WARHAMMER®

FANTASY™ ROLE·PLAY

THE ADVENTURE BOOK



A GRIM WORLD OF PERILOUS ADVENTURE



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• INTRODUCTION •



THE ADVENTURE BOOK

Welcome to the **Adventure Book**.

The easiest way to learn any game is to play it. To make this as easy as possible, this book guides you through your first game of **Warhammer Fantasy Roleplay (WFRP)**, explaining what to do at every step.

The first adventure in this book, *Making the Rounds*, contains everything you need to know to make your game as fun for everyone as it can be. Not only does it take you step-by-step through what you need to do, it also presents all of the rules in easily understood chunks. But this isn't just a Starter Set for beginners to **WFRP**. This book also offers ten extra, quick scenarios for more experienced **WFRP** players to use as they see fit.

The first four scenarios can be used to embellish any adventure in Ubersreik, and make perfect asides to the primary plot of *Making the Rounds*. The last six are character side-quests, with one aimed at each of the pre-generated Characters found in the **WFRP Starter Set**; though, with a little adaptation to remove or rework the Character-specific elements, these scenarios can be played with any group.

WANTED, BRAVE ADVENTURERS, AND A GM!

Games of **WFRP** require one person be the Gamemaster (GM), and everyone else be a Player.

Each Player controls a single Character in the Warhammer world, a protagonist of the stories **WFRP** tells, controlling every action by narrating their intentions and using the rules to determine success or failure. The **WFRP Starter Set** includes six ready-made Characters to play. If you are going to be a Player, you will be playing one of these.

The GM controls everything else. And this book explains how to do that. So, if you are going to be the GM, this book is for you, *and for you alone!*

If you are new to **WFRP** and intend to be the GM, just read *Making the Rounds*. The extra scenarios at the back of this book can be used if, after reading them, you feel confident, or if you also own the **WFRP** rulebook.

ROLLING DICE

To help you control the game world, **WFRP** has rules that use ten-sided dice whenever a random result is required. The Starter Set includes a **tens** die and a **units** die. The tens die is marked 10, 20, 30, and so on, up to 00. The units die are marked from 0–9.

The units die is called a d10 in the rules, and the number you need to roll is marked as follows: 1d10 for 1 die, 2d10 for 2 dice, 3d10 for 3 dice, and so on. When rolling the units die by itself a 0 counts as a result of 10. If you are requested to roll multiple units dice like this, the results are always added together. So, if the rules ask you to roll 2d10, you roll 2 units dice and add the results together. **Example:** a roll of 0 and 2 totals to 12 (10 + 2 = 12). Sometimes, a units die roll is modified by adding or subtracting a number. So, a roll of 1d10+4 means roll 1 units die and add 4 to the result, and a roll of 2d10–3 indicates you should roll 2 units dice and subtract 3 from the totalled result.

The most common roll in **WFRP** is using the tens die and the units die to score a number from 1 to 100 (marked as 1d100). To do this, roll the tens die and the units die, then read the result as a two-digit number. So, a roll of 40 on the tens die and 2 on the units die provides a result of 42, or a roll of 00 and 8 results with 008 (i.e.: just 8). A roll of 00 and 0 counts as 100.



ONWARDS TO ADVENTURE...

So, now we know how to roll dice, you're ready to begin. Turn the page and take your first steps into **Warhammer Fantasy Roleplay,** the game of grim and perilous adventure.

A GUIDE TO UBERSREIK

This book makes frequent reference to the **A Guide to Ubersreik**. Where it does so, the book's name is abbreviated to Ubersreik for brevity.

• MAKING THE ROUNDS •



Making the Rounds is intended to be the first adventure the GM reads in the **WFRP Starter Set**. It offers an introduction to the troubled streets of Ubersreik, a fortress-town in the Empire. It also presents the rules of the game in easily understood sections, so is the perfect introduction to the game. These rules are presented in boxes at the bottom of the book, much like the **Tricks of the Trade: How to be the GM** box below. This makes them easy to reference, and ensures they don't get lost in the text of the adventure.

To ensure the thrilling twists and turns of the adventure are a surprise, only the GM should read any farther. So, if you are going to be a Player: **STOP READING NOW!**

GETTING STARTED

Making the Rounds is a starter adventure designed to teach new GMs and Players how to play **WFRP**. It has a straightforward plot and skips from scene to scene to keep the pace swift. Each part of the adventure introduces new rules and examples of life in the Empire. To organise everything you should do before you begin playing, check the **Read First** sheet, and make sure you know what all the components in the box are for. Once you've done this, you're ready to start.

