, just starting out as newcomers to the hazardous profession. As such, they will be looking for jobs of some adventuring kind, and the way to find such work in Nuln is to go to the Reik's Platz.

The Reik's Platz is crowded with burghers, entertainers, soldiers, sailors, and even press gangs! It is filled with the hustle and bustle of ordinary, everyday life. All the available jobs advertised here should be seen as tedious, boring or highly unprofitable by the adventurers.

However, the Deutz Elm holds the answer. Amongst the many messages nailed to the large trunk is one that the adventurers should find interesting. It reads:

'Capable persons needed to protect valuables. Well paid; food and board supplied. Contact Uwe the barman at the Misthaufen Tavern.'

PART ONE: THE INVENTOR'S HOUSE

It is late afternoon when the adventurers arrive at the house. Clouds are beginning to gather overhead and it looks like a storm is on the way.

The house is a fairly large one on the outskirts of the city and it has some very obvious, and very unusual, features. From the roof a large iron pole projects skywards and another part of the roof is flat, so that it could easily be stood on. Also built onto the roof is a tall, wooden tower-like structure supporting a wide platform. This is nearly as tall as the iron pole.

The large double door has a heavy rope hanging down at one side of it. A sign next to the rope reads 'Pull this please.' If the adventurers take the advice of the sign, a series of bells will play a merry tune over and over again.

Suddenly, there is a loud bang from behind the door. One of them is opened by a halfling carrying a hammer. He mutters something about 'Damn bells!' and then asks the adventurers what they want. 'Just what do you think you are doing, ringing bells like that? Hmm? Well?'

If the adventurers mention that Uwe sent them, then the halfling's attitude will change completely. Smiling, he will beckon them into the house. He then goes on to explain what the problem is...

THE INVENTOR

The halfling is Fatboy Smallnose: the assistant, cook and housekeeper of the great inventor and renowned genius, Wolfgang Kugelschreiber.

Kugelschreiber is undoubtedly a genius and, unfortunately, an inventive one as well. In his cellar/workshop he has invented many amazing things, most of which don't work, but never mind... He has only been saved from destroying his house in various uncontrolled explosions by his faithful assistant, Fatboy.

The reasons why Wolfgang Kugelschreiber has hired the adventurers is to protect some valuables, some very valuable valuables (to the parties involved). The objects in question are himself and his assistant, Fatboy. While slightly paranoid, Kugelschreiber does need protection from some thugs who are running a protection racket. Over the past week, masked men have called at the inventor's house and have tried to extort money from him. Kugelschreiber wants to hire the players to do something about this problem.

THE TAVERN

If the players wish to go to the tavern (as they should) they will have no difficulty in finding it. Most people can give them directions. The Misthaufen Tavern is actually fairly close to the Reik's Platz, and after a short walk the adventurers will find themselves outside a shabby little beershop down one of the city's many backstreets.

The barman, Uwe, is a fat, good-natured man, and he even gives the adventurers free beers when asked about the job. Surprisingly though, for all his generosity, it is not Uwe who wants to hire some 'capable persons'. He will smile and reveal that he is only a go-between, then give the adventurers instructions on finding a house on the Gummisteifelstrasse. The house is called 'Der Geflugesalat', and it should not take long to get there. As the adventurers leave to find out who really wants to hire people, Uwe will shout after them: 'Tell them Uwe sent you!'

INTRODUCTIONS

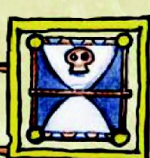
Fatboy will take the adventurers into the neat and tidy house, but he cannot find the inventor. Muttering to himself: 'The old fool's down there again, I'll be bound...', he will take the adventurers out to a shed behind the house. Inside, and down some stairs, is the entrance to the secret workshop of Wolfgang Kugelschreiber...

Inside and down, the workshop (unlike the house) is a mess. Chemicals bubble in strange vats and bottles, and gurgle through twisty glasswear. Obscure mechanical devices litter the floor in various stages of completion - or have they been partly dismantled? Bits of firearm are scattered about the place, along with small piles of gunpowder. It's a workshop, laboratory, smithy, alchemist's lair and smell factory all crammed into a pint pot. In the centre of all the confusion is a large object covered by a sheet. As the adventurers enter, a man appears from under it. His hair is grey and unkempt, and his eyes are wide, bloodshot and have a manic look to them. This is Wolfgang Kugelschreiber.

