



With a Little Help from my Friends

A Short Adventure for a Small Party

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With a Little Help From My Friends is a short adventure designed for a small party of adventures. A magic user will be useful, as will at least one rogue type character.

The encounter locations use Middenheim as an example, though any medium or large-sized city in the Old World will do just as well. You could also insert the adventure as part of the Paths of the Damned series, in Middenheim itself, Altdorf or Nuln, but be careful of giving the adventures too much to do.

The encounter is designed to give players a chance to think before they bash. There's been a kidnapping, and the adventures are hired to rescue the hostage. The characters should consider their rescue carefully, but may have to improvise quickly if things don't go quite according to plan.

Enter Alphonse

As the action opens, the adventures are approached by a rather short and thin figure with the rather improbable name of Alphonse Hercules de Gascoigne. The figure, dressed in well-tailored but old-fashioned clothing, has an almost perfectly round head, and sports an enormous waxed moustache, which he pets and twiddles constantly. He hails from Bretonnia, and speaks with the equivalent of an outrageous French accent - well Belgian accent actually, but who knows how to do a proper Belgian accent?

Full details on Alphonse may be found at the end of the adventure.

Alphonse, a noted private detective, is working on a kidnapping case; and needs reliable, trust worthy help. He gives the PC's the information below. Either read this aloud, or feed it to the players as a series of answers:

"Mes amits, I am, as I am sure you know the world's greatest detective. You 'ave 'eard of Alphonse, no?"

Gascoigne bows his head modestly. If the PCs say that they haven't heard of him, he looks annoyed, but continues.

"I 'ave been employed to ensure ze safety of ze young son of Ludwig Orteli - an enfant named Sigismund - who 'as been abducted and ees being 'eld for ransom."

"Ze kidnappers demand 5000 Gold Crowns for ze boy's safe return, and quell disaster! Ze father 'as not the funds! If zey do not receive ze money by mid-night, three days from now, ze villains 'ave promised to return ze child in -'ow you say - tiny



little bits. So, Alphonse will rescue ze enfant before zen!"

"I, Alphonse, 'Ercule do Gasoigne, 'ave brilliantly tracked ze villains to zeir lair, where I am sure zey are 'olding ze young Orteli. I need ze assistance of several discreet" - he pauses and looks at the PC's doubtfully before continuing - "gentlemen such as yourselves to scout out ze enemy's position, and zen, when the time ees right, rescue Sigismund. Will you 'elp?"

If asked, Alphonse explains that the local authorities have not been called in because (though he puts it a little more delicately), they are a bunch of stupid louts who would probably mess the job up and only get Sigismund killed.

Alphonse offers to pay the PCs 100 Gold Crowns if they help him rescue the boy unharmed, 50 if the boy is mostly alive, but nothing should he die.

If the PCs agree to take the job, Alphonse tells them to meet him at a house he has rented near the kidnapers' hideout. He gives directions to Number 12 Wendenbahn in the Altquartier, a disreputable part of town. Alphonse insists that the PC's wear no armour better than leather, no helmets, and carry no large weapons that might be spotted by the kidnapers.

Broke PC's can wheedle an advance of 20 GCs out of Alphonse to purchase necessary equipment (or get it out of hock if they have had stuff confiscated by the Middenheim watch).

Casing the Joint

The hideout should be deep within the seedy side of the GM's chosen city. For Middenheim this would be the Altquartier (see *Ashes of Middenheim* page 17) and is home to a large portion of Middenheim's underworld population. It is a maze of winding streets and alleys lined with run-down houses and tenements. During the day the streets crawl with low-life; during the night they crawl with even less reputable sorts. Watch patrols are infrequent and heavily armed. If you want to set this adventure in Altdorf, the shadier parts of The Docks or the east of the city would work. In Nuln you could use the Faulestadt, Neuestadt or Shantytown areas of the city.

As the adventures head towards their destination, they have to run a fairly heavy gauntlet of beggars and pick-pockets.



Guiseppe the Dog - Tilean Manhound.

Guiseppe is a Tilean Manhound, a vicious terrier-like brute bred for mayhem. It is completely loyal to Claudio and attacks in a frenzy when given a verbal or hand signal. Guiseppe is midnight black, wears a spiked collar and has ugly scars on its back gained from many previous combats.

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
32	0	27	30	30	15	37	0	1	8	2	3	6	0	0

Skills: Follow Trail, Perception +20, Swim.

Talents: Flee, Keen Senses, Natural Weapons, Strike Mighty Blow.