ADVENTURE SUMMARY

The Characters, whilst enjoying the Ubersreik market, are caught in a riot and later accused of instigating it. Mysteriously, a local lawyer steps in and convinces the judge responsible for the case to let the Characters serve as members of the Watch to work off their 'debt'.

The party are soon patrolling the streets of Ubersreik, watched over by Rudi Klumpenklug, a thoroughly corrupt watchman sergeant. The temporary watchmen are exposed to various crimes, none of which Klumpenklug shows any interest in pursuing, leaving the Characters to solve, ignore, or even exploit each situation as they prefer.

Eventually, Ilse Fassenwütend approaches the party. Fassenwütend is a road warden who claims she can have the Characters' sentences commuted if they assist her in escorting a criminal to his place of execution.

However, this is no simple task. The party faces a harrowing night hauling a terrified man through strangely altered streets as Morrslieb, the Chaos moon, waxes bright in the sky and mutant cultists attack from all sides. Will the Characters protect the man, who claims innocence, then lead him to his death? Or will they choose a different path?

TRICKS OF THE TRADE: HOW TO BE THE GM

Being the GM is enormous fun. Imagine yourself as the director of a TV show – you have a story to tell (this adventure, *Making the Rounds*), a cast of extras at your disposal (the Characters that the Players will meet, often called NPCs or Non-Player Characters), and as many sets as you can imagine (the various locations you describe). Most importantly, you control the camera – you can frame scenes and point the spotlight at interesting story moments, whilst jumping over the boring bits.

What you don't control is the main cast: the Player Characters (often called PCs or just 'the Characters'). Your job is to set the scene for them, and respond to their questions. Your Players will need to know what their Characters can see, hear, smell, touch, and taste, and will talk to the NPCs to learn more about the world. You will describe all these things, and act as all the NPCs. Playing NPCs is one of the best parts of being a GM, as you can create all manner of memorable Characters for your Players to meet. Don't worry about making them too detailed – a well chosen phrase or interesting feature is often all that's needed to provide the Players with enough to imagine what's happening. To make this a little easier, the adventure provides a description of all the NPCs, and provides some hints for portraying them. Also don't feel the need to have everything planned out in advance – a big part of roleplaying is improvising on the spot, and collaborating with the other Players to build a memorable story.

PART 1: TO MARKET, TO MARKET...

Once everyone is settled and ready to play, read the following to set the scene:

The striking fortress-town of Ubersreik is situated between the gloomy Grey Mountains and the depths of the Reikwald Forest. The town guards the Grey Lady Pass through to Bretonnia, and is one of the busiest trading centres of the Empire. A mighty, Dwarf-built bridge that spans the red waters of the River Teufel stands at its centre. This impressive crossing connects important trade roads from across the Empire and beyond.

However, for all its importance, Ubersreik is in turmoil. Sigismund von Jungfreud, its former duke, was recently stripped of his title by the Emperor for uncertain reasons. Those perceived as too loyal to the old duke were removed from office, leaving a power vacuum that's yet to be filled. Soldiers from the distant capital of Altdorf now patrol the town and the surrounding province. This stirs deep resentment from suspicious locals.

Nevertheless, life continues unabated, and you find yourselves in Ubersreik's bustling Market Square on a glorious spring morning, searching for a decent breakfast. Unless there's something else you would rather buy?

It's now over to the Players. Give them **Handout 8: Going Shopping!** and ask them if there is anything they would like to buy, or if they are just seeking a hearty breakfast.

Encourage the Players to talk to one another as their Characters and to share their decisions. If any are quiet, ask them directly what their Character is doing, and answer any questions they may have. For all the Marktplatz (**Ubersreik**, page 32) is always busy, it is overflowing when the Characters visit, so describe how tightly packed it is. Explain that brightly coloured stalls lie to all sides as merchants hawk their wares to the thronging crowds.

Make note of the ever-present Altdorf soldiers in blue and red livery who watch on, and mention the aroma of smoked meats, fresh baked bread, and buttery ale that fill the air. Point out the imposing statue of Magnus the Pious, a famous emperor from the past, at the centre of the Market Square. Also note that music plays at the edge of the market and applause mixes with cheers as musicians entertain the masses.

Characters searching for a specific item to buy will have to hunt for it. Each item can be found with a **Simple Perception** Test. Or, if the Character would prefer to ask for directions, it will take a **Simple Average (+20) Gossip** Test. Give the Players the **Test Reference Sheet** if they want to read the rules for Simple Tests and Difficulty themselves.