On seeing the characters, Wolfgang beams at Fatboy and then then to the players. 'So, Uwe has sent you. GOOD! FANTASTICHE! VUNDERFUL!' After Fatboy calms him down a bit, Wolfgang then goes on to say: 'Ah, vell, my good fellowz, do you vant to vork for me or not?'

As Fatboy will have filled the adventurers in on the details of the job, they should be able to answer him with a 'Yes'. As soon as they agree to work for him, Kugelschreiber takes an instant liking to them all. He will grin from ear to ear, telling Fatboy: 'Ah, I told you zo!', and offer the characters 100 gcs each, payment on completion of the completion of the job: 'Ven you haf rid me of zese troublezome fellows...' PCs that insist on bargaining will convince the inventor to part with 10 gcs up front on a successful Haggle Test, but the PCs will not get more money out of him (he has parted with too much of it already). Further, Kugelschreiber doesn't want any of his furniture broken, so insists that the adventurers do not fight on the premises. But other than that 'minor' restriction, they have a free hand in the matter.

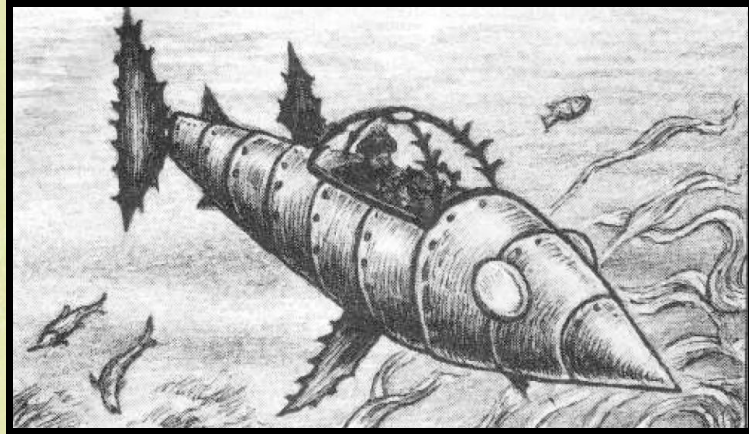
With business completed, and just as the adventurers are about to leave to organise their rooms, Kugelschreiber will say: 'Vell now. You are in my employ, zo you can tell me vot you zink ov zis!'





With a flourish, the inventor pulls the sheet off the large object in the middle of his workshop. Beneath is Kugelschreiber's latest invention: a submersible! It is a large, bulbous, brass and bronze and iron construction. It obviously takes much of its design from the appearance of a fish. Paddles on either side of the submersible take the place of fins and it has glass port-holes in place of eyes.

However, it hasn't occurred to the absentminded genius that the 'untervatership', as he calls it, is much too large to get out of the doorway, or even up the steps...



FRYING TONIGHT

After a late (but excellent) dinner cooked by Fatboy, the adventurers are shown to their rooms. The weather outside, which has shown signs of becoming stormy, has now broken. Kugelschreiber does not go to bed because of this; the inventor is going to stay up and '...ach. Experiment with ze elementz, you know.' Kugelschreiber and Fatboy will be happy if the adventurers choose to mount a guard during the night, even though they think (and will say) it is unnecessary.

As the adventurers retire to bed, the inventor returns downstairs to his study to set his experiments, which, in main, concern the harnessing and storing of lightning, hence the conductor on the roof. However, something else is afoot tonight. Perhaps, after all his meticulous work, his plans are about to go awry...

A spy has been sent by the government of the city to find out if the inventor is working of any value to the military. Well after midnight, the adventurers will be disturbed by a commotion on the ground floor. Between the rumbles of thunder and the patterings of rain can be heard crashes and shouts.

