



LUITPOLDSTRASSE BLUES

Written by Dave Allen

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LUITPOLDSTRASSE BLUES

In this scenario the PCs are a group of Watchmen sent out to patrol the notorious docklands of Altdorf. This adventure consists of a number of set scenes. Only THE BRIEFING needs to be played out first, other scenes are then played out depending on the decisions of the patrol.

Some scenes are optional, and are to be fitted in if the GM feels the party need a helping hand, or if a violent or investigative scene might improve the pace of the scenario.

Hopefully by the end of the session the PCs will have amassed enough information to arrest Drago Vedris, a vicious serial killer of Halflings, as well as solving other crimes, keeping the peace in Altdorf and, perhaps, earning a few backhanders.

The following is a recommended running order for the scenes of the scenario, GMs may find it easier to force the action along in this way, but we encourage you to allow players to decide what leads they wish to follow. If they make progress a little too quickly throw in a couple of petty crimes for them to deal with, such as witnessing a burglary or assault, in order to complicate matters.

BEFORE YOU BEGIN

Make sure that all the players have read their character information and that all the players have seen the copy of the *Altdorf Speiler* in the handouts section. The stories in the *Speiler* are common knowledge around Altdorf at the time of the scenario, so even if the player's characters can't read let them look at the newsheet.

THE BRIEFING

Captain Trenker fills the PCs in on the latest cases. From here the patrol could take on the following cases in any order they wish:

THE CASE OF THE GOBLIN SIGHTING, THE CASE OF THE WIERDROOT RING, THE CASE OF THE BEATEN BAWD

During these cases the PCs will uncover clues to the other cases; they can also come across the following cases whilst on their rounds:

THE CASE OF THE AGITATOR, THE CASE OF THE HALFLING SPOKESPERSON, THE CASE OF THE ARRESTED NOBLE, THE CASE OF THE UPSET TILEANS

Some of these have no relevance to the bigger picture, whilst others give extra clues as to other crimes in the city. Hopefully by the end of the game the PCs will have amassed enough info to go about CONFRONTING DRAGO.

THE CASE OF THE GOBLIN SIGHTING

The Hooks and the Fish are two of Altdorf's most violent dockside gangs. They are often out to try and discredit one another.

Recently a member of the Hooks spotted a greenskin in one of the warehouses on the dockfront. This caused some uproar and word spread fast before the leadership of the Hooks decided to be responsible and inform the Watch about what was going on.

The Fish had stolen the greenskin from a boat carrying supplies and specimens to the University of Altdorf. As soon as the Hook who discovered the greenskin ran off they hid it elsewhere, hoping to sow confusion amongst the Hooks, have them loose customers (who don't want to use a greenskin infested warehouse) and discredit them with the Watch.

The PCs can investigate the warehouse and find clues to the whereabouts of the goblin. This will win them the thanks of the Hooks but the enmity of the Fish. Or they can fail to find anything and move on with the other cases, meaning that neither of the dockside gangs think any differently of them.

THE CASE OF THE AGITATOR

At some stage in their investigations the Watchmen see a young man looking a bit suspicious next to some recently pasted up flyers about the existence of Ratmen. They can attempt to arrest him, leading to a chase, and take him to the station if they catch him. He speaks Tilean and can help them solve *THE CASE OF THE UPSET TILEANS* (see below).

THE CASE OF THE HALFLING SPOKESPERSON

Heironymous Juniper, a self styled representative of Altdorf's Halfling population, has been appearing regularly and demanding to know how the case is progressing. He sometimes brings along journalists and members of the cult of Verena with him. Trenker has accused him of wasting Watch time

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and, in turn, Juniper has accused the Watch of institutionalised prejudice against Halflings, and he has threatened to ask Priests of Altdorf's Temple of Verena to take a close look at the matter. He may appear at junctures where the watch party are not busy with a Verenan Investigator in tow, demanding to know what latest leads have been examined in the case of the Pattern Killer.

He may also appear with a writer for the *Altdorf Spieler*, who will interview the party. Heiro is merely a nuisance character used to waste party time. Some may feel that his interest may conceal a guilty secret, but he has done nothing wrong.

THE CASE OF THE WIERDROOT RING

The last victim of the Halfling Pattern Killer was a wierdroot addict, and Captain Trenker has suggested that the Mermaid tavern staff might have supplied the drug based on evidence given by witnesses who saw the victim regularly visit the tavern, but not drink there.

One of the barmen at the Mermaid has been dealing wierdroot. He will not go without a fight though. He may be able to give them some info about the wierdroot habits of his former customers if beaten into submission.

THE CASE OF THE UPSET TILEANS

These Tileans are the crew of a vessel who have had a Hobgoblin specimen stolen. They have come to the Watch station to complain, but no one there speaks fluent Tilean. Until the party turn up with someone who can speak Tilean they will hang about trying to communicate in mime or just jabbering amongst themselves.

They saw distinctly that a man hung about their boat prior to the theft. They can give a description of him. He wore a symbol of a fish stitched to his jerkin.

They used to have a halfling Burgher/Scribe/Navigator with them who was their interpreter, but he hasn't been seen since this morning.

THE CASE OF THE BEATEN BAWD

Tristan Mahler, a local Bawd with a violent reputation, stumbles into the station covered in blood.

It seems he has had some merchandise stolen from his warehouse, though he isn't keen to explain where he received his injuries.

THE CASE OF THE ARRESTED NOBLE

In the cells is a noble who has been arrested for assaulting a working girl. He plays no part in the adventure really but is an excuse for some important NPCs to be unavailable in the adventure. If the PCs return to the station they find that many of their superiors are busy trying to, at first, threaten the noble, then, having realised how important he is, attempting to appease him. Later they will be in an office with him and a member of the local Verenan clergy to discuss proper restitution.

THE PATTERN KILLER

The big story in Altdorf at the moment is that of the Pattern Killer, a man who has slain three halflings whose bodies have been discovered every second Aubentag for the last few weeks. The Watch are desperate to catch him, if only to get Hieronymus Juniper off their backs.

Drago Vedris is the killer. He has abducted a halfling from a Tilean barge and holds it in a bedsit he has hired near the docks, planning his latest fiendish ironic death for the runts he so irrationally despises.

The party are up against it to gather all the clues they can in order to rescue the victim and bring Drago to justice before the scenario is finished.

THE BRIEFING

Once you have given everyone their character notes, given them time to read them and answered any questions the players might have read the following out to the players:

It is a short while before your shift is due to begin and you have all gathered in one of the small offices at the back of the Luitpoldstrasse Station in order to receive a briefing from one of the Captains attached to this station, Captain Marcus Trenker. He opens the door to the office and as he does so the sound of raised voices can be heard, coming from both the foyer outside and the holding cells beneath the building. Captain Trenker shuffles some papers before him before launching into his brief.

“Morning, well, we all know that the big news at the moment is of this Pattern Killer that’s doing the rounds, every Sunnstillle seems to bring another of these sick whoresons out of the woodwork, must be the heat. This one has a taste for halflings, we’ve found three victims so far, two Aubentag the week before last, and the first one Aubentag two weeks before that. This means we’re well due another if he’s to keep the pattern up, so keep your eye out. These killings have brought us a lot of publicity, you know how the little people like to kick up a fuss, so watch out for reporters for the Altdorf Speiler. Also keep a look out for a Halfling named Heiro Juniper. He’s some Mootland loudmouth who thinks he’s looking after the interests of Altdorf’s Halflings by wasting Watch time. If he bothers you during your patrol just tell him to come and see me.

“The last victim, as I’m sure you know, was one Hugo Shortshank, who has been giving us a merry old run-around these last few months. The killer poisoned him with his own Wierdroot supply. Can’t say that the little runt didn’t deserve it, frankly. We’ve received a tip-off that the halfling used to visit the Mermaid Tavern a great deal, but he wasn’t known as a drinker, so maybe that’s where he bought his supply. It usually opens about midday, so swing by there on your rounds and make a few enquiries.

“Some joker’s been pasting up posters trying to get everyone panicked about Ratmen living in Altdorf’s sewer system. It’s probably just a student prank, but keep your eye out for him and if you spot him bring him in.

“And make sure you swing by the warehouses near the Hook Wharfs this morning, one of their members is claiming that they’ve seen a goblin

running around in there. Could just be wasting our time or suffering from some weirdroot vision, but take a look anyway – they’d be stupid to joke about this seeing as it might well affect the confidence of their customers.

“Other than that it’s more of the usual I’m afraid, drunks, thieves, harlots and gang fights. Let’s be careful out there.”

Trenker gathers some effects. If no one has any questions for him he leaves and goes down to the cells to see what all the fuss is about. Mention again that as the door to the office opens a number of different raised voices can be heard. Trenker then becomes embroiled in *THE CASE OF THE DRUNKEN NOBLE*.

THE FOYER

As soon as the patrol exit the office they enter the foyer. From a stairwell leading down to the cells they can hear a cultured Wissenlander voice demanding “How dare you keep me incarcerated here, don’t you know who I am? I’ll have you thrashed man! Thrashed!”

At the desk are a group of three men, who are all tired and unshaven looking. They have sun-tanned faces and curly black greasy hair. They are debating loudly in a language none of the group can understand. The desk staff, Inga Schultz (an ex-thief) and Eric Dangon (an ex-roadwarden) also seem confused. The foreigners are getting louder and more exasperated.

A PC moving towards the cells will catch Inga’s attention. “Leave it be!” She’ll call out, “E’s just some lout who’s getting gobby, the Captain’s dealing with ‘im, best leave ‘im to it, eh?”

Anyone can identify the language being spoken by the men as Tilean on a successful **Easy (+10) Common Knowledge (Empire) Skill Test**. If no one gets it make sure they use some stock phrases, “Mama Mia!” and the like. If Eric is asked if he recognises the language, but cannot understand or speak it.