SIMPLE TESTS AND DIFFICULTY

When a Character wants to do something risky or unsure, you ask the Players to Test a relevant Characteristic or Skill (see the Attributes and Skills Reference Sheet), such as your Strength to lift something heavy, or your Stealth to creep about unnoticed.

SIMPLE TESTS

Most Tests are **Simple Tests**. These tell you if you succeed or fail. Roll 1d100, and if the result is less than or equal to your Skill or Characteristic, you succeed! Otherwise, you fail. Failing can mean things simply take longer, not that the attempt is completely fruitless, as you decide.

Example: *Salundra is searching the market for a new leather jacket. The GM calls for a **Simple Perception** Test. So, Salundra's Player rolls 1d100 and scores 43. Salundra's Perception Skill is 32. Because 43 is higher than 32, Salundra fails in her attempt, and the GM decides it takes quite some time to find the jacket in the crowded market, and asks what the other Players are doing as Salundra searches. If Salundra's Player had rolled 32 or less, the Perception attempt would have succeeded, and the GM would explain that Salundra spots a clothes stall almost immediately!*

DIFFICULTY

Some Tests are more difficult than others – climbing a sheer wall is much harder than climbing a tree. To simulate this, you can assign a **Difficulty** to any Test. This will either add a positive bonus or a negative penalty, making the Test easier or harder to pass.

The following Difficulty levels may be applied as you feel is appropriate: **Very Easy (+60)**, **Easy (+40)**, **Average (+20)**, **Challenging (+0)**, **Difficult (–10)**, **Hard (–20)**, or **Very Hard (–30)**. Test Difficulties are often provided in the text of the adventure to make your life easier. You can change this as you prefer, using your common sense to make your own Difficulties for any Test required. After all, it's obvious that climbing a tree is relatively easy (perhaps Easy +40?), but climbing a sheer wall is much more difficult (probably Hard –20). The modifier is applied directly to the tested Skill, either lowering or raising the target number of the Test. If a Test has no marked modifier, it is assumed to be Challenging (+0)!

Example: *Molrella decides to chat to the passing Ubersreikers to ask where the nearest bun shop is. The GM calls for an **Average (+20) Gossip** Test. Molrella's Gossip Skill is 50, but that is increased by +20 to 70 because of the Average Difficulty. Molrella's player rolls 59. Normally, a roll over her Skill of 50 would be a fail, but because of the Difficulty bonus, the Test is a success, and Molli is pointed in the direction of the nearest food stall. Molli would only fail that Test if she rolled over her modified Skill of 70.*

If any Characters pass a Perception or Gossip Test to hunt items in the market, they find their desired objects quickly and can decide if they want to purchase them. Should this happen, pretend to be one of the shopkeepers in the market. Discuss the items you have available at the stall in question, and tell the enquiring Characters how much they cost. Refer to **Handout 7: Going Shopping!** for a sample list of what can be purchased. If you own **WFRP**, feel free to embellish this list with the trappings found in **Chapter 11: The Consumers' Guide**; everything from that chapter, perhaps excluding drugs and poisons, are readily available.

Those interested in purchasing goods should make an **Opposed Haggle** Test with the vendor in question. Assume all vendors in the market have a Haggle Skill of 40. If a Character wins, the chosen item can be purchased for the Haggle Price on Handout 7: Going Shopping! Otherwise, the Character must pay full price, or not buy the item in question.

If a Perception or Gossip Test to hunt an item fails, have the Character wander deep into the crowds, taking far longer to find the trapping in question. Describe the close press of all the people and the distant sounds of cheering and clapping as entertainers ply their trade at the far side of the platz. Meandering through the busy market also provides an opportunity for a Character to spot Heske's Dragonglass, a particularly fascinating stall selling somewhat unusual goods.

Heske's Dragonglass

One brightly coloured stall stands out in the heaving market place. Near the middle of the hustle and bustle, a striped tarpaulin stands a glass-makers stall. Under the awning, spinning, glass sculptures reflect light in all directions, catching the eye. Drinking goblets with twin-tailed comets cunningly worked into their depths stand on freestanding shelves. Between these, fanciful sculptures of monsters, faeries, knights, and dragons prowl.

This is Heske's Dragonglass, and it doesn't take an Evaluate Test to instantly recognise the works on display are those of a master artisan.

Heske Glazer herself sits amidst the vibrant glass wonders. She is a statuesque Human woman in her 40s with silver-streaked, blonde hair. Her eyes are different colours: one is bright blue; the other — clearly made of glass — is amber shot through with emerald swirls. Heske will call over a passing Character. Talk as Heske would talk to the Players, using welcoming tones: *'I know they look real, but they won't bite!'* Heske introduces herself and points out her wares, noting her goblets are as strong as steel. Characters interested in a purchase should make an **Opposed Haggle** Test with her. Her glittering ornaments cost 4 shillings (Haggle price: 3/6), but it's the intricate goblets that are her specialty — they cost 8 shillings (Haggle price: 7 shillings) and are suitable for a noble.