Knud, Bruno, Axel & Mikhail - Thugs

These men are freelance legbreakers for the loansharks which inhabit the Altquartier. None are particularly intelligent, and none would risk his neck to save another. They are your basic vermin. Knud is 5' 10" and blonde; Bruno is 5' 9" and has brown hair; Axel is 6' 2" and Mikhail is 5' 5" both with black hair.

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
34	34	31	32	35	28	37	30	1	12	3	3	4	0	0

Skills: Common Knowledge (the Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Secret Language (Thieves' Tongue), Speak Language (Reikspiel).

Talents: Disarm, Lighting Reflexes, Quick Draw, Resistance to Poison, Strike to Stun, Very Strong, Wrestling.

Trappings: Leather jerkin, hand weapon (cudgel), knuckle-dusters, pouch with D10 GCs and 3D10 silver shillings each .

Claudio Carbonetti - Thug - Racketeer

Claudio is a vicious and evil brute, but he does have a certain native cunning. He hails from Miragliano, and together with his four younger brothers is currently setting up a branch of 'da business' in Middenheim. He is a paunchy, middle aged man, swarthy of skin and with a lecherous eye.

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
53	36	53	41	42	36	46	40	2	15	5	4	4	0	0

Skills: Common Knowledge (the Empire & Tilea), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate+10, Secret Language (Thieves' Tongue), Speak Language (Reikspiel & Tilean), Command, Evaluate, Perception, Haggle.

Talents: Disarm, Lighting Reflexes, Quick Draw, Resistance to Poison, Strike to Stun, Very Strong, Wrestling, Specialist Weapon Group (Fencing), Street-Fighting, Street-Wise, Strike Mighty Blow.

Trappings: Breastplate, rapier, dagger, Pouch with 28GCs, Gold Bracelet with motifs of severed horses' heads (worth 6GCs), bag of garlic toffee, very nifty suit, violin case (containing violin).

Paolo Gentile - Thug - Interrogator

Paolo came with Claudio to Middenheim. While completely loyal to Claudio, Paolo's pathological sadism sometimes causes problems for his boss. It is completely useless to ask Paolo to interrogate anyone, for example, since the victim usually dies before he has a chance to answer any questions.

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
48	26	53	41	42	35	56	30	1	16	5	4	4	0	0

Skills: Common Knowledge (the Empire & Tilea), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Secret Language (Thieves' Tongue), Speak Language (Reikspiel & Tilean), Torture, Perception.

Talents: Disarm, Lighting Reflexes, Quick Draw, Resistance to Poison, Strike to Stun, Very Strong, Wrestling, Specialist Weapon Group (Gun-powder), Menacing.

Trappings: Leather jerkin, sword, blunderbuss (with ammunition for 4 shots), dagger pouch with 5GCs.

However, once they reach the street containing number 12 (a map of the street is on page 17), the area becomes suspiciously empty. The locals know something is going on at number 17 - they always know something's up in this kind of situation - and the grapevine says it's unhealthy to hang out in that neighbourhood.

Once inside number 12, Alphonse takes the adventurers upstairs and gives them their assignments. He tells them that the kidnapers are holed-up in number 17 across the street.

One character is to watch the front of the house through the telescope (carefully surrounded by drawn curtains), while the others are to find a vantage point from which they can spy on the back of the house. They are to carefully note down (or remember) any arrivals and departures, plus anything they can see going on inside. Under no circumstances are they to do anything to make the kidnapers suspicious.

Alphonse is off to check some other leads concerning the kidnapers' criminal associates, and will return at midnight to take their reports.

The Telescope

The adventurer at the telescope has the easy job; all he has to do is stay awake and avoid falling out of the window.

Through the 'scope', he can see the front door, and into Bedroom 1 and Bedroom 3 on the first floor. On inspection the PC will note that all other windows he can see are shuttered, and the front door is in good condition. On a successful **Average Perception Test (Excellent Vision +10)**, the PC will notice that there is a skylight on the roof which appears warped and slightly cracked....



The Rear

One or more PCs will have to find a good spot to watch the rear of number 17. Sensible precautions, such as the use of Skills, **Silent Move** or **Concealment** will be needed to avoid trouble. Adventures who fail to take proper care, or who try to get too close to the house, should be chased off by Frau Koch from No 19, who has a mean temper and wields a rolling pin to match!

There are several good places from which to spy on the back of the house, including an obviously abandoned tenement directly behind No 17. The privy - mere feet from No 17's own outhouse - is even better, although a lot less comfortable for a spy.