Engaging with the Tileans via mime might work, and be a break from describing the game for the GM and players. The Tileans will try to mime the following info:

- Ugly face. Bandy legged gait. Sneer. Where?

The Tileans are here to deliver a bunch of specimens to the University of Altdorf, and a goblin has been stolen from their boat.

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The PCs will make no more headway without an interpreter, however. If or when they have one, or if they are really great mime artists, they can look into *THE CASE OF THE UPSET TILEANS*.

The PCs could talk to Eric and Inga. Eric is somewhat tight-lipped and seems very angry about something. Inga is a good source of gossip (tests with her are **Very Easy (+20)**) and can be pumped for some local rumours, though she will not say much more than what's in the *Speiler* or opinions of local bad lads.

Asked about the prisoner downstairs she says: *"E's some southern fug wot Sergeant Troltz's patrol picked up last night. Beatin' the daylight's out of some 'arlot 'e was – made a right mess of 'er. 'E claims 'e's some sort of hoity-toity to do type 'e does, but 'e's just tryin' to avoid trouble if y'arsk me. Captain'll sort 'im aht, you'll see."*

THE BEATEN BAWD

Then just as the PCs decide to leave the foyer a man stumbles through it, covered in blood. They recognise him instantly as Tristan Mahler, a local bawd who also has a history of smuggling. Inga rushes over to tend to his wounds. The PCs can ignore him if they wish, or they can try to help him recover and talk to him, in which case go to *THE CASE OF THE BEATEN BAWD*.

OUTSIDE THE STATION

It is mid-morning and music week is already getting underway, all along the Luitpoldstrasse and the Street of 100 Taverns different musicians are playing a variety of instruments with wildly varying degrees of skill and success. Just outside the station a fiddler will be scratching his way through a very poor rendition of "Drakwald Lament", a group of people gather round pelting him with rotten vegetables, but he carries on gamefully.

A little way up from a bodrhan player inexpertly bangs his drum. The second time the Watch pass him he is banging the rim with his stick, as someone has punctured the skin of his drum. The third time they pass him he lies in the gutter unconscious, the tattered remains of his drum around his neck. The fourth time they pass nothing is there but a pool of blood. The next time they pass a dulcian player stands in his place, parping his way through "The Lazy Sonne".

All sorts try to make an impression during music week. A trio with mandolin, cittern and lute play beautiful music, casting evil looks at a nearby

hurdy-gurdy player, whose caterwauling drowns them out somewhat. At one point the PCs may even see a noble wheel a large and beautifully decorated harpsichord balanced on a flat-bed cart out into the street - his bodyguards make sure that his audience keep their distance whilst he deftly plays a number of Bretonnian laments.

Some Notable Songs of the Old World

Title	Notes
<i>Tomas Wanderer</i>	A cautionary nursery tale of the Empire, often sung to the tune of <i>Drakwald's Lament</i> . Lyrical transcript can be found in <i>The Old World Bestiary</i> .
<i>The Lazy Sonne</i>	Moral song about the wages of sloth. Also known as <i>The Skaven Crept In</i> . Lyrical transcript can be found in <i>Children of the Horned Rat</i> .
<i>The Woodcutter's Daughter</i>	"Oh my lovely lad/ what you have done to me/ my father will do with his axe to thee..." Is a famous and oft quoted line from this morality tale. Alternative title is <i>The Woodcutter's Daughter and the Priest of Ranald</i> .
<i>A Bandit Bold</i>	Often dedicated to Rudi Wegener, the Bandit King who played a part in the downfall of Constant Drachenfels.
<i>Four Foolish Knights</i>	A popular Bretonnian drinking song about the perils of tarrying near Athel Loren. " <i>Bold Brandyn met with a lady fair/ As graceful as light, and as free as the dawn/ He strayed with her into the wilding wood,/ And nobody saw him no more...</i> "
<i>Quest's End</i>	A parody of a popular Bretonnian folk story sung to the tune of <i>Carroburg Fayre</i> . " <i>Chain-mail fitted Ogre's arm/ A goblin took his lady's charm/ His greatsword, once a weapon dire/ Spitted meat on open fire.</i> "
<i>Chanson de Gilles</i>	This ballad tells the story of Gilles le Breton, and inspires feelings of pride and honour in patriotic Bretonnians. It is a matter of debate as to whether this is the longest popular Bretonnian song, as many claim the <i>Chanson de Guillaume</i> is longer.
<i>The Ballad of Midnight Jacque</i>	Romantic tale about a Bretonnian highwayman who is betrayed by his lover. Originated in the Empire, and the Bretonnians do not care for it.
<i>The Black Dragon Crest</i>	Bretonnian sonnet about a vampire returning to his love. One of many tales that cast the vampires in a romantic light. Lyrical transcript can be found in <i>Night's Dark Masters</i> .

THE CASE OF THE AGITATOR

This part of the adventure can be run at any time, though it is appropriate to get it out of the way shortly after the first investigation has taken place. You may wish to run it sooner if:

- The players seem bored cause of the lack of dice rolling.
- They made particularly slow progress at the start and are frustrated with their inability to communicate with the Tileans.

In brief: After a short chase the PCs should capture one Kurt Groffnung, a ex-student of Bestiaria at the Altdorf University whose convictions about the existence of the Skaven have led him to become an Agitator. If they take him back to the station he will volunteer to act as an interpreter for the Tileans.

As the PCs walk up a street have them all make **Easy (+10) Perception Skill Tests**. The PC who passes by the best margin notices a still-wet poster pasted on a wall next to them. See HANDOUT A – RATMEN POSTER.

Should they notice this and mention that they are continuing quietly they will come to a square, and see a youth posting fliers up on an aging statue of a human archer that stands in the centre. Have them make **Silent Move Skill Tests**. If passed they can apprehend the Agitator without further hassle. If they fail he will take to his heels.

If they enter the square they spot him running off, and see that a statue in the square is covered in recently pasted fliers. A pile of them lie near the base of the statue with a pail of paste and a brush.

THE CHASE

Should the PCs give chase have them make some **Agility Tests** in order to catch the fleeing Agitator. Any PC who passes three tests in a row catches up with Kurt and can apprehend him - though if you want to interject a little drama into the proceedings Kurt may attempt a round or two of combat in order to resist arrest but will give up as soon as he is outnumbered (so typically he will just attempt to hit the Watchman who captures him and then run off again).

Should no Watchmen pass three Agility Tests in a row they can pick up Kurt's trail again on a successful **Follow Trail Skill Test**.

Making it More Interesting

The mechanics of the chase are kept deliberately simple, but a party of six making three Agility checks in a row can be boring. Make sure after you get results from everyone that you keep a note of which PCs are in the lead and then give them a short description of how the chase is progressing.

"The young man charges down the Rattelugner Durchgang, a stinking narrow passage illuminated by a mere crack of light high above. He slips whilst trying to negotiate a series of puddles but is back on his feet in an instant and dives down an alleyway."

"He takes a right turn and you follow him onto the Street of 100 Taverns, blinking at the sudden bright sunlight after the gloom of the back alleyways."

"He shoulders his way roughly through a group of people watching a man droning his way through the Drakwald Lament on the hurdy-gurdy and kicks his change-filled cap, scattering coins everywhere."

"The young man leaps over a crate containing a number of frightened chickens, and turns left to run along the waterfront."

"He rushes past a group of Fishwives who are sitting on the wharf gutting their husband's latest catch. His foot just glances a tin pail, sending a thick red slick of fish innards spilling across the decking."

Leading PCs who fail Agility Tests when faced with one of these obstacles may find themselves slipping in puddles, getting their uniforms covered in fish guts, tripping over crates of chickens or bumping into people scrambling in the dirt for spilt change.

BACK AT THE STATION

Should they take the Kurt back to the station he will engage the Tileans in their own tongue. Whilst the Agitator is not keen to help the Watchmen, he is sympathetic with the Tileans, having been a student of Bestiaria himself. He knows the faculty use Tilean contacts to deliver specimens and when he discovers there has been a theft from their barge he will become very helpful. With his help the Watch can look into **THE CASE OF THE UPSET TILEANS**.

Once Inga and Eric are informed on Kurt's crime they will offer to book him in and take him to the cells, freeing the patrol to decide what to do next.

THE CASE OF THE HALFLING SPOKESMAN

This part of the adventure can be run at any time, though it is appropriate to wait until the PCs have made some preliminary investigations and are in need of further clues. Hieronymus Juniper is a local halfling who deals with imports of Mootland goods into Altdorf and their distribution to various shops and restaurants. He is an elder of the halfling community (through status rather than age) and he is an inveterate busybody. Since the second pattern killing Hiero (to his friends) has taken it on himself to voice the concerns of the halfling community to the Watch by pestering them constantly and blaming the continuing freedom of the killer on an institutionalised prejudice against halflings. He has enlisted the support of Markus Edvard Schmidt, an aging (and slightly demented) Verenan Investigator and Drago Vedris, a hard nosed reporter for the Altdorf Spieler.

This episode should be played partly for laughs, and the GM should endeavour to make these three characters as grotesque as possible, and also to introduce the players to Drago, who is the Pattern Killer. In order to interject some degree of pathos into the scenario Drago should appear to be the most sympathetic of the 3 NPCs. Try to make him a self-effacing and humorous man, in comparison to Hiero's aggressive and unreasonable demands and Schmidt's rambling and disconnection. PCs may ask Drago if he can contact his Tilean colleague Mario Machi to help them with the Tileans back at the station. If so he is happy to help and agrees to meet them back at the station in thirty minutes. It is important to give Drago a noticeable verbal tic, however, as this will provide a clue to his guilt. A loud and high-pitched feminine giggle is suggested here, and Drago should perform this a couple of times.

DRAGO'S QUESTIONS

- Have they any suspects?
- Why are the Watch refusing to cooperate with Hieronymus?
- How long do they think it will take for the killer to strike again?
- What do they have to say to the families of the deceased who feel that the Watch aren't doing enough to catch the killer?