As the adventurers reach the bottom of the stairs, a shadowy figure rushes by them and runs up the stairs. Kugelschreiber appears at the door of his study and shouts: 'Stop zat man!' The chase is on.

Helmut Weishund, the spy, will try to escape at whatever cost. He was not expecting the inventor to be up and about, and he has found little of interest to his employers. Finding no way out on the first floor, he will climb the ladder to the roof. Outside it is raining (rather heavily) and there is a rumble of thunder and a flash of lightning. The storm is nearly at its height as it passes over Nuln.

The ladder leads to the flat part of the roof, which is wet, but can be stood on in safety. As soon as the first adventurer emerges from the trapdoor, Helmut will attack once and then jump to the higher part of the roof and run past the lightning conductor.

The roof here is sloping, wet and very slippery. Each round, anyone on this part of the roof will slip and fall if they fail an Agility Test. There is

an 9-yard drop to the ground (refer to page 138 of WFRP for more details on falling). Furthermore, every round there is a 15% chance that lightning will strike the conducting pole and some of the lightning's power will be conducted, via the water on the tiles, to anyone standing on the roof. The shock will cause anyone affected to fall off the roof, but it doesn't cause any direct damage. Those affected by the lightning do, however, face the problem of having their hair stand on end for the next few hours!

There is no escape for the spy; even if he defeats the adventurers in combat on the roof, Fate (or, rather, the GM) should intervene: perhaps Helmut could fall off the roof; maybe an innocent bolt of lightning could go astray? Incidentally, if the latter is the case, then anyone touching the body will receive an automatic loss of 1 Wound (no modifiers) and fall unconscious for 1d10 rounds.

If Helmut is searched (possibly while the searcher is wearing some sort of insulating gloves from Kugelschreiber's workshop) there is little to be found on his body. The only item of interest is a tiny tattoo of the Griffon of Nuln on his chest, just above his heart.

The adventurers should be properly mystified by all these happenings. This is as it should be, as this incident is mainly to stop them getting bored. That Helmut was a government spy is something that the characters could not realise or find out, and they should be puzzled by his appearance and the reason for the break-in. On the other hand, the characters have been instrumental in Helmut's death. Governments - especially the secret parts of governments - have long, long memories...

The dead, tattooed body of the man can provide no answers and neither can Kugelschreiber, so the adventurers should retire to bed tired, disgruntled and wet.

THE MORNING AFTER

The morning after, the adventurers are awoken by the smell of frying bacon and eggs. This morning, if asked about the events of the previous night, Kugelschreiber will admit to knowing nothing of the man. He will reveal, however, that thanks to the fact that he was in his study, the 'svinehund!' took nothing of value.

Kugelschreiber will help tend any wounded characters from the previous night (he is an excellent physician). He will also inform the adventurers that the extortionists will return for their money tonight, and that they will need to prepare, and Kugelschreiber may have just the thing they need...

INVENTIONS GALORE

For the rest of the day, Kugershreiber will demonstrate some of his many inventions to the adventurers. These include the infamous *Kugelmatic Turkey Plucker*, the *Kugelmatic Mobile Fire Extinguisher*, the *Kugelmatic Underwater Breathing Device*, the *Kugelmatic Fast Draw Scabbard* and several others. Some of Kugelschreiber's inventions are detailed at the end of the adventure as they might be useful in some situations.

Feel free to add a few extra Kugelmatic devices. The sillier an invention, the better. The adventurers can have fun experimenting with the items, or equipping themselves with various and wonderful gadgets. Kugelschreiber will be only too happy to help with any 'field testz you want to carry out.'

Messing around his workshop can easily take all day (with meals provided at the appropriate times by Fatboy). This is fine, as the extortionists are due to arrive this very night.





PART TWO: EXTORTION IS SUCH A DIRTY WORD...

Night falls in Nuln. Just after 8pm, the door of the Geflugelsalat house bursts open. Framed in the doorway are five men; all are cloaked, hooded and masked.

Two of the extortioners are carrying loaded crossbows, while the others carry clubs. When they enter the house, they will spread out and cover the occupants. Kugelschreiber will turn on any adventurer that shows signs of aggression and remind them of their obligations as his employees: 'Behafe yourself! Zis iz my houze, und zere vill be no vighting here!'