From their vantage points, the adventures can see the front and back of the house, into the Kitchen on the ground floor, and the three Bedrooms on the second. All other rooms have curtains drawn apart from the broken skylight to the Attic. Just what can be seen by keeping watch is covered in *The Surveillance* section below.

See also *Sneaking About In Other People's Back Yards* for how handle PCs movements during *The Surveillance*.

The Inhabitants

There are six men, one ill-tempered dog, and one unhappy boy in the house. The mastermind of the operation, Claudio Carbonetti, is vicious, evil and cunning. His right-hand thug, Paolo Gentile, is a mindless sadist who worships Claudio and unhesitatingly follows his orders to the letter. The others in the gang (Knud, Bruno, Axel and Mikhail), are bully-boys, hired for this job. They follow Claudio's orders mainly because they're well paid, and they know what Paolo will do to them if they don't, even so they have no particular desire to die for 5GCs a day.

Guiseppe the dog is Claudio's pet. A Tilean Manhound, Guiseppe is about as friendly and playful as a dyspeptic Doberman. The boy, Sigismund is tied hand and foot in the basement, and wishes he were somewhere else.

All the thug's descriptions and statistics may be found in the *Profiles* section.



Alphonse Hercules de Gascoigne - Thief - Cat Burglar - Master Thief - Spy

Alphonse is of indeterminate age (he's actually 96), with slicked black hair and a large waxed moustache. His green eyes glitter with amusement and an enviably vigorous intellect. Standing a miniscule 3' 7", and very thinly built it is impossible to take this funny little soul seriously, which is precisely the mistake so many criminals have made!

The truth is, Alphonse is a brilliant, inventive, observant and generally incomparable private detective. Multi-skilled and supremely self-confident, he comes and goes as he pleases, he never misses a clue, and he always gets his man. Er, or Elf or Dwarf. Whatever. His sharp eyes and attention to detail allow him to learn an incredible amount in a short time. These abilities allow him to do lot of overt investigation, though when necessary, Alphonse is not too proud to don a disguise and employ his considerable thieving talents to discover more sensitive information.

He has spent much time in Altdorf, Middenheim, Salzenmund and Marienburg as well as Bretonnia (the land of his birth). Despite being a master of disguise, his build and odd looks means he usually operates overtly, and as such is respected by quite a few high placed individuals who have had cause to hire him. With a reputation second-to-none, Alphonse is in great demand as an investigator, especially by people in high society who value discretion as much as ability. He isn't greedy - he accepts or rejects cases on the basis of their merit - and he doesn't betray the confidence of his employers.

Assuming the PCs were successful in their assignment, Alphonse is prepared to tutor characters who are willing to put up with his idiosyncrasies. Halflings receive a +10 to any *Fellowship* test they need to make with him.

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
44	53	37	32	78	65	57	66	2	14	3	3	4	0	0

Skills: Academic Knowledge (Genealogy/Heraldry), Common Knowledge (Bretonnia & Empire), Gossip +10, Speak Language (Halfling, Breton & Reikspiel), Trade (Cook), Charm +10, Concealment +20, Evaluate +20, Pick-Lock +20, Perception +20, Read/Write, Search +10, Secret Language (Thieves Tongue +10), Silent Move +20, Gossip +10, Haggle, Scale Sheer Surface +10, Secret Signs (Thief +10), Disguise, Dodge Blow, Lip-Reading +10, Sleight of Hand +10, Swim, Shadowing, Performer (Actor).
Talents: Night Vision, Resistance to Chaos, Specialist Weapon Group (Sling & Throwing), Mimic, Alley Cat, Trap-finder, Streetwise, Street Fighter, Swashbuckler, Schemer.

Trappings: Pouch with 24 GCs in small change & 4 small cut Opals worth 50 GCs each, Fine Clothes, *Ring of Subduction, Leather Jerkin, Dagger (envenomed with Black Lotus).

A 'Short and Thin Figure'? He's a Gnome for Ringul's Sake!!!

The current edition of WFRP has not introduced or updated Gnomes (who had rules allowing them to be played as PCs in the first edition of WFRP) so Steve and Dawn have based Alphonse's characteristics on that of a Halfling, the main reason for this being the fact that Halflings are seen by some to have certain connections with the criminal world. Because of this stereotypical view they thought it most appropriate to show Alphonse as a Halfling ex-thief, who has all the right skills and connections with the underworld, but who has had a change of heart and turned his abilities to working some good in the grim Old World.