DRAMATIC AND OPPOSED TESTS

Dramatic Tests explains how well a task is performed. Like Simple Tests, roll 1d100 to determine if a Test is a success or a failure. Then subtract the 'tens' number of the 1d100 roll from the 'tens' number of the Skill or Characteristic being Tested. The result is your **Success Level** (SL). A positive SL occurs when you succeed at a Test – the higher the number, the better a Test succeeds. A negative SL occurs when you fail – the lower the number, the worse it has failed. Use the Outcomes Table found on the back page to inspire descriptions for what each SL means for that Test.

Example: *Gunnar has grown bored of the market and decides to push through the crowds to reach the entertainers he can hear playing music in the distance. Gunnar decides to gruffly push his way through, so the GM asks for an* ***Average (+20) Dramatic Intimidate*** *Test. Gunnar's Player rolls 26 against his Intimidate of 63 (43 for his Skill, plus 20 for the Difficulty). The tens number of his Intimidate of 63 is 6, and the tens number of his roll of 26 is 2. So, Gunnar scores +4 SL (6 – 2 = 4). According to the Outcomes Table, that's an Impressive Success! Clearly, no one wants to interfere with the Dwarf Slayer, and the crowds part as soon as they see Gunnar's distinctive orange hair.*

OPPOSED TESTS

Two Characters can directly compare Tests to see who performs better. Doing this requires an Opposed Test. An **Opposed Test** compares the results of a Dramatic Test from each Character. The Character with the higher SL on the Outcomes Table is declared the Winner, and the difference between the individual SLs is used as the final SL for the Opposed Test. On a draw, the Characters should reroll their Tests to secure a Winner.

Example: *Amris decides he wants to buy a new hat. The GM calls for an* ***Opposed Haggle*** *Test against the vendor. Amris's Player rolls 51 against his Haggle Skill of 48, a fail with -1 SL. The vendor rolls 69 against his Haggle Skill of 40, also failing with -2 SL. As Amris has the higher SL (-1 SL, whilst a fail, is still higher than -2 SL), he is the Winner with a final SL of +1 (the difference between the rolled SLs). It was a clumsy exchange, and neither spoke well, but Amris performed marginally better to win the Opposed Test, letting him buy the hat for the Haggle Price.*

Opposed Tests often compare different Skills.

Example: *An angry wizard-hating burgher confronts Ferdinand. Ferdinand's Player asks if he can use the Charm Skill to calm the irate woman. The GM calls for an* ***Opposed Charm/Cool*** *Test. Ferdinand rolls 12 against his Charm Skill of 23 for a success with +1 SL. The GM rolls 34 against the burgher's Cool Skill of 35 for a success with +0 SL. So, even though the burgher rolled a success, Ferdinand rolled a better success. Therefore, Ferdinand is the Winner with +1 SL. The GM states this is enough to calm the burgher down, but not for long...*

Heske Glazer

When young, Heske Glazer worked the fields of the Lady's Vale. However, her destiny altered completely when a misfired pistol took her left eye. Duke Brynich Aschaffenberg, the man responsible, seemingly took pity on the girl, and paid for her care and a replacement for her lost eye. As she healed, Heske spent long hours sitting with Kassandra Glazer, the elderly glassblower who was commissioned to create her new eye. This introduced Heske to the wonders of glassblowing, and she was utterly enthralled. In turn, the old gaffer was impressed by the bright, enthusiastic girl and eventually offered to take her on as an apprentice. Heske never looked back.

Many years later, and Heske's glassblowing skills are so well regarded that some master artisans of Dawihafen, the Dwarf quarter in Ubersreik, consult her on works involving glass. Indeed, such is her skill, many of the best Dwarf-wrought lanterns of Ubersreik contain Heske glass, and her artefacts are sold deep into the Grey Mountains. Although this is an accolade that Humans are rarely afforded, the fame and respect she has earned seems to have made no impact upon Heske's character — she is as approachable and affable as she ever was. Indeed, she is well regarded by the folk of Ubersreik as a whole, and none have a bad word to say against her. This grants her a unique position to see much with her one working eye, far more than most would expect. Indeed, it would surprise many to discover that Glazer acts as an agent for a very powerful patron. Not only this, she will soon be responsible for singling out the Characters for the attention of her secret patron.