Shortly, a sixth man enters the house, attired in the same fashion, but carrying a drawn sword (he likes to look dramatic). This is the leader of the extortionists, Manfred Kessler. He will demand the 'fee' from Kugelschreiber, and tuck it into his pouch when it is handed over by the inventor. With an elaborate and sarcastic thank you, he and his men withdraw.

As they are denied the opportunity to fight them here and now, the easiest way for the adventurers to deal with the extortionists is to follow them back to their base and discover their identities. The identities of those involved can be then reported to the authorities. Further, as an added bonus, the characters can find where the extortionists hide their money!

If this plan doesn't occur to the players, the GM can suggest it through Kugelschreiber. After all, he is a genius, and following the criminals is essential to the plot... 'Vell! Wat are you vaitink for? Get avter zem!

Ach! Haf I employed dumpkofs? Zmallnoze! Zmallnoze! Bring me drink und zupper! Go on zen! After zem! Find out who zey are! Report zem to ze authoritiez!'



SHADOWING

The criminals will take the bag of money (75 gcs) and vanish into Nuln's night. They have several more calls to make tonight and following them could be difficult and dangerous. Skills such as Shadowing, Silent Move and Concealment should probably be tested at the GM's discretion, and Talents such as Night Vision will also prove useful.

It will be easier for the criminals to spot the adventurers if they stay in a group (any tests will be Routine to spot them with Perception), so they should spread out or have intervals between them. If anyone thinks of doing this, they should be awarded extra experience points at the end of the session's play.

It will take the criminals approximately 1 hour to reach their base. They will make two stops along the way: one at an inn and another shortly afterwards as a merchant's house.

Finally, to any watching adventurer's amazement, the criminals arrive at their base of operations. With a last casual look around, the six men open a door and enter the City Watch barracks in this area! This is truly something for the characters to think about: corruption in the ranks of the City Watch, upholders of the law.

If the characters attempt to rush the small barracks then an alarm will be raised by one of the extortionists - who are, of course, now the Watchmen attached to this barrack block. The characters will have to be forced to flee as the hue and cry is raised.

If the adventurers report these bent Watchmen to their superiors - or any other Watchmen - they will simply not be believed. Try to make it clear that adventurers are suspicious wanderers in the eyes of the Nuln law, and perhaps have them arrested. Whatever happens, if it is possible, get the characters into a chase. They will be the would-be hunters who have become the hunted.

Manfred Kessler will do his best to outlaw the adventurers in Nuln. Once this happens, the adventurers can reveal any criminal activity they like, but no court in Nuln is going to believe the word of a bunch of criminals in preference to that of trusted and respected watchmen...

A CHASE IS ALWAYS FUN

A chase is always a good way to introducing good roleplaying and inspired thinking in players, thanks to the pressure of trying to get them away from trouble! The adventurers will, in all probability, want to return to Wolfgang Kugelschreiber's house. They should report what they have found to him at the very least, and warn him that the City Watch may also be after him.

The actual chase back to Kugelschreiber's home could be a game of hide and seek between the characters and their pursuers, who are quite a lot of the Watch garrisons. Alternatively, it can be run as a straightforward chase with the Watchmen, led by Manfred Kessler, hot on the heels of the adventurers who are now 'wanted for questioning'.

If the first situation is the case, then Concealment Tests are the order of the day, sometimes opposed by the Watchmen's Perception skills. Players can easily be helped in working out what is going on and where they are by being given general descriptions of the immediate area: 'You are in a narrow brick lane, with houses set close together' and the like. This should help players think of places to hide, such as roofs, shadowed doorways, alleyways, or in canals, haywains, empty wagons, underneath tramps or whatever. Players making use of obvious hiding places should be rewarded by making Concealment Tests Routine, or perhaps even Easy or Very Easy. Especially ingenious hiding places should be awarded extra experience points at the end of the session.

If a simple chase occurs, the adventurers should not get caught just yet, but they should be frightened and run ragged by the Watchmen. After all, there's nothing like being chased by a horde of screaming Watchmen to get the adrenaline going.