Once a few of these questions have been answered, or if the PCs are unwilling to answer, Hiero becomes bored and leads his group to talk to other members of the Watch elsewhere.

"No, I will NOT just be fobbed off on your captain. The halfling population of Altdorf have a RIGHT to know about what the putative "Watch" are doing in order to bring this murderer to justice, and I demand to know what you and your patrol are doing to help, as is only MY RIGHT, would you agree Markus?"

"Erm, yes, ahem! There are many amongst our order who stress the wisdom of gathering information from not only those in positions of high authority but also those laymen who, whilst not so exalted, often have a practical perspective that proves enlightening - not all of us, I feel I must say, in order to be honest with you, which I only feel is the right thing to do - but yes, urm, I feel Hieronymus is correct in his belief and his assertion that you should furnish us with any pertinent information you may have gleaned, or even ..."

"Yes, so, what are YOU doing to catch this man? As a trader in Mootland goods to Altdorf for over twenty years now I feel I am rightly placed to act on behalf of Altdorf's marginalised halfling community to find out exactly what the Watch are doing to find this killer! I mean, everyone knows the Watch is institutionally prejudiced against halflings! How many halflings are employed as Watchmen in Altdorf? Precisely none! Is that just I ask you?"

"Hem! Well. Ahem! Whilst many within my order say that a system of proportional representation is the only just course of action in terms of fair employment other voices do stress the wisdom of choosing the right person for the right role..."

"What are you implying Markus? That halflings make bad Watchmen? Is THAT it? I tell you my people make brilliant lawmen and you need only look to the peaceful and prosperous life to be led in Eicheshatten and other Mootland communities for your proof of THAT!"

"Yes that may well be so but investigators from my order, and I feel it is only just and right to credit Brother Frederick Graveur and Brother Gert Schilp here for their sterling and redoubtable studies of the Mootland folk..."

"What ARE you implying!"

"...have discovered that the natural inclination of your folk to avoid, cow some may say, from violence, and the fact that the Mootland Watch adopted a highly lenient view of many petty forms of larceny, meant that Mootland communities were not to be viewed as an accurate control environment to determine the effectiveness of policing of..."

"Well anyway, I have a RIGHT to know! Drago here is a reporter for the Altdorf Speiler and he has some questions for you!"

"Heh, yes. Morning officers, Drago Vedris, Altdorf Speiler, I'm sorry to trouble you but if I could just take a minute of your time. Conservative priests have been heard to say that Hugo Shortshank's death was only righteous given the manner of the way in which he made his living. Is this an opinion shared by members of the Dock Watch?"

THE CASE OF THE GOBLIN SIGHTING

This part of the adventure is run when the PCs decide to investigate the warehouse by the Hook wharves in response to Captain Trenker's brief.

WHO ARE THE HOOKS AND THE FISH?

They are two gangs of Dock Workers who act as informal and fraternal unions. They have a long history of rivalry with one another, and at more than one point in Altdorf's recent history this rivalry has erupted into riotous violence.

WHAT HAS HAPPENED HERE?

Tarwin Fleisher, a member of the Fish gang, has stolen a goblin from a group of Tileans who were due to deliver it to the university of Altdorf. With the help of some fellow Fish he broke into the warehouse and, using a leash and goad, forced the goblin to stand amongst some crates.

Karl Fuchs, the caretaker, turned up and spotted the goblin in the morning, and then ran to get help. Tarwin bound the goblin up again and fled the scene.

To the delight of the Fish Karl embellished his story, claiming the encounter was much more dramatic than it was, and the Hooks have called the Watch rather than trying to deal with it themselves. This plays right into the hands of the Fish, who can mock their rivals for being cowards, point out to their customers that they have greenskins in their warehouse, and accuse them of wasting Watch time when it turns out that there is nothing there.

Tarwin bludgeoned the goblin and dropped it in a sewer, he then returned to the scene of the crime to gloat as the Watch investigate the incident.

MEETING TARWIN

As the Watch arrive at the Hook wharf they will spot a group of Dockers stood a little distance from the Hook workers gathered around the warehouse. Unlike the Hooks, who seem uncomfortable and embarrassed on the whole, these Dockers wear beaming smiles and regularly nudge each other in order to share a whispered spiteful remark.

As the PCs make their way to Hooks the ringleader of this group steps forward and declares: "Gettin' the coppers involved over some vermin are you lads? I'd've fort big brave 'Ooks'd be able to sort saach matters aht themselves."

He is a tall and heavily built man with a shaved head and an expression indicating a cheerfully violent disposition. He wears a large black leather coat with an intricate design of a Fish painted across the back. If the PCs talk to Tarwin he will be cooperative with them, introduce himself freely and assure them that he isn't the sort to make trouble. If a PC recalls that this flies in the face of his comments to the Altdorf Speiler Tarwin will laugh and say "I was just 'avin' a laugh wiv that giggling inkie reporter creep, you gotta try an' give 'em good copy ain't ya?" He will then be somewhat reticent to talk further, asked if there is a reason why he thinks Draygo a creep Tarwin will say that he has a "gurly laugh" and that he's always hanging about with "that runty mate of 'is".

MEETING THE HOOKS

Around the warehouse is a small group of Dockers, and one of their number is an elderly man who looks as if he has had a bad scare. This is Karl Fuchs, he used to be a member of an Imperial Free Company and saw action against an Orc army, which has left him with a phobia of greenskins. He is still ashamed of having run from a goblin though, and is trying to make the encounter out to be more dramatic than it actually was. If asked what happened he will say:

"I were just giving the warehouse a quick once over in the morning, right, when I heard this deep growl from behind some crates, and when I look up to see what's there this great big greenskin leaps out. Huge it was, but all bent over and bandy, great hands dragging on the floor, massive horned helmet balanced on it's ugly skull. It looked at me and roared. I thought about taking it on myself, like, but then I reckoned it would be better to get the authorities involved, after all there might be more than one."

SEARCHING THE WAREHOUSE

If the Watch search the warehouse they find one of the following clues for each successful search test.

- A pile of evil-smelling dung.
- A sharpened stick with some green blood smeared upon it.
- A spattered line of green blood drops that lead to a window that has been left partly open.
- A scrap of black leather caught on one of the catches used to secure the window.

The scrap of leather matches a part torn out of Tarwin's coat. Faced with this Tarwin and his cronies will beat a retreat, and try to violently resist arrest.

THE CASE OF THE WIERDROOT RING

This part of the adventure is run when the PCs decide to investigate the Mermaid Tavern in response to Captain Trenker's brief.

WHAT IS THE MERMAID TAVERN?

One of the more violent taverns in Altdorf's docklands area. The staff are:

- **Wertha Trotz** - Manager
- **Faustmann the Killer** - Pit Fighter
- **Bruno** - Barman and Wierdroot Dealer
- **Gebhard** - Barman
- **Hans and Hans** - Potboys
- **Petal** - Halfling Cook

WHAT HAS HAPPENED HERE?

Bruno had been supplying Hugo Shortshank with Wierdroot. In Altdorf at this time a dealer must be a paid-up member of the Apothecaries' Guild in order to supply the drug, as the Watchmen will know on a successful **Academic Knowledge (Law) Skill Test**.

Bruno has a few friends in the bar who rely on him to supply their own habits, so this scene is a good opportunity for a fight.

GOSSIP IN THE BAR

There is a hubbub of conversation going on in the Mermaid, and whilst some of it will die down when the Watch enter they may be able to spark up a bit of a conversation with customers on a **Hard (-10) Gossip Skill Test**.

- Hieronymus Juniper keeps on coming in 'ere bothering our Petal 'e does, claims he's checking that she's being looked after properly, but I reckon 'e's just got a fancy for 'er is all.
- I seen some posters showing them ratmen on them I have, just put up freshly this morning, round the corner by the square.
- Trouble, ain't been trouble in 'ere for a while. Not since Wertha took the plunge and banned Tarwin Fleischer from the bar. A bad sort that one, now you can get a nice quiet drink in 'ere without fear of a brawl.
- I reckon this Runt Render's a Watchman meself. It's good business for them whenever one of these pattern killing sickos appears. Gives 'em a reason to get more funding, so's they can bother law abiders like me who just want a bit of peace and quiet and a few drinks now and then.

HOW TO UNCOVER BRUNO

Werther, Faustmann, Bruno and Gebhard will all try to convince the Watch that no one at the Mermaid has done anything wrong and will try to cover for one another where possible - Bruno's side business is a nice little earner and brings in a good few extra customers. They will also moan that only last week a Watch patrol came into the tavern and broke up a brawl, causing more damage than the brawlers did. Hans and Hans know nothing but Petal will be more helpful. It was she who tipped the Watch off in the first place. However she is frightened of repercussions and will have to be reassured that she will be looked after if anything goes wrong.

Anyone who can read **Secret Signs (Thief)** will notice that "Bruno is the dream dealer" is scratched on a chalk slate next to a darts board if they pass a **Perception Skill Check**.

If the Watch conduct a search of the staff they will find half a dozen chunks of wierdroot on Bruno on a successful **Hard (-10) Search Skill Test**.

Should they then try to arrest him Bruno will try to fight his way out. He will have Faustmann on his side and three customers will help him out too.

Wertha and Gebhard will not try to help Bruno but they will try to defend the tavern from any damage. Gebhard will keep the fight covered with a Blunderbuss and scream regularly for people to calm down.

Hans and Hans will run for cover whilst Petal hides in the kitchen. She may help out in a slapstick fashion, banging an opponent of the Watch on the head with her frying pan when he is looking the other way, or something.

INTERROGATING BRUNO

Should the Watch ask Bruno if he has any information on Hugo have them make an **Intimidate Skill Test**, if it is passed Bruno will tell them that the last time he came in the halfling was in the company of a man with fair hair wearing a black leather waistcoat.