You could also choose to play Alphonse as a Dwarf, although this would make him a much more complicated character (and require some characteristic changes). For one thing there are very few Dwarfs who come from Bretonnia, although that fact alone might explain why he became a thief. In which case moving to the Empire may have been the reason for his conversion to a detective. Seeing how Dwarfs from the Empire acted, he may have felt that life as a rogue would not be perceived as a very respectable career so turned his unique talents into an honest living. He would then have been able to use the reputation of a Dwarf's honour to build up a position of trust in the circles of the upper-class.

Of course, those who have information on Gnomes from earlier editions of the game could simply update them to the current rules and background and run from there.

Steve and Dawn chose to reduce the number of magical items that Alphonse had in the original version of this adventure seen as magical items are much rarer in the current edition than they were in the original game, as such they present him with a single magical ring.

Alphonse is a unique individual, and nothing is known of how or why he changed from a successful career thief to a detective, but it is possible that his career change was connected to him coming into possession of the Ring of Subduction. You could, for example, include into his background that he was once hired to steal a precious ring, but during the theft he discovered that his patron was of dubious nature. As he tried to deliver the stolen item to his patron he had a strong feeling that an attempt was being made to control his actions, this feeling manifested itself as a slight tingling sensation. With luck, his natural resistance to magic was able to counter this magical attack and the diversion of a Witch Hunter coming to investigate his patron's activities allowed Alphonse to escape with the ring. This episode may have been a turning point for the thief; making him decide that there must be a safer way to use his abilities while remaining within the law. And so he fell upon the idea of becoming a hired detective. This short idea helps to make Alphonse a more complicated character; maybe he has become dependent on the magic ring and is very distrustful of people around whom his ring bearing hand begins to tingle. Any characters with a magical item or who is a spellcaster might find their backgrounds being checked into personally by Alphonse. It's then possible that Alphonse will turn up some information he can use in the future if he continues his contact with the PCs or maybe another patron will ask him to glean information from the PCs, information that they may be withholding for some reason.

Ring of Subduction

Academic Knowledge: Magic

Powers: This magical ring will make the wearer feel a slight tingle in the hand when within 12" of a magical item or spellcaster.

History: Believed to have been made by the College of Light on command by Magnus the Pious. The ring was given to Witch Hunter Helmuth Klausner as a gift to aid him in his perilous work. The ring was lost during service and has been sought after by the Temple of Sigmar since, how it came into Alphonse's possession is something of a mystery.

The Kidnappers' Plan

After Claudio grabbed the kid, he and his band retired to the house. Then sent the ransom note (by messenger) which gave Orteli 72 hours to raise 5000 GCs or the boy would be killed. Further, the note told Orteli to wait for instructions on how to hand over the money.

Claudio is now waiting for the deadline to expire, at which point he will send a message to Orteli telling him to go to a certain bar in the Altmarkt with the cash. There Paolo will take the money from him and return to the house.

If Orteli doesn't come up with the dosh, Claudio plans to remove a small bit of Sigismund and send it to him in the belief this will encourage Orteli's co-operation. If Paolo comes back with the money, Claudio will kill the boy (there's no sense in leaving witnesses, after all), then the gang will disperse.

As you may have gathered, Claudio is not a very nice person.

Fortunately for Sigismund, Claudio hasn't taken into account the brilliant - nay, astonishing - Alphonse Hercules de Gascoigne, who performed the almost impossible task of tracing the ransom note paper back to a vendor in the Altmarkt. The stall's proprietor, eager to co-operate with the funny looking figure who was waving money around, gave Alphonse an accurate description of the "greasy looking number with the big, mean dog" who bought the paper. For a detective of Alphonse's talents, tracing Claudio to his hideout was child's play.

Though he doesn't suspect that anyone knows where he is, Claudio is taking no chances. The boy is bound hand and foot and locked in the basement. Claudio, Paolo and Guiseppe are stationed in the Living Room at all times; a guard is on duty in the Hall, and another is in the Kitchen. The remaining two off-duty guards stay upstairs in Bedroom 1.

If anybody tries anything, Claudio expects the guards to buy him time to unlock the basement door, grab the kid, and threaten to kill him unless he and his band are allowed to escape unharmed. If things go badly, he will set his dog on the child, hoping to make his escape while the rescuers are saving Sigismund.

The Surveillance

The following is a timetable of the events which transpire at No 17 during the PCs watch.

Note that NPC's are listed by name, but as the PC's have no way of initially knowing the villains' names, you should call them by their physical descriptions (see Profiles), "the brown-haired man", "the tall, ugly-looking bloke", etc.

Start (noon)

Bedrooms 2 and 3 are empty, and remain that way. Bedroom 1 contains two men (Knud and Mikhail) playing cards. One man (Bruno) is in the Kitchen, pottering around.