HESKE GLAZER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	29	34	33	42	34	35	49	31	38	48	14

Skills: Haggle 67, Trade (Glassblowing) 92
Traits: Weapon (Fist) +3

The Marktplatz Riot

Give the Players time to buy new items, explore the market, and interact with each other and any NPCs they meet. Make sure every Player has the time to do what they want. If any are yet to be involved, ask them directly what they would like their Character to do, and make time to answer their needs and make any appropriate Tests for their Characters.

Once everyone has had an opportunity to roleplay their Characters, but before interest wanes, ask all Players to make a **Simple Perception** Test. This Test determines how much attention each Character is paying to their surroundings as a fight breaks out nearby.

Characters who succeed at the Perception Test hear the sounds of a brawl over the hubbub of the crowds and are prepared for the fight to come.

Characters who fail gain the *Surprised* Condition as they are swept up into a confusing melee. Explain what this means, or refer anyone affected to the **Conditions Reference Sheet** for details of a *Surprised* Condition.

And then the riot begins, and suddenly everything is bedlam! It started with a troupe of travelling entertainers dressed in bright clothes and various townsfolk seemingly displeased with their latest performance. The fray quickly spread, pulling in all nearby, including the hapless Characters, who are swiftly surrounded by furious folk and their flailing fist.

As soldiers in Altdorf livery attempt to restore order, the disorder swiftly becomes a riot as the soldiers are pounded on by angry folk from both sides. Soon, cries of *'Altdorf scum!'* and *'Jungfreud bootlicker!'* are audible above the din.

Characters who passed their Perception Test can see brightly painted wagons to the side of the market beside a raised wooden stage. A sign that reads 'Betse Wooster's Wondrous Cavalcade!' hangs above this.

BETSE WOOSTER'S WONDROUS CAVALCADE (BWWC)

The BWWC is a group of travelling entertainers lead by the unstoppably charming Halfling showman Betse Wooster. The Wondrous Cavalcade attempts to bring cheer to those in desperate need, and it regularly passes through Ubersreik as it travels the length and breadth of the Reikland entertaining those with coin to spare.

It's time for your first combat. Combat in **WFRP** is fast and furious, but also simple, as it's all handled with a single dice roll for each Character involved. Read the Combat rules on the opposite page so you can handle the combat. Provide the Combat Summary Reference Sheet to the Players so they can read how it works if they wish to.

COMBAT

When Combat begins, we zoom into the action, and give each Character a Turn to do something every Round, using dice to determine who gets hurt, and who doesn't.

INITIATIVE

To determine the Turn order, combatants compare their **Initiative** Characteristics, and act from highest to lowest. Any ties are broken by comparing the **Agility** Characteristic.

Example: *The Characters are caught in the midst of a riot, so it's time to determine who goes first. From highest to lowest, it's: Amris (I 56), Molrella (I 43), Gunnar (I 34), Salundra (I 32, Agi 33), Ferdinand (I 32, Agi 31), the Brawling Horde (I 30), then Else (I 29) last.* ***Note:*** *any Characters with a* Surprised *Condition cannot act for the first Round of combat.*

TURNS AND ROUNDS

A Character has a Move and an Action on their Turn. These can be taken in any order – it's presumed Characters are probably doing both at the same time, and you are encouraged to describe them as one combined manoeuvre. Once every Character has taken a Turn, start a new Round for everyone to take another Turn, starting with the Character with the highest Initiative again.

Move

A Move involves Walking, Charging into Combat, or Running. As the GM, you always decide how far a Character can move on their Turn. As a loose guide, a Character can move **M**×2 yards when walking, **M**×3 yards when Charging, and **M**×4 yards when running.

Action

An Action involves figuring out what to do, and then testing a Skill to see if it's successful. The most common Action in Combat is trying to hit someone with a weapon using **WS** for Melee or **BS** for Ranged, but any Skill can be tested on a Character's Turn.

Example: *Else would like to escape the crowded brawl as soon as possible, so the GM tells her Player to attempt a* ***Simple Dodge*** *Test for her Action.*

FIGHTING

When Characters wants to attack an opponent, they perform a **Weapon Skill (WS)** Test (for melee attacks), or **Ballistic Skill (BS)** Test (for ranged attacks) for their Action. Melee attacks are always Opposed Tests, unless the defender has the *Unconscious* or *Surprised* Condition. The defender uses their **WS** or Dodge Skill to oppose the attack. If the Attacker scores more SL than the defender, it's a successful hit. Ranged attacks are Dramatic but unopposed, and hit if the Character passes the **BS** Test.