Asked if he recalls anything more about the man Bruno will let them know he had a very irritating laugh and that he laid a sheaf of papers down on the bar when he was there (Draygo's pad of reporter's notes). He also notes that recently he has seen him again, he came into the bar again looking for some cheap smoking weed, and he carried an instrument, some sort of large wooden horn. This didn't strike Bruno as odd, as all sorts of entertainers are taking advantage of Altdorf's music week to earn a few extra shillings.

THE CASE OF THE BEATEN BAWD

This part of the adventure is run when the PCs decide to talk to Tristan Mahler. He will be held at the Watch Station whilst Inga tends to his wounds so he can be approached at any time during the scenario.

However, do not have the PCs come here having just met Drago, or just about to meet him, as then the reporter connection may be a bit too pronounced.

WHAT HAS HAPPENED HERE?

Tristan has been trying to go straight. He has decided to try his hand at being a legitimate merchant, but has retained a few of his old criminal contacts.

He recently received a shipment of Mootland leaf, which would have been a nice little earner for him. However it was stolen from his lock-up near the fish wharf a few nights ago.

When he explained to Tarwin Fleischer about the delay in delivering the goods the man became very violent, and thrashed him.

Tristan is too scared of the Fish to think of telling the Watch about Tarwin, but he is anxious to recover the Mootland leaf, and he will not leave the Watch station, even to seek medical attention, until a patrol has been to his warehouse.

AT THE WAREHOUSE

If the PCs go the lock-up near the Fish wharfs they will find the area curiously deserted. Even though there seems to be plenty of work to be done the Fish are mostly elsewhere. There are a few caretakers and stevedores about.

A man called Jost Kulleraugen is responsible for looking after the warehouse in which Mahler has his lock-up. He is a lazy and somewhat senile old man, who does nothing to ensure the safety of the goods in his care beyond sit on the front warehouse steps all day hoping that some passing person will talk to him.

In the lock up the Watch can make a Search Skill test. For every one passed the watch find the following pieces of information.

- In one corner is a chair, in front of which is a small spattering of drops of blood.
- Near the chair is a crumpled handkerchief, of poor quality. The handkerchief was

discarded by Tarwin after he had finished beating Mahler. It is covered in red and green stains.

- A piece of paper is left near the back of the warehouse. Give the players HANDOUT 2 - REPORTER'S NOTES if they haven't already found it somewhere else. This was dropped by Drago when he came here to steal the Mootland leaf.

IF DRAGO IS CONFRONTED WITH THIS

At first he will deny that the page is his, but if compared with the notes he carries a Watchman will be able to note that the handwriting is the same on a successful **Read/Write Skill Test**.

Drago will then recall that he did make these notes, indeed they were to be added to his Geheimnacht story in the last edition of the Speiler. He will say that the warehouse is where he interviewed Tarwin Fleischer for his article on the Hooks and the Fish.

IF TARWIN IS CONFRONTED WITH THIS

He will be cocksure. He knows he is guilty of beating up Mahler, but he is also sure that the bawd is too scared of the Fish to accuse one of them of assault. He will ask who is bringing these accusations against him if he is accused of anything, and then will deny all involvement.

If asked where Drago Vedris interviewed him, Tarwin will say it was by the river, actually stood upon the Fish wharf.

MAHLER'S REACTION

Once Mahler is told that the patrol have been to the warehouse and have found any leads he will collapse in relief and then pull himself together and visit a local physician.

He will be keen to point out, many times and at length, that he has no problems with Tarwin or any other members of the Fish.

Whilst anyone can guess that he is lying he will not be persuaded to point the finger at the Fish man, either publicly or privately. In fact he will attempt a pained chumminess with Tarwin should the two of them meet. Mahler is simply too intimidated by the Fish to even want to see justice done here, and instead of the beating he will return again to the subject of the lost Mootland leaf.

THE CASE OF THE UPSET TILEANS

If at any time the PCs return to the Watch house with someone who can speak Tilean they can try to get to the bottom of why the Tileans are so upset.

WHAT HAS HAPPENED HERE?

The Tileans were due to deliver a cache of strange and wonderful animals to the faculty of Bestiaria at the Altdorf University. This morning they found that one of their specimen's was taken from them - a small Hobgoblin judged too puny to serve in the mercenary companies that ply their trade in Tilea.

However, after they docked last night a couple of things happened. Firstly, their halfling translator, Bernhardt Elderberry, went missing. The Tileans are used to him being somewhat unreliable and so have just assumed he is off somewhere filling his face with victuals or looking for some of the Mootland smoking weed he is so fond of. Secondly, the crate containing the hobgoblin, and the creature itself, was taken from the deck of their barge.

The Tileans are not yet worried about their halfling companion. But if they are told about the pattern killings, or asked about why none of them speak Reikspiel despite doing business here, or why no one was on watch, they will tell the PCs all about Bernhardt Elderberry, who was travelling with them and acting as their interpreter and who they haven't seen since yesterday evening.

THE TILEANS AND TARWIN

The Tileans do suspect a particular person of taking the Hobgoblin, as a man was paying their vessel a great deal of attention last night. If Tarwin is brought in before they have been spoken too they will become very agitated. If not then they will give a description of the man and explain that he was loitering about when they docked yesterday. Tarwin will be very dismissive of the Tileans, and make numerous disparaging remarks about foreigners.

INVESTIGATING THE BARGE

Should the Watchmen investigate the barge they will find it carries a number of crates and cages containing various animals. One of the cabins is furnished with very small furniture and pipes and other smoking paraphernalia have been left lying out on a little desk. This is Bernhardt's cabin. If the PCs haven't found it already HANDOUT 2 - REPORTER'S NOTES can be found here on a successful **Search Skill Test**.

THE CASE OF THE ARRESTED NOBLE

If at any time the PCs return to the Watch house in order to speak to their superiors they will find that they are locked in a case of spiralling difficulty with a noble who has been arrested.

Ludwig von Rammstein was picked up off the streets last night for chasing a harlot down the street of 100 Taverns with a horsewhip. Both he and the whore weren't wearing a stitch and she had been badly beaten.

He was arrested for assault, lewd behaviour and disturbing the peace.

This morning, when he sobered up somewhat, he recalled that he was of a class who were above the law, and demanded to be released.

Not yet respecting his nobility Captain Trenker decided to intimidate the man in return, and spent part of the morning roundly assuring him that they were going to throw the book at him and that he would live out his days in Mundsens Keep.

After a while a Watchman with some knowledge of Genealogy was able to confirm that the man was a relative of a Wissenland Countess, and for the rest of the day Captain Trenker has been trying to mollify his noble prisoner. They have taken him from the cells to an office and have contacted representatives of the cult of Verena in order to make restitution.

The scene is merely devised to keep the PCs from requesting too much assistance from NPCs in the Watch, and to give Hieronymus Juniper extra reason to complain if the PCs fob him off on their Captain. Also it might be a nice way to have them bump into other NPCs in order to gather more clues. Markus Edvard Schmidt and Drago Vedris may be interested in the events going on in here, for different reasons, and so be waiting in the foyer if the PCs return to the station.

TARWIN AND DRAGO

Early this morning Tarwin saw Drago in the company of a halfling. If the PCs bring Tarwin to the station and he sees Drago there he will make a disparaging remark about having seen the man about earlier with "his runty mate". Drago will be a bit defensive about this and will then leave as soon as he is able. The PCs may think he is referring to Hiero, a belief Drago will be keen to reinforce, but if they quiz Tarwin about the halfling his description will not match Hiero's.

LOOSE ENDS

Some things you may like to confront your PCs with if they require a change of pace.

THE HOBGOBLIN

An optional encounter if a quick fight is required.

If at any time the PCs seem a little bored of lack of action you can claim that they see a manhole cover in the street before them begin to twist and rise from the surface of the road. It flips to one side and a scrawny green figure begins to claw his way from the sewers.

The Hobgoblin just wishes to escape, but will fight furiously if accosted.

If returned to the Tileans in a live state they will be very pleased and grateful. They will be sorry to receive it dead, but at least they will be pleased that there has been a resolution to the episode.

The Hobgoblin speaks only the greenskin tongue, a vicious and ugly language of spits and curses. It has been injured already, a number of small wounds dot it's body where it has been jabbed by a sharp goad. It has also been knocked out by blows to the head, and it's scalp is lumpy and bruised as a result.

If confronted with Tarwin for any reason it will attempt to attack him in a frenzy.

MUSIC WEEK IN ALTDORF

This week the city fathers have deemed that, in order to encourage the impression that Altdorf is a culturally enlightened and cosmopolitan city, entertainers should take to the city streets and play tunes to the passers by. Any entertainer who proves by use of a stamped card that they have spent at least three hours playing in the streets of Altdorf can take it to Empire House in return for 2 shillings. The streets are therefore full with the players of citterns, mandolins, hurdy-gurdys, dulcians, flutes, lutes and drums, as well as small crowds gathered to cheer on or mock their performances.

This has no real effect on the scenario other than to effect some character and maybe provide a distraction. Entertainers may bother the Watch to get a stamp on their cards or to complain about theft or mistreatment.

FIRE!

Drago has captured Bernhardt Elderberry and has decided to kill him by making him inhale the smoke from a giant pipe. It is well known that halflings have a predilection for smoking and so Drago has rented a dockside bedsit and a large wooden Averland mountain horn. He has stuffed the horn with Mootland leaf and bound Bernhardt to the mouthpiece, plugging his nostrils.

After first meeting the PCs in the company of Hiero, Drago went to the bedsit and lit the contents of the horn, he then left the place, leaving his victim to asphyxiate on the fumes from the giant 'pipe'. However, this time someone has spotted the murder in progress, as gouts of smoke are leaking from the room and as the PCs are walking by the Docks or in the Street of 100 Taverns they hear cries of "Fire!".

They now have 20 rounds in which to rescue Bernhardt before he is overcome by the fumes. Keep a log of the decisions they make.