12.30 pm

A man (Axel) enters the Kitchen and unbars the back door, letting Bruno pass through.

The man rebar's the door behind him. Bruno is gingerly carrying a bucket (which contains Paolo's, Claudio's and Sigismund's waste). He takes the bucket into the outhouse, spends some time there on a personal matter, and then returns to the back door.

Any PC within 6 yards of the back door may hear on a successful **Challenging -10 Perception Test (Acute Hearing +20)**, Bruno knock four times and say "Let me in its Bruno". Bruno is let back into the house, and he walks further into the house, leaving the Kitchen.

1.00 pm

Bruno returns to the Kitchen, and Axel goes elsewhere in the house. The front door opens and Axel leaves; a big man (Paolo) closes the bars the door behind him. If the PCs think to follow him, Axel heads to a local Inn to pick up enough food for seven, plus a bloody haunch of raw meat.

2.00 pm

Axel returns, carrying a large basket. He knocks four times on the front door and says something (the watching character can't tell what unless he has the **Lip Reading Skill**, in which case he must make a successful **Very Hard -20 Perception, Excellent Vision +10**). If the PC is successful he can make out "Let me in its Axel", Paolo then opens the door, Axel slips inside and the door closes.

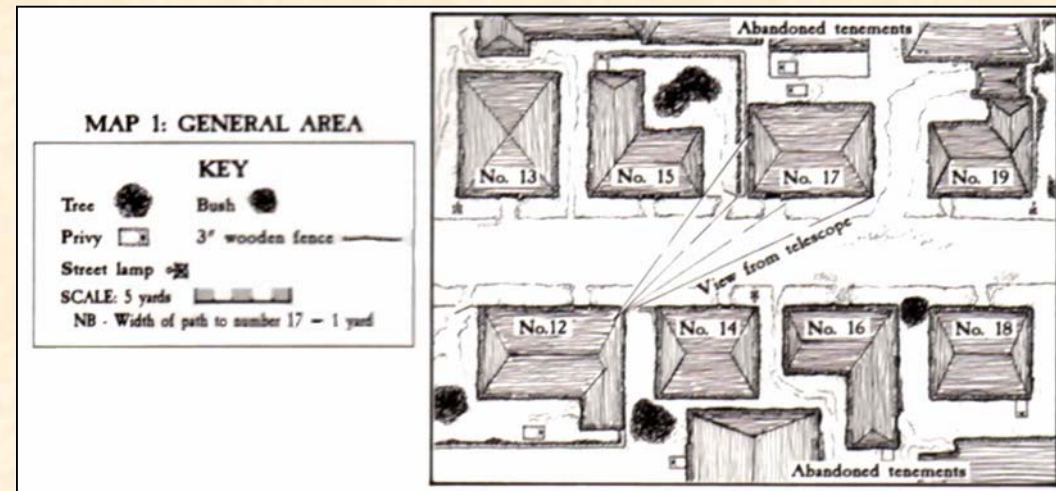
Several minutes pass, then the adventures at the rear see Axel enter the Kitchen, toss Bruno some food and a bottle, proceed upstairs, and give Knud and Mikhail the same.

3.00 - 11.30 pm

Knud, Mikhail (Bedroom 1) and Axel finish their meal, make trips to the privy (following the same procedure as Bruno which means nearby PCs can learn their names), and then lie down for some shuteye.

In the Kitchen Bruno hangs around playing mumblety-peg. He makes one more trip outside, this time accompanied by a big, mean looking dog on some personal business.

The dog, also on personal business, sniffs around the garden and the surrounding area, paying especial interest to the undergrowth etc. Anyone hidden in the tenement or tenement's privy are safe from discovery; others may be sniffed out!



Meet the Neighbours

No. 12 (2 storeys): Alphonse Hercules de Gascoigne and company.

No. 13 (3 storeys): Empty

No. 14 (3 storeys): Herr & Frau Meisner. Timid local shopkeepers don't want any trouble; easily intimidated or bribed. **PR - 43**, use Proprietors Profile if needed, *WFRP* page 235.

No. 15 (3 storeys): Kurt, Burt and Gert. Local labourers, work all day, drink all night; easily bribed or conned (will probably sleep through all the excitement anyway). **PR - 28**, use Labourer profile if needed, *OWA* page 98 or *Sell-Swords* in *WFRP* page 235.

No. 16 (2 storeys): Herr Grundrich & Son are coppersmiths who are suspicious and none that stupid. Tend to shoot prowlers first; never ask questions later. **PR - 43**, using Proprietors Profile if needed, *WFRP* page 235.