Eventually, the characters must return to Kugelschreiber's house, if only to collect the belongings they have left. They may also be forced to return to Der Geflugelsalat because the City Gates are guarded by Watchmen on alert.





PART THREE: ESCAPE THE CITY!

When the adventurers return to the house and inform Kugelschreiber of what is happening, he will get very excited. He will shout all kinds of things about the need for a fast escape, but will do little but run around and pull out most of his hair. The Watchmen will arrive shortly after the adventurers tell Wolfgang that they are coming.

To be exact, the watch will arrive at the house 2 turns after the arrival of the adventurers. They will start shouting and banging on the door.

By that time, Kugelschreiber and Fatboy will have run out the back door and down the cellar. As they leave, Kugelschreiber will turn and shout at the characters: 'I will escape in meine Untervatership! Don't worry! Ve will meet again!' If the adventurers scoff at this, it might be a good time to remind them that the wall of the cellar is also the wall of the canal, and Kugelschreiber happens to have a good stock of gunpowder down there...

Unfortunately, there is only room enough for two people in the Underwater ship, and Kugelschreiber and Fatboy are the only ones who can operate it properly. The adventurers will have to think of something else to do. The main doors of the house can be bolted, but it will not take long for any Watchmen to break through.

There are several alternatives for the players to consider at this point – that is, apart from a battle to the death against the entire garrison of Nuln! Escape is a distinct and interesting possibility. Escape out of the back door is unlikely to succeed, because the streets are patrolled, and, also, the Watch will try to get in enter there when they arrive.

Another, far more interesting, escape route, is over the rooftops. If the Watchmen are delayed by locked doors and other barricades, the adventurers will have a good start in any ensuing rooftop chase. However, there is a problem: the Nuln city wall. There is no conceivable way the adventurers can get over the city wall without a great deal of fighting. This might be feasible if the adventurers are experienced, strong fighters and slightly insane. But to save the characters from any suicidal, pitched battled there is a third option...

KUGELMATIC FLYING DEVICES

On the top of the tall tower-like platform on Kugelshreiner's house are some fascinating contraptions that he has developed: flying devices! These primitive and potentially lethal inventions of Kugelschreiber provide some unusual possibilities for any would-be pilots amongst the adventurers.

There are flying devices of varying sizes covered by a tarpaulin. Piloting one of the primitive hang-gliders is relatively simple: the character straps the wings onto his back (which takes 3 rounds) and then jumps off the platform.

Then there's just the problem of flying...

A Routine Agility Test must be made immediately to determine whether the pilot (using the word in its loosest possible sense...) manages to control the glider. GMs using the Encumbrance rules should knock 5% off this roll for every 50 encumbrance points a character is over their limit.

If the pilot fails, roll a d10 and consult the following table:

d10 Roll	Result
1-3	Descend 15 yards
4-6	Descend 10 yards
7-8	Descend 5 yards

After rolling on the table, the character must re-roll for control of the hang glider again – assuming he has not crashed to the ground! Damage when hitting the ground is calculated as a fall from the last height that the character was in control of the glider. Remember to always keep note of each adventurer's height at the end of each round.

To begin with, the characters will be on the platform, which is 20 yards above the ground. When they jump off they will immediately descend 5 yards before they can gain level flight.

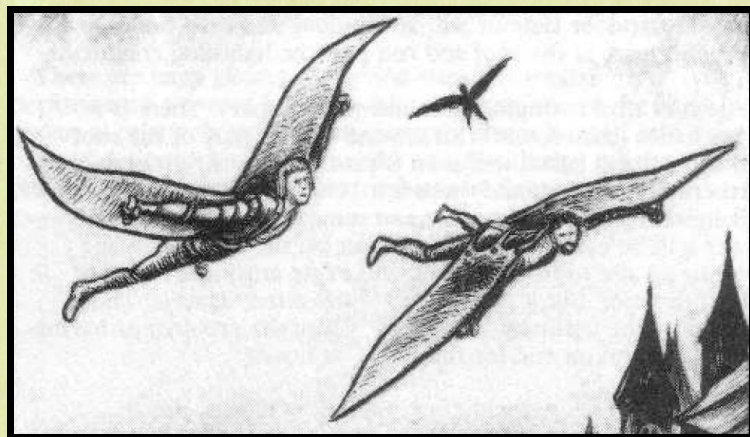
After the initial roll to take control, rolls for control (Easy Agility tests) should be taken whenever the pilot of the glider wishes to make a manoeuvre. A manoeuvre allows the players to choose to either ascend 5 yards, descend 5 yards, or bank left or right.