If they run straight to the scene (5 rounds) they must break down the front door (requiring a **Very Hard (-20) Strength Test**). The stairs are filled with smoke, they can be run up, which requires passing a **Hard (-10) Agility Test** but only takes 1 round, or they can climb up carefully in 4 rounds. They then have to break down the door to the room by passing a **Hard (-10) Strength Test**. Bernhardt is tied to a chair in the middle of the room by his hands and feet. Plugs of wool have been rammed into his nostrils and his head is lashed to a large wooden horn by many loops of twine. The end of the horn is filled with smouldering Mootland leaf.

If the twine is cut within 20 rounds of them first hearing the call of "Fire!" the PCs will have rescued Bernhardt and he will be sensible enough to help with their enquiries. If they rescue him within 40 rounds he is alive but unconscious. If they take any longer than that (if they go back to the Watch station for help, for example) he will be dead.

Even if they are too late there are still a few clues here - Drago had not anticipated that the smoke would have raised any alarm and was planning on taking the body elsewhere. The landlord will be able to describe him and the horn matches a description some may have given earlier. If the PCs missed HANDOUT 2 - REPORTER'S NOTES earlier in the investigation it can be found here on a successful **Search Skill Test**.

CONFRONTING DRAGO

The PCs have the opportunity to gather a lot of evidence about Drago's guilt during the adventure, and will hopefully decide he is a suspect for the pattern killings by the time they have looked into all the cases.

- Tarwin saw Drago in the morning with a halfling "friend". If asked about this he will confirm that it was early morning, about 2 am, when he and his gang were about to steal the hobgoblin.
- Bruno saw Drago spend time with Hugo Shortshank, and noticed that he had a large musical instrument with him the last time he saw the man.
- Drago left a page of reporter's notes in the warehouse from which the Mootland leaf was stolen.
- Drago has left a lot of clues, and potentially a living victim, in the bedsit where he tried to smoke Bernhardt to death.

Armed with these facts the PCs may try to track Drago back to his home, his landlord or the staff at the offices of the Altdorf Speiler will be able to tell them where he lives.

Drago will be friendly towards the PCs unless they try to enter his house or arrest him. His house has a great deal of evidence to link him with the crimes, including empty crates of Mootland leaf.

Should the Watch offer to let him interview them about the pattern killing he may let them into his front room, but then grab his pistols from the kitchen and try to beat a fighting retreat.

Watch Sergeant Wigel Esker

Brief History

You have been a member of the Altdorf Dock Watch all your life and have been a Sergeant for the past decade or so, your upright manner finally becoming an asset since the reinstatement of Captain Kleindeinst and rise of Captain Trenker.

Painful experiences in the Altdorf Fog Riots have taught you to keep the patrol together when on the beat. You are proud of the team you lead, though you are a little wary of Thom Pel, who has acted strangely ever since he returned from some deep cover work. Gerhardt Muller has been on the wrong side of the law in the past. He seems to be a reformed character these days though.

You know many of the locals. Tarwin Fleischer is a cruel thug with savage accomplices. Karl Fuchs saw action against Orcs in the army, but is said to have fled from the battle in terror. Tristan Mahler is a smuggler and violent pimp. Jost Kulleraugen is a slothful gossip. Von Tribble is a base charlatan, that dog amplifier the Watch bought from him some years back hasn't worked once.



Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
54	46	42	43	40	46	47	48

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	16	4	4	4	0	0	0

Skills:

Academic Knowledge (Law) - 46%
 Academic Knowledge (Strategy/Tactics) - 46%
 Command - 48%
 Common Knowledge (the Empire) - 46%
 Common Knowledge (Altdorf) - 46%
 Dodge Blow - 50%
 Follow Trail - 46%
 Gossip - 68%
 Intimidate - 62%
 Perception - 56%
 Search - 46%
 Speak Language (Reikspiel) - 46%

Talents:

Coolheaded :: *Added to WP*
 Menacing :: *Added to Intimidate*
 Resistance to Disease :: *T=53% to resist disease*
 Street Fighting :: *Bonus to unarmed attacks*
 Strike Mighty Blow :: *SB=5 with melee weapons*
 Strike to Stun :: *May stun rather than injure*

Trappings:

Spear (Hits at S5. Enemies at -10 to dodge or parry)
 Sword (Hits at S5)
 Helmet with large exotic feathers
 Finely tailored Leather Jack
 Breastplate
 Keys to Watch Station door and cells
 Copy of local by-laws, pinned to breastplate
 A set of manacles
 Purse containing 29 Schillings, 13 Pence

Armour by Location

Head	- 01-15	3 Armour Points
Right Arm	- 16-35	1 Armour Point
Left Arm	- 36-55	1 Armour Point
Body	- 56-80	3 Armour Points
Right Leg	- 81-90	0 Armour Points
Left Leg	- 91-00	0 Armour Points

Thom Pel

Brief History

You came to Altdorf after leaving Hochloff, the sleepy rural Reikland village of your youth, and joined the Watch. You excelled at investigation, adapting the hunting skills learned in your youth, and you were asked to investigate a wierdroot ring in the rough east end district of the capital. During your time there you became addicted to the drug, indulging alongside those you were supposed to be investigating. You even needed a spell in a Shallyan institution before returning to active duty, and your memory of the time is very hazy. However, every now and then, you rather fancy another swift lick of the 'root.

You get on well with most of your fellow patrolmen, though you sometimes feel that they dislike you, though this may just be paranoia. Ralf Weiker impresses you as a bright young lad, and he makes a fine tunnel rat too.

You're fairly fresh to this beat, and haven't really got to know the locals. Some parts of the docks strike you as oddly familiar though.



Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
44	55	32	46	45	36	31	32

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	15	3	4	4	0	3	0

Skills:

Academic Knowledge (Law) - 36%
 Common Knowledge (the Empire) - 36%
 Concealment - 45%
 Dodge Blow - 45%
 Follow Trail - 46%
 Gossip - 42%
 Intimidate - 32%
 Outdoor Survival - 32%
 Perception - 46%
 Search - 46%
 Secret Signs (Ranger) - 36%
 Silent Move - 45%
 Speak Language (Reikspiel) - 36%

Talents:

Lightning Reflexes :: *Added to Ag*
 Marksman :: *Added to BS*
 Rapid Reload :: *Free action to reload longbow*
 Resistance to Disease :: *T=56% to resist disease*
 Specialist Weapon Group (Longbow)
 Street Fighting :: *Bonus to unarmed attacks*
 Strike Mighty Blow :: *SB=4 with melee weapons*
 Strike to Stun :: *May stun rather than injure*
 Very Resilient :: *Added to T*

Trappings:

Spear (Hits at S4. Enemies at -10 to dodge or parry)
 Sword (Hits at S4)
 Dagger (Hits at S1)
 Longbow and 10 Arrows
 Outrageous hat with large exotic feathers
 Finely tailored Leather Jack
 Breastplate and plate leggings
 Medallion depicting an icon of Shallya
 Keys to Watch Station door and cells
 A set of manacles
 Purse containing 14 Schillings, 17 Pence

Armour by Location

Head	- 01-15	0 Armour Points
Right Arm	- 16-35	1 Armour Point
Left Arm	- 36-55	1 Armour Point
Body	- 56-80	3 Armour Points
Right Leg	- 81-90	2 Armour Points
Left Leg	- 91-00	2 Armour Point

Gerhardt Muller

Brief History

During your youth you were often in trouble with the Dock Watch, running with the gangs of ne'er-do-wells who infest the waterfront. Your law-breaking days are over though, you are a reformed character who is more interested in solving crime than committing it. Most of your old cronies are now dead or rotting in Mundsens Keep, but you worry that those who remain may pursue a vendetta against you for joining the Dock Watch. You get on well with your fellow Watchmen and think they are generally good men, though you suspect some of them recall your chequered past and view you with suspicion.

You know many people in the docklands. Tarwin Fleischer is a man you know to avoid, he is a bruiser for the Fish with many equally brutal associates. Tristan Mahler is also a bad man with a bawdy reputation, but he seems to be making a genuine effort to reform recently. Karl Fuchs was once a soldier in the army, who ran from the field of battle after the regiment he belonged to was slaughtered by a mob of frenzied greenskins.



Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
39	36	37	33	50	41	32	46

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	3	3	4	0	0	0

Skills:

Academic Knowledge (Law) - 41%
 Charm - 46%
 Common Knowledge (the Empire) - 41%
 Concealment - 50%
 Disguise - 46%
 Dodge Blow - 50%
 Follow Trail - 41%
 Gamble - 41%
 Gossip - 56%
 Intimidate - 37%
 Perception - 51%
 Read/Write - 41%
 Search - 51%
 Secret Signs (Thief) - 41%
 Silent Move - 50%
 Speak Language (Reikspiel)- 41%

Talents:

Lightning Reflexes :: *Added to Ag*
 Resistance to Disease :: *T=43% to resist disease*
 Street Fighting :: *Bonus to unarmed attacks*
 Streetwise :: *Bonus to tests with cons*
 Strike Mighty Blow :: *SB=4 with melee weapons*
 Strike to Stun :: *May stun rather than injure*

Trappings:

Spear (Hits at S4. Enemies at -10 to dodge or parry)
 Sword (Hits at S4)
 Outrageous hat with large exotic feathers
 Finely tailored Leather Jack
 Breastplate and plate leggings
 A set of manacles
 Icon to Morr hanging from belt
 Purse containing 15 Schillings, 9 Pence

Armour by Location

Head	- 01-15	0 Armour Points
Right Arm	- 16-35	1 Armour Point
Left Arm	- 36-55	1 Armour Point
Body	- 56-80	3 Armour Points
Right Leg	- 81-90	2 Armour Points
Left Leg	- 91-00	2 Armour Points

Warhammer Fantasy Roleplay : Luitpoldstrasse Blues

Ralf Weiker

Brief History

You have only recently joined the Altdorf Watch after a stint as a Rat Catcher. As the youngest member of the patrol you feel that you still have a lot to prove to Sergeant Esker and the men.