No. 17 (3 storeys): The kidnappers

No. 18 (3 storeys): Fraus Petra and Marie, ladies of dubious virtue. Paying local Watch for protection; won't hesitate to call them for help if threatened. Eminently they are bribe-able, though expensive. **PR - 29** using Beggar Profile *WFRP* page 233 if needed.

No. 19 (2 storeys): Frau Else Koch and Vlad (her incredibly vicious Rottweiler dog). She is a suspicious, ill-tempered, nasty old harridan (there is 48% chance that she has her rolling pin on her at any time). **PR - 43**, use the Proprietors Profile if needed, *WFRP* page 235 and the War Dog Profile *WFRP* page 233 for Vlad the Dog.

Climbing Over a Fence - Routine +10

Climbing the Corner of a Building - Hard -20

Climbing the Flat Face of a Building - Very Hard -30

It is advisable that anyone wishing to climb anything more than a fence should use a rope and grapple!

Moving on the Rooftops: All movement on the rooftops should be classed as Hampered, for a PC to move faster than this a successful Agility Test required to prevent them from falling.

Jumping: Please see *WFRP* page 138 for rules on Leaping, Jumping and Falling.

Making Noise: If at any time you feel a PC has made a noise that may be heard, refer to the relevant inhabitant(s) and test their PR to see if they have heard anything (remember to induce the relevant modifiers if the test is being performed at night). If the neighbour is successful in passing their PR test they will go outside and check out the area, at this point an opposed PR test will be required to see if the PC is spotted.

Experience Awards

10 - 100 For quality of planning. Reward both common sense and ingenious (but not fool-hardy!) ideas. The highest award should go to the PC who consistently came up with the smartest suggestions.

15 For detailing with (ie incapacitating) each of the villains - and of the dog! Capturing Claudio alive and handing him over to the authorities will be worth an extra 20 points each, and will net the PCs 100 GCs in reward money - Claudio is wanted on a number of charges from extortion to arson.

30 For rescuing Sigismund (more or less) intact.

11.30 pm

Axel enters the Kitchen, and he and Bruno go to wake up Knud and Mikhail. The two pairs switch places: Axel and Bruno go to bed, Knud takes up watch in the Kitchen, and Mikhail goes to an unknown post on the ground floor (The Hall, actually).

12.00 - 8.00 am

Bedroom 1 is quiet and dark. A bored Knud sits staring out the Kitchen window. Mikhail pops in from time to time, refilling 3 mugs at a small barrel, and poking Knud when he starts to doze.

8.00 am onwards

The dog is let outside again while Knud and Mikhail have a bit of breakfast. The guards change shifts at 11.00; then everything proceeds as yesterday.

Enter Alphonse (Once Again)

Alphonse returns to No 17 at midnight that evening. He listens to the reports on the activities in the house, turns his head on one side, twiddles his moustache thoughtfully, and says,

“Ah ha! Zat ees veery fascinating, no? Several zings present zemselves, do zey not? What do you zink, mes amis?”

Now is the time for the players to show that all those years spent watching detective programmes on TV were not in vain. Alphonse coaxes, goads, and orders them to give their interpretation of the intelligence they have gathered, and asks for suggestions on how to rescue Sigismund.

Of course, the world's greatest detective has already deduced everything that can be gained from the evidence, but wants to hear the PCs views anyway so that he can show them how clever he is by criticising their plans.



Alphonse's Conclusions

Sigismund's Location

The boy isn't being held in the Attic - there are no guards there - and if he was, the villains would have fixed the skylight in the Attic. Obvious, of course!

Sightings indicate that he isn't in any of the Bedrooms. It's possible he could be locked in a wardrobe, but if so, one guard would be ordered to stay awake at all times in case the lad got out or started a ruckus. By extension, he probably isn't on the First Floor either.

Therefore, if still alive, the boy is somewhere on the Ground Floor or in the Basement. Since the kidnappers 'live' on the ground floor it's more likely that he is imprisoned in the Cellar.

Number of Villains

Six: two upstairs, one in the Kitchen, plus three more somewhere else on the Ground Floor (Axel's three tankards, or don't the PCs remember such important details?).



Spin-offs From the Encounter

At your option, Claudio is a minor member of a small Tilean family criminal group. He pulled this kidnapping operation on his own, but his failure stains the honour of the family, and Claudio's brothers seek revenge by trying to kill Alphonse and the adventurers.

Alphonse (see his description and profile) has obvious campaign play potential. He is very useful as a tutor, a source of contacts and jobs, and is loads of fun for you to roleplay.