It is possible to turn into the wind (which just happens to be blowing from the direction of the nearest City Wall), which means that the glider will immediately rise by 5 yards, but may stall. Roll an Easy Agility test to avoid this. If the roll is failed, the glider will immediately fall 25 yards (the maximum it can fall in one round).

In flight, the glider can cover 30 yards per round. The city walls are 1 right turn and 200 yards away. They are 25 yards high.

If the GM is slightly sadistic, it is easy to introduce houses, towers and other things that the PCs will have to manoeuvre about during their flight from Nuln. 'Flak' from the Watchmen below can be introduced, such as arrows, stones, handgun-fire or even the odd catapult or cannon shot!

Once the players are beyond the walls, the Nuln Watchmen will not pursue them, as they are no longer within Nuln. Landing, and subsequent events, can be whole new adventures.



EPILOGUE

PCs should end with about 80-160 xp points, modified by whatever the GM feels appropriate as awards for unusual and ingenious play.

If the adventure is played in roughly the way it is designed, the PCs will probably end up as outlaws in Nuln. This doesn't have to be the case, as the events of the adventure take place at night: obtaining accurate descriptions of the adventurers is going to be hard. If the characters do become outlawed, they might be hunted by the odd bounty hunter or two. This can easily create storylines for any short fill-in type adventures... If, on

the other hand, you want a more satisfactory conclusion to the adventure, it is, as always, possible to change any of the details given here.

Kugelschreiber should survive the climax of the adventure. He is an interesting character, and other adventures could certainly feature him. Finding obscure ingredients and materials for his experiments or spying on other inventor's secrets are just a couple of possibilities for this character.

The PCs might not have the monetary reward for this adventure, but, if nothing else, they could get jobs in a travelling fair as death defying fliers.





APPENDIX 1: KUGELSCHREIBER'S INVENTIONS

Any interesting inventions you can think up can add colour to any adventure, but most of them simply should not work. Anything too like high technology would ruin the atmosphere of the game, and it is important to remember this. Items such as machine guns or robots should be avoided, but if you've got to have them, make sure they are cumbersome, dangerous to the user, and rarely work!

KUGELMATIC FAST DRAW SCABBARD

This is a scabbard (for the sword basic hand weapon only) with a spring device in the bottom of it. When the device works correctly (on a roll of 6+ on a d10), then the sword shoots out into the user's hand, providing the swordsman with an effective free use of the Quick Draw talent. When the *Kugelmatic Fast Draw Scabbard* malfunctions then the sword shoots out of the scabbard and lands d10 yards away.

KUGELMATIC MOBILE FIRE EXTINGUISHER

This is a wheeled trolley with a key, a pump and a hose attached. When the pump is used, brown and smelly chemically-treated water shoots out of the hose. This will extinguish any fire it comes in contact with in exactly the same fashion as ordinary water. The gloop will also stick to anyone it hits, and reduce their Agility by 15. It has a range of 4 yards, and won't wash off properly for 2 hours. The *Kugelmatic Mobile Fire Extinguisher* require two operators (one to pump and one to point the hose).

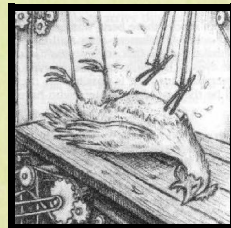
KUGELMATIC UNDERWATER BREATHING DEVICE

The *Kugelmatic Underwater Breathing Device* is essentially a primitive snorkel, which does, due to its simple design, actually work quite well. This could be useful to a PC that wishes to escape Kugelschreiber's house by swimming; for example, following Kugelschreiber and his *Underwatership* into the canal.