If an attacker hits, reverse the attack roll (e.g.: a roll of '25' becomes a '52') to determine where on the body the hit landed: 01–09 Head, 10–24 Left Arm, 25–44 Right Arm, 45–79 Body, 80–89 Left Leg, or 90–00 Right Leg. The Hit Location is used to see if there is any armour protecting the area.

The attack deals an amount of Damage equal to the Test's SL + the Weapon's Damage + the attacker's Strength Bonus (for melee attacks). This Damage is reduced by the defender's Toughness Bonus + the Armour Points on that area of the body. Any excess is subtracted from their Wounds. See the **Injury Reference Sheet** for more on how to handle Wounds, and what happens when Wounds fall to 0!

Example: *Molrella shoots her sling at an Entertainer for her Action, so attempts a* ***Dramatic Ballistic Skill*** *Test. She rolls 13 against her* ***BS*** *of 39. Because it is a ranged attack, the Entertainer cannot defend, so this is not an Opposed Test. Molrella scored +2 SL, and her Sling has +6 Damage, which equals a total of 8 Damage. Molrella reverses the Test roll of 13 for Hit Location, scoring a 31 – right arm! The Entertainer has no Armour on the Right Arm, and Toughness Bonus 3, so loses 5 Wounds (8 – 3 = 5). The Entertainer started with 12 Wounds, but now only has 7 Wounds remaining!*

ADVANTAGE

Combat has a momentum to it, with success bringing greater feats of glory. In **WFRP** this is called Advantage, with each each Advantage token giving the roller a +10 bonus to all combat Actions. +1 Advantage is gained for each of the following:

- Attacking an opponent with the *Surprised* Condition.
- Spending your Move Charging headlong into combat.
- Defeating an important NPC.
- Winning an Opposed Test during combat.
- Causing Damage to an opponent without making an Opposed Test.

Characters lose all accrued Advantage if they lose any Opposed Tests or take a Wound.

Example: *Having dodged free of the Riot, Salundra Charges a Jungfreud Agitator harassing Molli for her Move, gaining +1 Advantage. She then uses her Action to attack with her blade, so attempts an* ***Opposed WS*** *Test. She rolls 30 against her* ***WS*** *of 59 (49 + 10 (from the Advantage) = 59), thus scores +2 SL. The Agitator defends, rolling 91 against his* ***WS*** *of 30, thus –6 SL! So, Salundra wins the Opposed Test with +8 SL. Her Sword has +4 Damage, and she has a Strength Bonus of 3, so she has caused 15 Damage (8 + 4 + 3 = 15)! She reverses her Test roll of 30 to determine Hit Location, which is 03 – a head hit. The Agitator has 0 Armour there. So, the blow deals 15 – Armour 0 – Toughness Bonus 3 = 12 Wounds. The Agitator only has 12 Wounds, so it is defeated. Salundra's player describes the blade whacking off the Agitator's head, knocking him out cold with a single blow. Triumphant, Salundra gains +1 Advantage for winning an Opposed Test. As she now has 2 Advantage, next Round she will gain a bonus of +20 for her Action.*

Round 1!

Whenever you start a combat, the first thing you do is determine who goes first. Normally, this is the Character with the highest Initiative Characteristic. However, when the Markplatz Riot begins, some of the Characters may have a *Surprised* Condition, and that means they are unprepared for what is about to happen.

So, check the Character with the highest Initiative. (If you are playing with the Pre-Generated Characters, this will be Amris with his **Initiative** of 56.) Does that Character have a *Surprised* Condition? If the answer is yes, move to the Character with the next highest Initiative and check again. Keep doing this until you reach the first Character without a *Surprised* Condition.

If most of the party is *Surprised*, it's possible the Characters you control in this combat, the Brawling Horde, with its Initiative of 30, will be acting first!

The Brawling Horde

This is the statistics for the heaving mob of fist-flailing bystanders. Fortunately for the PCs, they are mostly unarmed and relatively ineffective. Rules for the *Weapon (Fist)* +3 Trait, and all the other Traits used by any Characters appearing in the **WFRP Starter Set**, can be found at the back of the book.

All the combatants are Humans. Most are dressed as townsfolk, soldiers, or wearing brightly coloured tunics indicating they are part of the Cavalcade.



BRAWLING HORDE

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

Trait: Weapon (Fist) +3

Taking the Brawling Horde into account, you have the following Initiative order: Amris, Molrella, Gunnar, Salundra, Ferdinand, the Brawling Horde (your Characters!), then lastly Else.