If the adventurers have rescued young Siggy, his prosperous (but mean) father will be delighted. They will get many dinner invitations, where they can mingle with the Rich and Famous and make good contacts, or as is more likely, make total jackasses out of themselves.

If the adventures screwed up and got Siggy killed - and lived to tell the tale - there's always the chance that either Siggy's father or any survivors of the gang will come looking for them. Perhaps Claudio (if he lives) fingers them as co-conspirators! It's the sort of low trick that he would try.

Sneaking About In Other People's Back Yards

While PC(s) are performing the surveillance you will need to perform Opposed Skill Tests to see whether they are spotted by any of the kidnappers or their neighbours (see WFRP p89 for guidance on performing opposed skill test). The tests will vary depending on the time of day and the PC(s) skills or talents.

Day: Test the relevant neighbours **PR** (Perception Rating, given in *Meet the Neighbours* on page 17) against the PC(s) **Agility**, giving the PC(s) appropriate bonuses if they have the skills **Concealment** and **Silent Move**, and/or talents **Alley Cat** and **Keen Senses**.

Night: If the relevant neighbour is asleep then their PR must have a **Hard (-20)** modifier or, if drunk, a **Very Hard (-30)** modifier.

Messing About on Rooftops (Night Only)

The heights of the houses in the area are as follows; 2 storey houses are 6 yards high and 3 storey houses are 9 yards high.

Climbing: The following are test modifier guidelines for the various different obstacles a PC may wish to climb. If a PC has the relevant skill **Scale Sheer Surface** then allow a +10 bonus to the test modifiers below and the same if a PC has the talent **Night Vision**.

First Floor

Combat here means that everyone in the house has a chance to hear the noise, a **Perception Test** every round is allowed for the inhabitants, the modifiers are **Very Easy +30** if the Guards are awake or **Challenging -10** if asleep. Only Bedroom 1 is used, and this contains two guards (see *The Surveillance* time-line for shifts) who play cards when awake. Grabbing weapons takes 1 round, but if asleep they take 2 rounds to wake up, 4 rounds to don armour and 1 round to get weapons.

Ground Floor

Combat here results in **Perception Tests** as above. Both the Hall and Kitchen have a Guard (armoured and with a weapon at hand, see *The Surveillance* time-line for shifts), and the Living Room contains Claudio, Paolo and the Dog. The two men take in turns to sleep (Paolo has the day shift). Whoever is asleep takes 2 rounds to wake up, 4 rounds to don armour and 1 round to get weapons, the Dog wakes and attacks in 1 round.

The Resolution

There are two possible endings to this encounter: either the PCs capture or kill Claudio before he gets to Sigismund, or Claudio gets a knife to the boy's throat and gives the classic "back off or the brat gets it" line.

This latter variant result in a traditional stand-off: Claudio can't escape, and the PCs can't get the boy. A tense bargaining session will ensue, as Claudio and the PCs attempt to come to terms. Claudio offers to hand over the boy for money and safe passage (100 GCs will do it), though if pressed the leader will accept just the safe passage.

However, the PCs must convince Claudio that they'll let him pass safely. This is a real test of player ingenuity, and a possible solution is for one of their number to volunteer to take the boy's place. This is exceedingly dangerous, but Claudio would gain little benefit from killing the character (there's no money in it) and the last thing he needs right now is more enemies. If an PC does something this heroic, reward him by sparing his life - Claudio drags him a couple of blocks, and then knocks him on the head and leaves.

Obviously, if Sigismund is killed or the kidnapers take him somewhere else, the PCs have failed. There will be no recriminations from the boy's father or from the authorities. Of course, Alphonse may not wish to associate with them again; unless the failure was due to bad luck (ie the plan was good).

Lines of Attack

Food: Something unpleasant could be introduced into the villains' grub at the Inn, but with the drawback that any poison might be noticed, the child affected (possibly fatally) or the villains' forewarned of the adventurers' impending arrival.

Frontal Assault: Alternatively, Axel could be bushwhacked during his foraging trip to the pub, and someone else disguised as him could walk up to the front door. Chances are that the 'password' is simply his name (just like the backdoor).

When the door opened, the other adventurers, hidden nearby, could rush in and overpower the guards. Of course, the plan would fail if a different password is used, or if the impostor is spotted before the door is opened. Also, the impostor would have to hold the door alone until the other PCs got there.

Rear Assault: A guard could be bushwhacked in the loo, and replaced by a suitable party member.

The drawbacks here are that the guard in the Kitchen might hear the scuffle, and the substitution would have to be hurried not to arouse suspicion.