KUGELMATIC CHICKEN PLUCKER

Just don't ask.



KUGELMATIC TURKEY PLUCKER

A bigger version of the above...

KUGELMATIC UNDERWATERSHIP

Details of this are not really necessary as the adventurers should not get to use it, or even see inside it.

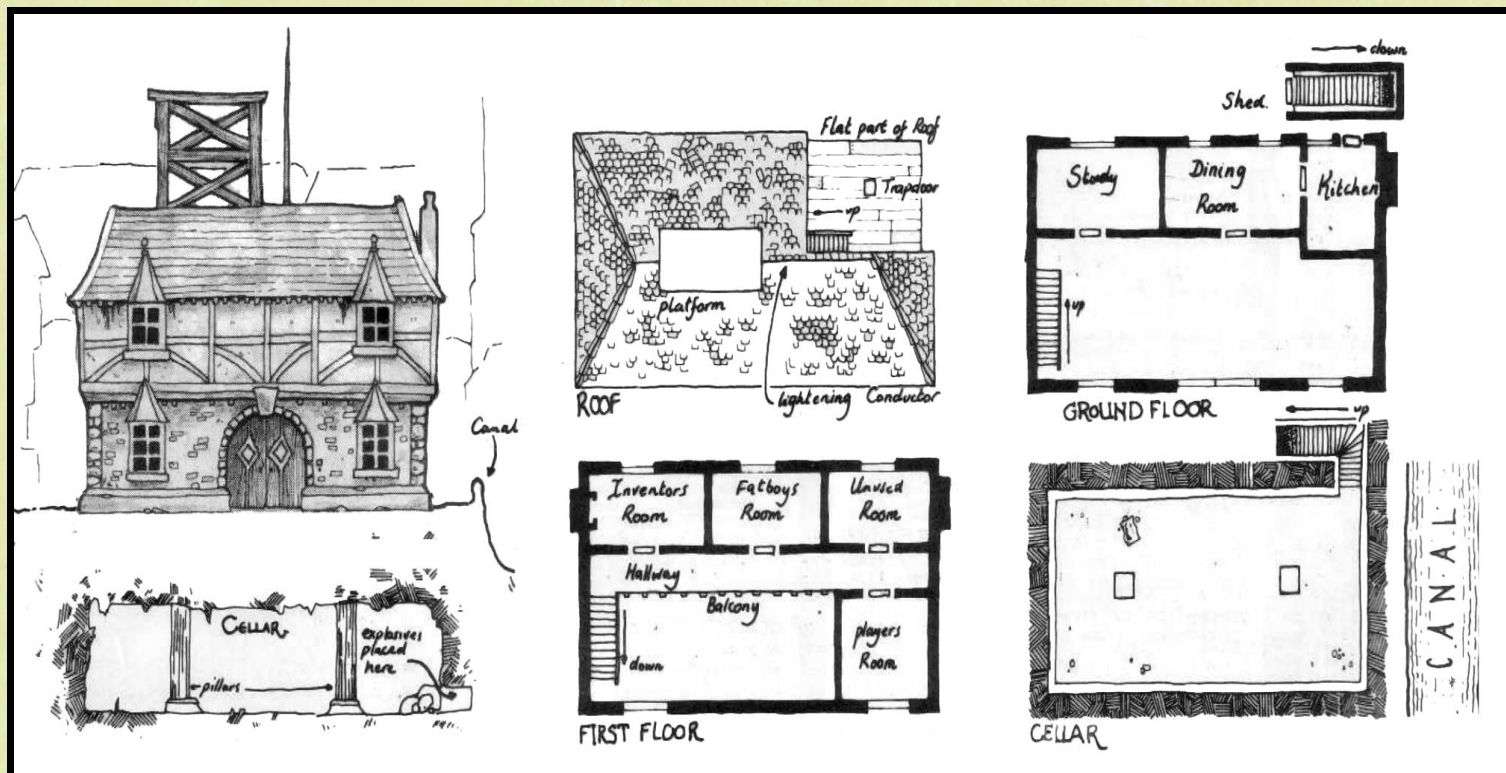
KUGELMATIC FLYING DEVICES

Information on the gliders is given in the last section of the adventure.