Make a point of telling the Players that everyone in the crowd is fighting with their fists, not weapons, even though some are clearly armed. The Characters can certainly choose to use their weapons, but if they do so in earnest, such an act will have serious repercussions in the next part of the adventure. The crowd acts *very* differently if a Character draws a weapon. Most act fearful and immediately try to Dodge and flee from a weapon-wielding maniac.

Further, if Ferdinand casts a spell, it causes a visible shockwave of terrified folk desperately scrambling away from him with cries of 'Witch!' As the PCs are first swept into the fight, they all find themselves each fighting a single member of the Brawling Horde.

In Initiative order, have each unsurprised Character enact an Action. Normally, everyone could also Move, but the market is far too tightly packed for that. Ask the Player controlling the Character with the highest Initiative one simple question: 'What would you like to do?'

Loosely speaking, Characters have two primary options: fight or flight. It takes 3 Rounds of successful **Simple Dodge** Tests to completely leave the swirling melee. For those fighting, have them enact an **Opposed Weapon Skill (WS)** Test against a member of the Brawling Horde. If the Players lower any opponent to 0 Wounds, the opponent collapses to the ground Unconscious, and a new brawler immediately takes the old one's place.

Of course, Players may have other ideas. Perhaps some would like to bully their way free with Intimidate? Or perhaps use Leadership to command others to move aside? Improvise an appropriate Skill to test for whatever plan the Players come up with. Loosely speaking, no matter how they do it, it should take at least 3 Rounds of successful testing to free themselves from the mob.

PULLING YOUR BLOWS

Whenever Characters pass a Test and roll a double (i.e.: a 22, 33, 44, 55, and so on) in Combat, they score a Critical Hit. For this first combat, you should ignore this rule as the Brawling Horde is **Pulling its Blows**, meaning the mob is not actively trying to kill anyone. However, if any of the Characters wish to seriously harm the rioters, let them use the Critical Hit Rules as normal. Refer to page 22 for more on this.

Round 2 Onwards…

At the start of Round 2, a nearby merchant's cart full of pies is utterly smashed and its contents spill across the street where the Characters are fighting, turning a portion of the Marktplatz into a slick sea. Pie smeared cobblestone acts as **Difficult Terrain**, causing a –10 penalty to all relevant Tests for 4 Rounds (up to Round 5!). However, a few of the brightly coloured Cavalcade acrobats have no trouble flipping about the muck and punching folks as they tumble past. Choose one or two Characters to fight one of the somersaulting assailants. These have the same attributes as the **Brawling Horde**, but with **WS 40**.

All Characters can act in Round 2 as all *Surprised* Conditions will be removed. Just like Round 1, give every Character an opportunity to take a Turn in Initiative order. Remember to have all of the Brawling Horde members you control attempt to strike a Character on their Turn (at Initiative 30). Describe bruised soldiers in red and blue screaming impotently for order, Cavalcade entertainers lashing out in fury, Jungfreud supporters with blue and silver armbands throwing punches to left and right, and any other assailant you feel appropriate. It's a chaotic mess.

Once each Character has completed a Turn, move to Round 3, then 4. Use the combat to teach the Players how Opposed Tests work during melee, and check they all understand what is happening with every Test. This may be a little slow to begin, but it will pay off later as everyone will understand the rules.

Should a Player find any of the rules confusing, now is the time to explain them fully, perhaps by reading out the relevant combat rule aloud from page 7 or the **Combat Reference Sheet**., or by revisiting **Dramatic and Opposed Tests** on page 5 or the **Tests Reference Sheet**.

If any Characters make their way free of the central melee, perhaps by use of the Dodge Skill or by defeating several opponents in a row, have them emerge by some knocked over stalls, completely penned in by the fighting. Enterprising Players free of the melee may want to loot these stalls. Have them perform a **Dramatic Perception** Test. If successful, the player finds 1d10 Brass Pennies amongst the broken stalls, mud, and pie. Further for each SL scored on the test, they find an additional silver shilling! If you prefer, you could have the Character find a single piece of equipment from **Handout 8: Going Shopping!**, or from **Chapter 11: The Consumers' Guide** of **WFRP**, with the number of SL rolled determining how expensive the looted goods should be.

When Round 5 begins, have all Characters in the midst of the battle make a **Simple Agility** Test to stay on their feet as a terrified squealing pig (hurled by the Cavalcade's Strong Woman) goes charging past, sliding and scrambling along the pie-slick cobblestones. Characters who fail gain the *Prone* Condition and are promptly covered with muddy pie remains and excited pig slobber.



As the pig rampages, and the Characters are trying to make sense of what's happening around them, pause to describe some of the sights in the Marketplatz.