Skylight Entry: Apparently the least defended entrance, which may mean it is trapped.

The skylight is also a long way from Sigismund's most likely location, and would involve a dangerous and possibly noisy trip across the rooftops.

Planning the Rescue

Now the adventures must decide upon a plan of action. To do so they should take stock of their resources to see which might be of help in defeating their opponents.

Through Alphonse you could remind the players of skills and special abilities they might have forgotten. Don't make their plan for them, but feel free to point out any obvious oversights or mistakes they are making.

You may be surprised at the brilliant plan your players concoct. In normal circumstances, combat comes upon characters suddenly - usually somebody opens a door he shouldn't, and a bunch of annoyed goblins try to take his head off. While this is loads of fun, this type of encounter provides little time for the adventures to think. Give players half an hour to exercise their fiendish imaginations and they'll surprise you every time.

Whatever plan the players decide upon, play it straight. It is quite conceivable that they'll dream up something so devious that they'll win without a fight. If so, let them. You shouldn't feel constrained to have a climactic melee at the end of the scenario if

the situation doesn't warrant it - and it might not, if your players have been really sneaky!

However, if their plan is slipshod, so be it. Let them suffer. If they can fight their way out of their mistakes, well good for them. If not, well that's too bad for Sigismund, the adventures' lives and Alphonse's reputation.

Exit Alphonse:

After the adventurers have come up with a plan, it's time for Alphonse to disappear. If you look at his profile and description, you'll note that he's a pretty decent fighter, and you don't want him getting directly involved and hogging all the glory.

If the adventures are out-matched by all means let him stick around. But if not, there are a couple of easy ways for you to dump him before the Big Battle.

First of all, there's simply removing him as an active participant. Have him fall from somewhere high, or have something heavy fall on him, leaving him emphatically unconscious. This is moderately sleazy and your players may gripe at such an obvious plot device, but them's the breaks!

Alternatively, you can have something come up during the operation which threatens everything and Alphonse goes off to take care of it.

For example, as the PCs and Alphonse are crouched outside No 17, ready to attack Bruno when he goes to the loo, a bunch of City Guards march onto the street and begin pounding on doors, obviously conducting a search. Alphonse tells the PCs that he'll distract them for as long as he can, hopefully giving the PCs time to finish the assault...

If things get out of hand later and the PCs are in deep trouble, Alphonse can always show up at the last minute to save the day.

As a final option you may like to have Alphonse waiting out in the street, so that he can follow one of the fleeing kidnappers: "...in ze 'ope zat ee will lead me to, 'ow you say, a much bigger fish." Again, this gives you the opportunity of involving the detective at a later time if needed.

The Rescue

The actual break-in will be as easy or difficult as the PCs make it for themselves. Claudio's objective in the event of trouble is to unlock the door to the basement and get the kid (3 rounds) and get back upstairs (2 rounds), while Paolo and Guiseppe buy him time. Paolo will fire his Blunderbuss and then Charge; Guiseppe will just Charge. Once Claudio is upstairs with Sigismund, he'll threaten the boy's life unless the adventures let him leave.

When all the whacking and yelling starts, the guards will attempt to rally to Claudio, but if they're badly outmatched, they will do their best to flee.

No 17 Wendenbahn

Attic

Gaining entry to the house from here may result in a number of **Perception Tests**, rolled by the guards in Bedroom 1. These are made with a **Routine +10** modifier if they are awake or a **Very Hard -30** modifier if they are asleep (**Acute Hearing +20**).

Unless oiled, the skylight will squeak on opening. The drop from the skylight to the floor is 3 yards (**Perception Tests** for the Guards unless a rope is used). The place contains lots of (damp) old furniture, plates, rugs, etc that can trip PCs up (**Perception Tests**) unless they have a light source or the Talent: Night Vision. The trapdoor to the first floor is also squeaky (as the skylight), and the ladder has a broken step. Unless examined, the first PC down must make a successful **Challenging -10 Perception Test** to see the broken step or otherwise make a successful Agility Test or fall (make a Perception Test for the Guards, moving the Test Difficulty modifier to **Very Easy +30** if awake or **Challenging -10** if asleep).

Map 2: No. 17 Wendenbahn
Scale 1 yard

Item	Toughness	Damage	Lock Rating
Walls			
Exterior	5	10	.
Interior	7	7	.
Doors			
External	3	6	20%
Internal	2	3	10%
Windows			
Shuttered	2	3	(nailed)
Unshuttered	1	2	10%

THE ATTIC

FIRST FLOOR (all windows unshuttered)

GROUND FLOOR (only Kitchen window unshuttered)