APPENDIX 2: KUGELSCHREIBER'S HOUSE

Below is the complete map of Kugelschreiber's house (Der Geflugesalat). No scale has been provided; this is to allow the GM to

tailor the encounters that take place in the inventor's home as he sees fit.





APPENDIX 3: DRAMATIS PERSONAE

WOLFGANG KUGELSCHREIBER – ECCENTRIC INVENTOR

The undeniably brilliant Kugelschreiber tends to be scruffily dressed and never cares about how he looks. He is slightly absent-minded, which is why many of his inventions don't work – he usually forgets a component. He is prone to tangents, getting over excited and calling for 'Zmallnoze!' or 'Vatboy!' whenever he needs something done.



Career: Inventor

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
29	24	23	30	46	87	62	37
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	2	3	4	0	5	0

Skills: Academic Knowledge (Astronomy, Engineering +20, Philosophy +10%, Science +20%), Charm, Command, Common Knowledge (Border Princes, the Empire +10%, Dwarves +10%, Elves, Estalia, Kislev, Tilea, the Wasteland), Drive, Gossip, Heal, Perception +10%, Read/Write +20%, Speak Language (Classical +20%, Reikspiel +20%)

Talents: Linguistics, Luck, Master Gunner, Savvy, Specialist Weapon Group (Engineer, Gunpowder), Super Numerate

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: A Dagger

Trappings: Dirty, scorched robes; small, round Spectacles; whatever crazy inventions the GM deems fit

FATBOY SMALLNOSE – INVENTOR'S SERVANT

The long-suffering Fatboy tends to mutter to himself a lot under his breathe, typically complaining about another of Kugelshrieber's madcap inventions. The GM should use him as a dour foil to the rollercoaster-ride of Kugelschreiber's intensity.



Career: Servant

Race: Halfling

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
29	46	24	34	52	37	43	48
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	2	0

Skills: Academic Knowledge (Heraldry), Blather, Common Knowledge

(the Empire, Halfling), Dodge Blow, Drive, Evaluate, Gossip, Perception, Read/Write, Speak Language (Halfling, Reikspiel), Trade (Cook +20)

Talents: Acute Hearing, Coolheaded, Hardy, Night Vision, Resistance to Chaos, Specialist Weapon Group (Sling), Very Resilient

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: A large Hammer

Trappings: simple Clothes

HELMUT WEISHUND

If stats are required for the unfortunate spy, use those of a 'Pickpocket' from page 234 of *WFRP*, with black clothes and a sword for trappings.

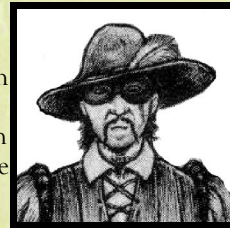
WATCHMEN/EXTORTIONISTS

The city watch and extortionists simply use the stats for 'Town Guards' found on page 235 of *WFRP*. When the watchmen are masquerading as extortionists their trappings are as described in the adventure text. When they are acting as watchmen, their trappings are the same as described in *WFRP*.



MANFRED KESSLER – THE LEADER OF THE CRIMINALS

Manfred has seen a few too many bad plays, and seems to love wallowing in melodrama. A GM should feel free to ham this character up as much as possible, making him appear the archetypical 'bad-guy'. Much like the other extortionists, when Manfred is busy extorting locals, his trappings are as described in the adventure text. When he has returned to the barracks to change, his trappings are those described below.



Career: Sergeant

Race: Human

Skills: Academic Knowledge (Law), Command, Common Knowledge

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	35	36	38	37	37	35	46
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	13	3	3	4	0	4	0

(the Empire), Dodge Blow +10%, Follow Trail, Gossip +10%, Intimidate +10%, Perception, Search, Speak Language (Reikspiel)

Talents: Coolheaded, Street Fighting, Strike Mighty Blow, Strike to Stun

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Sword) and a Dagger

Trappings: Lantern and Pole, Uniform