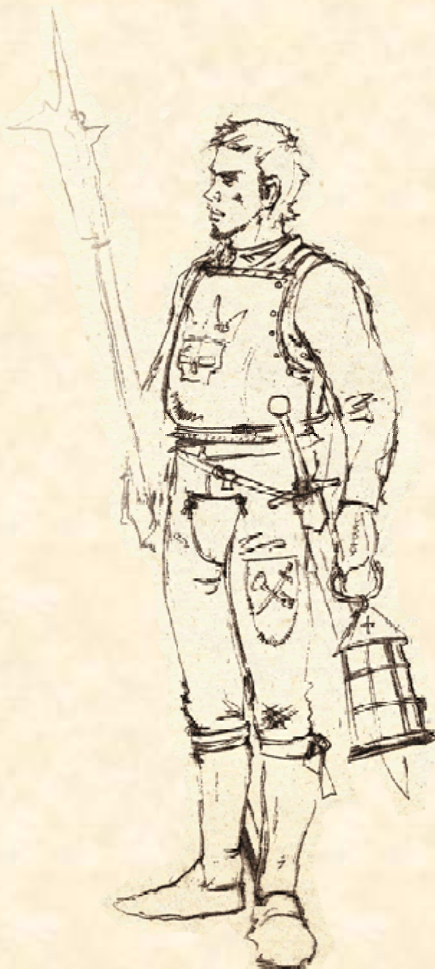
You have a great deal of respect for the more experienced Watchmen, and are glad that they seem to appreciate your keen eyes. However, they seem to assume that your previous vocation makes you an ideal candidate for crawling about in sewers, something you are not so happy about. The docks are a rough beat, but you have yet to form much of an opinion about the locals beyond what the other members of your patrol tell you.

Vixo - Small but Vicious Dog

WS	BS	S	T	AG	INT	WP	FEL
30%	0%	21%	21%	30%	15%	30%	0%
A	W	SB	TB	M	Mag	IP	FP
1	6	2	2	6	0	0	0

Skills: Follow Trail, Perception +20%, Swim.

Talents: Flee!, Keen Senses, Natural Weapons, Warrior Born (added to profile above).



Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
37	43	32	37	40	44	32	38

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills:

Academic Knowledge (Law) - 44%
 Animal Care - 44%
 Animal Trainer - 38%
 Common Knowledge (the Empire) - 44%
 Concealment - 40%
 Dodge Blow - 40%
 Follow Trail - 44%
 Gossip - 48%
 Intimidate - 32%
 Perception - 54% or 64% (sight-based)
 Search - 54%
 Set Trap - 40%
 Silent Move - 40%
 Speak Language (Reikspiel) - 44%

Talents:

Disarm :: *May disarm rather than injure*
 Excellent Vision :: *Bonus to sight-based Perception and Lip Reading Skill Tests.*
 Resistance to Disease :: *T=47% to resist disease*
 Resistance to Poison :: *T=47% to resist poison*
 Savvy :: *Added to Int*
 Specialist Weapon Group (Sling)
 Strike Mighty Blow :: *SB=4 with melee weapons*
 Strike to Stun :: *May stun rather than injure*
 Tunnel Rat :: *Test bonus whilst underground*

Trappings:

Halberd (EITHER Hits at S4. Enemies at -10 to dodge or parry OR Hits at S4 but rolls two damage dice and pick the highest. Enemies at +10 to dodge or parry)
 Sword (Hits at S4)
 Sling with 10 slingshots (Hits at S3)
 Leather Jack
 Breastplate
 A set of manacles
 2 sets of small animal traps
 Lantern
 Purse containing 10 Schillings, 9 Pence

Armour by Location

Head	- 01-15	0 Armour Points
Right Arm	- 16-35	1 Armour Point
Left Arm	- 36-55	1 Armour Point
Body	- 56-80	3 Armour Points
Right Leg	- 81-90	0 Armour Points
Left Leg	- 91-00	0 Armour Points

Henricus Knakk

Brief History

You were once the personal bodyguard of a Reikland Noble, Count von Trappe, and served him impeccably for over a decade. However, after loosing your left eye in an accident with an awl he lost confidence in you and released you from his employ. Bitter at the man for his lack of faith you joined an organisation that appreciated your still-potent prowess.

You are grateful to the men of the Altdorf Dock Watch for taking you on board and you have a high regard for all the men on the patrol. Even young Karl has shown his sharp-eyed worth on more than one occasion. You are particularly fond of Erasmus Kassenwurt, and after work you often join him in one of the many hostelrys on the Street of 100 Taverns in order to sup a fine beverage and reminisce about old adventures.

You know a few of the locals as well. Tarwin Fleischer is a violent brute with vicious cronies. You know that Karl Fuchs saw action against a rampaging horde of Orcs in his soldiering days, and respect him for it.



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
54	15	49	43	32	36	38	28
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	4	4	4	0	0	0

Skills:

Academic Knowledge (Law) - 36%
 Common Knowledge (the Empire) - 36%
 Dodge Blow - 42%
 Follow Trail - 36%
 Gossip - 38%
 Heal - 36%
 Intimidate - 59%
 Perception - 46%
 Search - 36%
 Speak Language (Reikspiel) - 36%

Talents:

Coolheaded :: *Added to WP*
 Disarm :: *May disarm rather than injure*
 Resistance to Disease :: *T=53% to resist disease*
 Specialist Weapon Group (Parrying)
 Specialist Weapon Group (Throwing)
 Strike Mighty Blow :: *SB=5 with melee weapons*
 Strike to Stun :: *May stun rather than injure*
 Warrior Born :: *Added to WS*
 Very Strong :: *Added to S*
 Very Resilient :: *Added to T*

Trappings:

Halberd (EITHER Hits at S5. Enemies at -10 to dodge or parry OR Hits at S5 but rolls two damage dice and pick the highest. Enemies at +10 to dodge or parry)
 Sword (Hits at S5)
 Throwing dagger (Hits at S2)
 Outrageous hat with large exotic feathers
 Discrete helmet worn under hat
 Finely tailored Leather Jack
 Breastplate
 A set of manacles
 Key to Watch Station door
 Eye patch
 Purse containing 21 Schillings, 10 Pence

Armour by Location

Head	- 01-15	3 Armour Points
Right Arm	- 16-35	1 Armour Point
Left Arm	- 36-55	1 Armour Point
Body	- 56-80	3 Armour Points
Right Leg	- 81-90	0 Armour Points
Left Leg	- 91-00	0 Armour Points

Warhammer Fantasy Roleplay : Luitpoldstrasse Blues

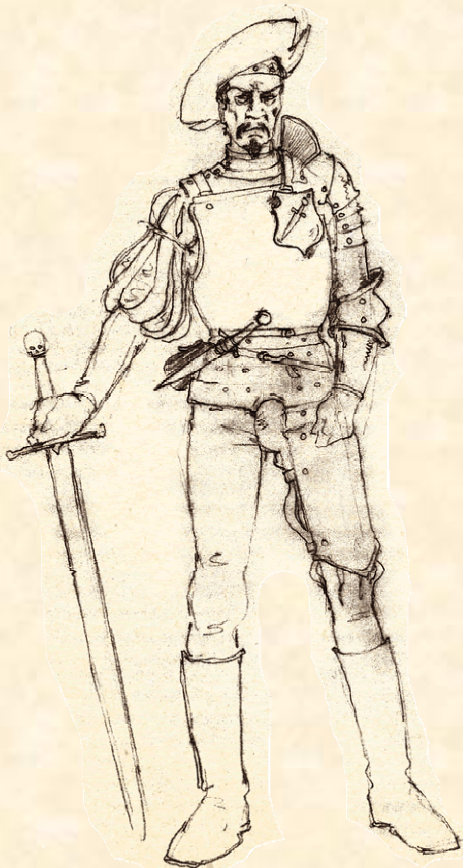
Erasmus Kassenwart

Brief History

You used to be a Toll-Keeper, working one of the canal locks between Altdorf and Weissbruck. Finding this a thankless and boring task, you took up the life of an adventurer and mercenary. However, you soon found that this was also less exciting and rewarding than you had hoped for. Returning to Altdorf you found that the martial skills you had learned made you a good candidate for the Dock Watch.

You have served in Sergeant Esker's patrol for several years now, and have come to respect most of your colleagues. You know that Gerhardt Muller has a criminal past and are somewhat wary of him for that, though he does seem to have turned over a new leaf. You and Henricus Knakk are fast friends, and after work the two of you often slope off to an inn on The Street of 100 Taverns in order to sink a few ales and swap old war stories.

You know a few of the locals as well. Tarwin Fleischer is a vicious thug and gangster. You have spoken to Jost Kulleraugen on occasion, and deem him somewhat lax in his duties and a tedious attention seeker. You think that Leo Rottwang is a man of his word and so have a slight bias in favour of the Hooks.



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	38	41	38	49	36	37	43
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	15	4	3	4	0	0	0

Skills:

Academic Knowledge (Law) - 36%
 Common Knowledge (the Empire) - 36%
 Dodge Blow - 59%
 Evaluate - 36%
 Gossip - 53%
 Intimidate - 41%
 Perception - 46% or 56% (sight-based)
 Read/Write - 36%
 Search - 46%
 Speak Language (Breton) - 36%
 Speak Language (Reikspiel) - 36%

Talents:

Disarm :: *May disarm rather than injure*
 Excellent Vision :: *Bonus to sight-based Perception and Lip Reading Skill Tests.*
 Lightning Reflexes :: *Added to Ag*
 Savvy :: *Added to Int*
 Suave :: *Added to Fel*
 Strike Mighty Blow :: *SB=5 with melee weapons*
 Strike to Stun :: *May stun rather than injure*
 Very Strong :: *Added to S*

Trappings:

Sword (Hits at S5)
 Dagger (Hits at S2)
 Simple hat
 Discrete helmet worn under hat
 Finely tailored Leather Jack
 Breastplate
 Plate bracers on left arm
 Plate leggings on left leg
 A set of manacles
 Purse containing 17 Schillings, 18 Pence

Armour by Location

Head	- 01-15	3 Armour Points
Right Arm	- 16-35	1 Armour Point
Left Arm	- 36-55	3 Armour Points
Body	- 56-80	3 Armour Points
Right Leg	- 81-90	0 Armour Points
Left Leg	- 91-00	2 Armour Points

HANDOUT 1

These posters are being placed around Altdorf by the Agitator, Kurt Groffnung.

Beware The Ratmen!

LOOK TO THE SEWERS!



People of the Empire, be not complacent. Do not close your eyes to the grave peril that threatens to engulf us. The Ratmen are here, and they seek to destroy us all. They crawl in the tunnels and they listen through walls. No one is safe from their malevolent fury. Fecund beasts! Their numbers rise by the day, and our extinction becomes ever more assured.

BE AFRAID! BE AFRAID AND FIGHT!



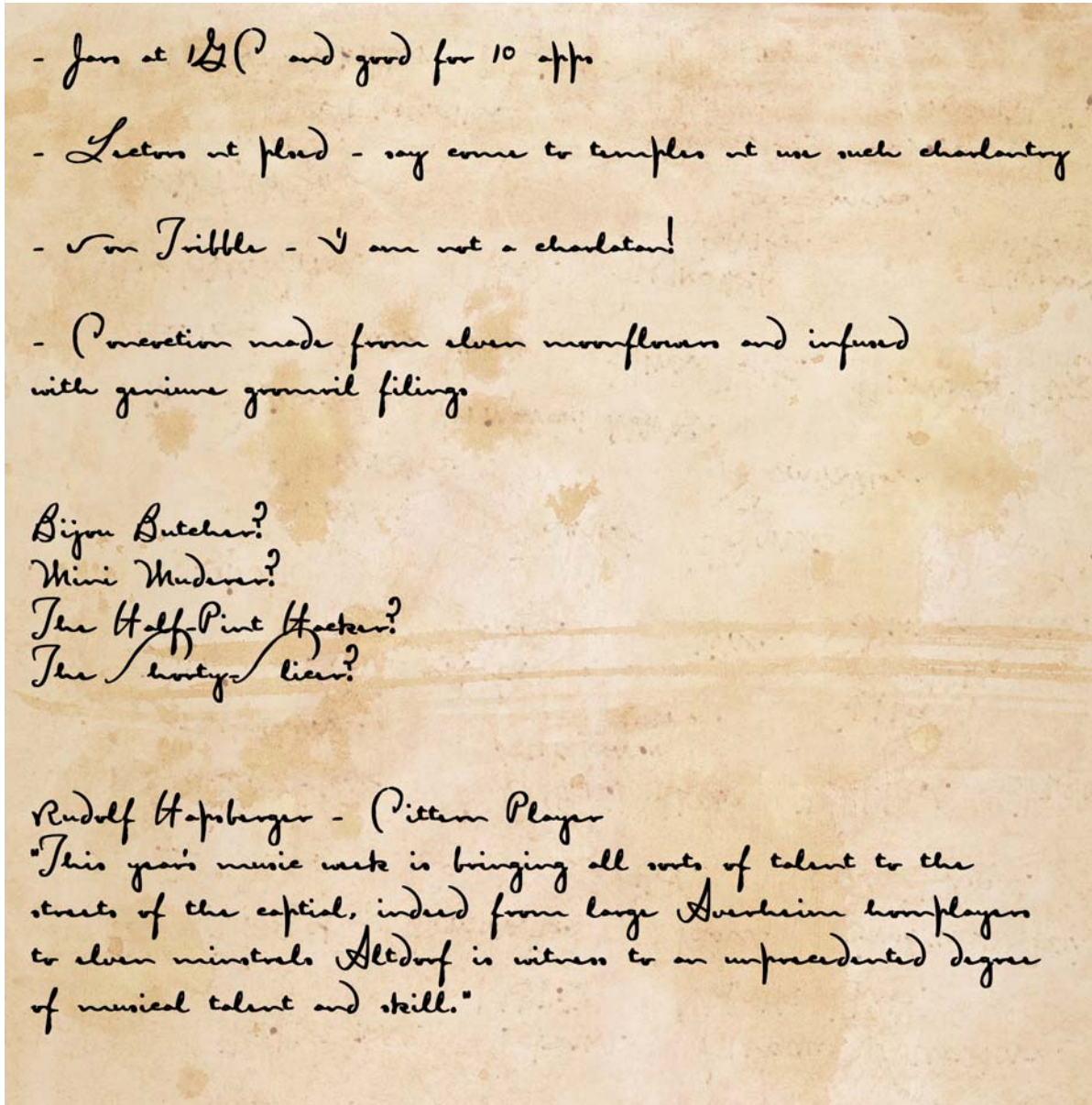
The Ratkin are twisted monstrosities, vile daemons who seek nothing but our destruction. They have the physical attributes of vermin: fur, tails, snouts and sharp teeth and claws, but they walk on their hind legs like men. They are possessed of a great intelligence, and can fashion complex tools, all of which are designed to bring misery and death to mankind. Their numbers are vast, and they breed in unseemly numbers. I believe that if the disparate Ratmen tribes should ever band together, they could rise up, pour from their filthy holes and overwhelm all the realms of the Old World. They are our greatest enemy, not just because of their intelligence, ruthlessness, hatred, strength, ingenuity, warlike tendencies, fecundity or adaptability, but because of our own inability to face up to their very existence. The biggest enemy we face is our own fear.

"Seeking by means of Reason and Learning to diminish the Darkness"
Wilhelm Leiber

Warhammer Fantasy Roleplay : Luitpoldstrasse Blues

HANDOUT 2 - REPORTER'S NOTES

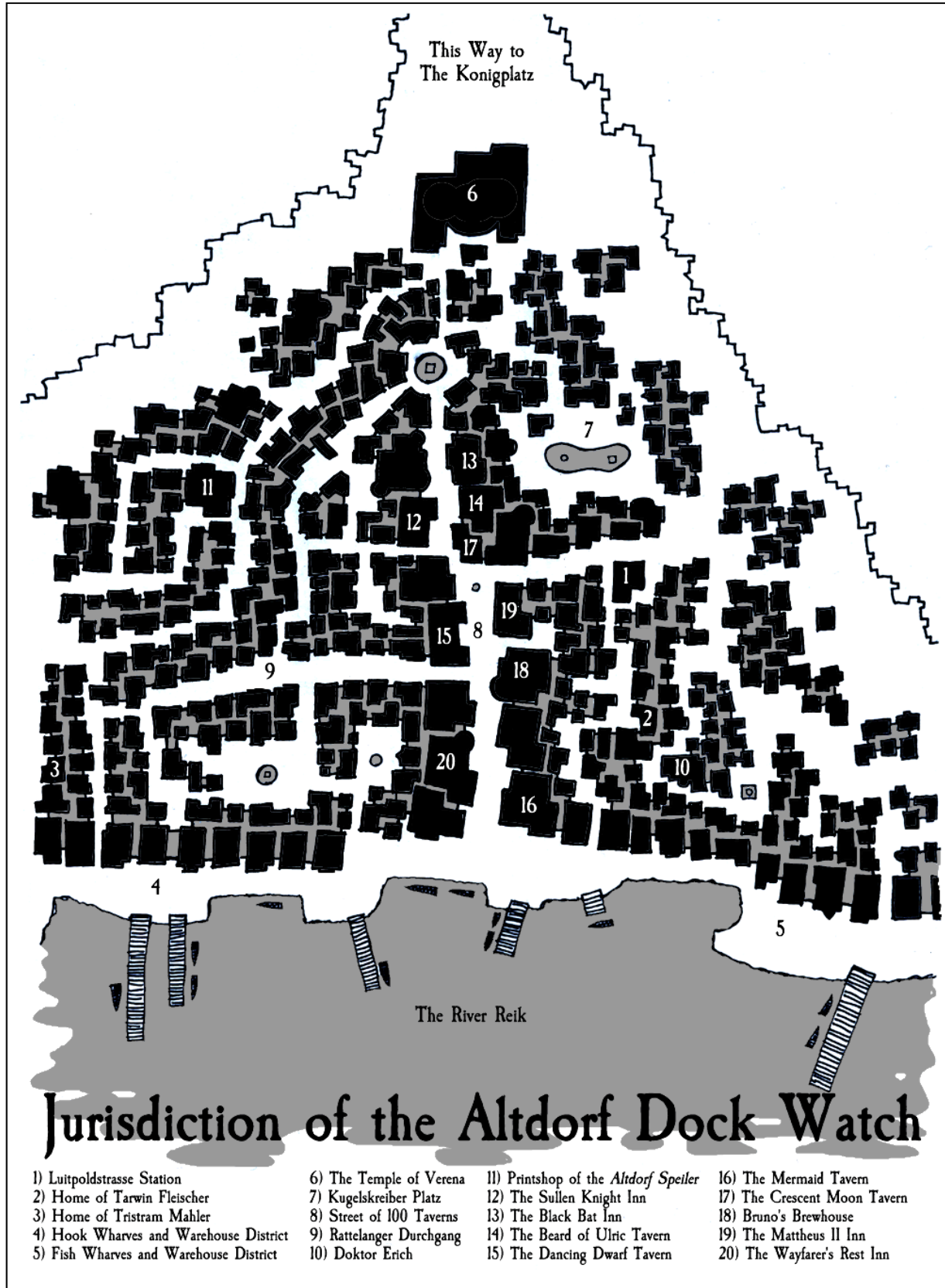
Notes left in the Fish warehouse by Draygo Vedris when he stole the crates of Mootland leaf. The reporter will claim he lost them whilst interviewing the Fish docker and thug Tarwin Fleischer. Tarwin will deny this.



Warhammer Fantasy Roleplay : Luitpoldstrasse Blues

JURISDICTION OF THE ALTDORF DOCK WATCH

Make sure the players have this map which shows them their beat and some of the landmarks on it.



Warhammer Fantasy Roleplay : Luitpoldstrasse Blues

Stats for NPCs

DRAGO VEDRIS

Hard-nosed Reporter and Pattern Killer

Physical Description: In his mid-thirties and in rude health, whilst not a big man Drago is very fit and healthy. He hides his distinctive blonde hair beneath an oxblood leather cap.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
65	55	55	59	58	49	53	47
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	16	5	5	4	0	0	0

Skills: Academic Knowledge (History), Blather, Charm, Common Knowledge (The Empire) +10, Evaluate, Dodge Blow, Gossip +20, Intimidate, Perception +10, Performer (Storyteller), Read/Write, Search, Secret Language (Guild Tongue), Secret Signs (Thief), Speak Language (Classical), Speak Language (Reikspiel) +10, Trade (Calligrapher).

Talents: Disarm, Mighty Shot, Quick Draw, Sharpshooter, Specialist Weapon group (Gunpowder), Strike Mighty Blow, Strike to Stun, Very Strong, Warrior Born.

Trappings: A sheaf of yellowing parchment on which he writes his notes, quill and ink, sword, knife. Drago keeps a pair of loaded pistols in his kitchen at home.

Armour: Black leather waistcoat and oxblood leather cap (1AP to body and head).

LOCAL THUGS

Virtually everyone, Weirdroot users, barmen, Hooks, Fish, audiences for musicians, and so on.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
44	33	39	37	31	31	35	32
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

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

Talents: Disarm, Lightning Reflexes, Resistance to Poison, Strike to Injure, Strike to Stun, Very Strong, Warrior Born.

Trappings: Cudgel or knife.

Armour: Leather Jack (1AP to arms and body).

TARWIN FLEISCHER

Fish Ringleader

Physical Description: Huge and heavily built man in his late twenties with a shaved head and a brass earring. Tarwin wears a permanent cheerfully psychotic expression.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
64	41	59	48	43	31	46	35
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	17	4	3	4	0	0	0

Skills: Command, Common Knowledge (The Empire), Consume Alcohol, Dodge Blow +10, Gamble, Gossip, Intimidate +10, Perception, Secret Language (Thieves' Tongue), Shadowing, Speak Language (Reikspiel).

Talents: Disarm, Lightning Reflexes, Menacing, Resistance to Poison, Street Fighting, Streetwise, Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Strong, Warrior Born.

Trappings: Sabre, knuckle dusters, knives.

Armour: Long, black, tattered leather coat (1AP to body, arms and legs).

KURT GROFFNUNG

Agitator

Physical Description: With his straw-like hair and moustache, small beady eyes and pudding face Kurt is not a very attractive man. However, he is well spoken and charismatic, with a ready wit.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37	36	32	31	29	33	30	34
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	3

Skills: Academic Knowledge (Law), Common Knowledge (The Empire), Concealment, Charm, Gossip +10, Perception, Read/Write, Speak Language (Tilean), Speak Language (Reikspiel) +10.

Talents: Flee!, Public Speaking, Street Fighting, Suave.

Trappings: Sword, pot of paste, a number of pamphlets warning about the imminent coming of the Ratmen.

Armour: Leather Jack (1AP to arms and body).

JAKATTAKAI

Battered Hobgoblin

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31	36	31	35	29	25	27	20
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	10*	3	3	4	0	0	0

* When they meet the Hobgoblin it will only have 4 wounds.

Skills: Animal Care, Common Knowledge (Greenskins), Concealment, Outdoor Survival, Perception, Prepare Poison +10, Ride +10, Silent Move, Scale Sheer Surface, Speak language (Goblin Tongue).

Talents: Mighty Shot, Night Vision, Rapid Reload, Rover, Trick Riding.

THE ALTDORF SPEILER

The Capital's Top Selling Newsheet
Only 2 Pfennigs!
Printed Vorgeheim 5th Pflugzeit 2522

TENSIONS PERSIST BETWEEN ALTDORF'S DOCKLAND GANGS

By Drago Vedris - Investigative Reporter

Any resident of Altdorf will be quick to agree that there is no love lost between the Hooks and the Fish, the two most notable of the gangs of Stevedores and Teamsters who ensure that the merchandise coming into and out of Altdorf's busy docks is handled with due professional care and attention. Recently there have been a great many complaints to Teamsters' Guild officials claiming that the rivalry between the gangs has become so unpleasant that many customers are looking to trade elsewhere rather than be caught up between the two factions.

Hook veteran Leo Rottwang was quick to deny recent rumours that hostility between the gangs was becoming endemic and heated. "There's a bit of healthy contest between the lads," he said, "and some aggressive banter comes along with that, but it's just noise. I know my Fish counterparts would agree." Scratching the surface your correspondent found that the rank and file don't seem to share their leaders' message. "I love a good rumble with the Hooks" said Fish Docker Tarwin Fleisher, "it's right up my Strasse." City officials are now calling for a more comprehensive structure to Teamsters and Stevedores guilds in an attempt to counter the tensions caused by the rivalry between the gangs.

THE SPEILER SAYS: Regrettable as the continuing tensions between the gangs are we must remember to keep a sense of perspective and not tarnish our fine city with an unwarranted reputation for violence and crime. Remember: this is Altdorf, not Marienburg.

IT'S THAT TIME OF YEAR AGAIN

By Drago Vedris - Investigative Reporter

Geheimisnacht is but a few short weeks away and so it falls upon all responsible citizens of the Empire to be on their guard and extra vigilant of any odd goings on, and to protect their families from the full force of the waxing Chaos Moon. Many Altdorfers feel that concerns about Chaos taint are a matter for our rural country folk, but the priests are keen to point out that even city dwellers cannot count on their neighbours to be enlightened and innocent. Religious leaders are also keen to point out that a certain way to mollify the evil eye of ruin is to attend temple services as regularly as is possible.

Whilst the dreadful and abhorrent mark of mutation is a sure-fire visual badge of the corruption of those who heed the ruinous powers bear in mind that other clues might betray their presence too. For example, should you hear your neighbours chanting dirges in a strange and unnerving guttural foreign tongue over the next few days we at the *Speiler* urge you to contact your local priest. The rank and inexplicable smell of decay is often a giveaway as well, as are numerous and expensive bills of fare from dockland knocking shops, as is the voicing of politically radical opinions and values.

Altdorf resident inventor and entrepreneur, von Tribble, claims to have created a salve that blocks the malign rays of the Chaos Moon. Buy it for a shilling a jar from his emporium on Kugelskreiber Platz.

THIS IS MUSIC WEEK IN

ALTDORF

IT'S A GREAT PLACE TO LIVE!

SHORTY-SLICER IS STILL AT LARGE

By Gottwin Himmel - Investigative Reporter

The Altdorf Watch have once again proved themselves woefully incapable of dealing with the vicious Pattern Killers that seem drawn to the capital to undertake their grisly work. Bad enough that Yefgemy "The Beast" Yefimovich remains alive and unpunished, but now an insane killer with a taste for ironic and grisly murders preys on our halfling friends and neighbours.

The first victim was one Engelbrecht Rumster, a junior member of the entrepreneurial - some may say monopolising - nepotistic dynasty of halfling pie-makers. Incarcerated in his own home and fed his own wares in cornucopious quantities over a lengthy period Engelbrecht finally expired a bloated and grotesque caricature of his former self. Physicks first claimed his death was as a result of a virulent case of the Bloody Flux, but following conference with other members of the Rumsters clan they have come to the decision that multiple and aggravated hernias were the cause of death.

Wilhemena Hempfire was the next victim. A working halfling often seen plying her wares on the Street of 100 Taverns. The details of her grisly demise are the stuff of lurid melodrama and unreportable in a respectable publication such as the *Speiler*.

The last victim was Hugo Shortshank, well known to those who frequent Altdorf's docklands as a ragamuffin, spiv, ne-er do well and Wierdroot Dealer. Much like Engelbrecht Hugo was imprisoned in his own home and fed his own wares. Whilst Hugo is far from dead the vast quantities of Wierdroot he imbibed have robbed him of his senses and he has been taken into the care of the sisters at the Great Hospice.

HALFLING READERS TAKE NOTE. Altdorf Spieler writers would like to apologise to the capital's halfling population for using the moniker of "Runt Render" to describe the killer in our last edition. We suffer from no blind prejudice against halflings at the *Altdorf Speiler*, and their culinary contributions to Imperial culture are well regarded by all the newsletter's staff.

NEW RUN OF COMIC OPERA PROVES YET ANOTHER CONTROVERSY FOR SIERCK FANS

By Mario Machi - Your Cultural Correspondent

A new run of *The Rats of Hammstadt* is being performed at the Rotunda Playhouse in the run-down East End district. The play is unusual in that the director has cast one of the feuding families in a flattering light. The impoverished and sprawling Stahl family are usually as venal and myopic as the other members of the town, but in this production they are cast as a poor yet noble clan who urge the other families to cooperate but are ignored.

This has caused some outrage in Altdorf's Rat Catcher community, as the other families claim that the Wiesel family have obviously had some say in the production in an attempt to satirise the more successful Fretchen and Hermelin families.

Asked to comment on the situation by the *Altdorf Speiler*, the aging playwright Detlef Sierck has claimed that he would "never have sunk to such a vulgar analogy in the first place", and so washes his hands of the affair.

ADVERTISE IN THE SPEILER! FOR A MERE PENNY A LETTER YOU CAN CATCH THE EYE OF THE WHOLE OF ALTDORF'S LITERATE POPULATION!