- As an exceedingly tall man in a long coat is fighting several townsfolk, several of his assailants promptly fall over in turn, each clutching their privates. A blow tears his coat and three Halflings in jester garb spill out of the ruptured garment and proceed to kick their downed attackers.

- A man covered in elaborate tattoos with flame motifs inhales and breaths a long gout of flame at several assailants. One catches on fire and runs, screaming. The grinning fire-breather suddenly lurches and falls to the street with a quarrel buried in his throat. A successful **Simple Perception** Test allows a character to get a good look at the crossbow wielder: a leering Human thug with a single milky eye. See **Part Four – Troubled Town** (page 21) for more on the thug.

- A Dwarf on stilts from the Cavalcade, dressed in red and yellow motley, kicks an Altdorf soldier with his over-large, wooden boots.

- A minstrel sits atop a large stall (out of the fighting) and plays a lively fiddle tune which a Character with a taste for music will recognise as *The Flight of the Angry Griffon*, a popular martial song.

On Round 6, Characters who manage to keep their feet should make a **Difficult (-10) Simple Perception** Test. Those who succeed spot three knife-wielding ruffians menacing an elderly woman in plain clothes. She guards a young girl wearing an elaborate dress. The rogues have manoeuvred their victims into a secluded spot between stalls where they can act mostly unnoticed. The ruffians have the same characteristics of the Brawling Horde, but with **WS 40** and the **Weapon (Knives) +5 Trait.**

Any Characters free from the mob can intervene. Characters still stuck in the melee can attempt to extricate themselves, though it will require a Dodge Test for their Action (the crowds are now thinning)!

Characters who confront the ruffians will be told to, *'Mind yer own business!'* Characters who wish them to cease will have to incapacitate or kill one of the three to force the others to withdraw. If they succeed in doing this, the woman is immensely grateful, promising the Characters' efforts *'will not be forgotten'* before she and her charge disappear into the crowd. If the Characters do not intervene, the ruffians murder the woman and the girl on Round 8, then disappear into the crowd. Whether the Characters assist the pair or not will have repercussions in **Part 2: Law and Order**.



I Fought The Law…

Have another Round or two pass, enough time for the Characters to deal with the armed ruffians if they have chosen to do so, before a series of deafening staccato cracks echo across the Marktplatz. All eyes turn to a flame-haired woman holding aloft a smoking repeater pistol. The minstrel, surprised, plays a bum note and stops playing. The pig skids by on pie-crusts and mud, before ramming into a potter's stall with a squeal, sending clay pots everywhere. Soldiers in red and blue Altdorf uniforms, and watchmen wearing the blue and gold heraldry of Ubersreik, rush in to all sides. This abruptly brings the riot to an end. The Markplatz is now surrounded by a scores of soldiers and watchmen.

The woman then speaks, her clear voice echoing across the square.

*'You are **all** under arrest.'*

This ends Part 1.

AND FADE TO BLACK...

Much like in movies, where the director controls everything seen to ensure the story is always compelling and exciting, as a GM you can maintain a game's momentum by moving swiftly from scene to scene, skipping out any boring bits that lie between.

When the riot at the Marketplatz is brought to an end, don't worry about exactly how the Players arrive at the next scene, just move on and push the story forwards. If a Player thinks their Character should be able to escape or slip away unseen, instead of contradicting such wishes, ask the Player to explain how they were captured and brought to the next scene. But don't dwell too long on this, as it's important to keep the game moving swiftly.

PART 2: LAW AND ORDER

Part 2 opens with the Characters imprisoned beneath the Watch Barracks in the Precinct district of Ubersreik (**Ubersreik**, page 47). They've spent a crowded night with the other brawlers, all of whom are awaiting their arraignment. All weapons were confiscated with the assurance they will be returned if sentencing goes well.

White-faced mime artists surround the party gesticulating energetically but refuse to talk. These brilliantly garbed clowns have argued for hours about the merits of various face paints; there's a delightful Halfling girl with a long, hand-made beard named Gerlindelallen: *'Call me Geri. Naw, I am not a Dwarf, look at the size of me hands! Far too small!'* and an old 'mutant' named Henroth. But not really.

Henroth is a carnival player dressed as a 'mutant' for a play. He is covered in shimmering-gold metallic paint, now flaking and leaving little trails of glitter behind him. His right arm is enclosed within a huge bedraggled 'tentacle' made of felt and leather. He offers kind Characters a pull from a flask of brandy he keeps hidden in his 'special mutant' arm. *'Superstitious sods don't even want to touch it.'* Everyone is covered in dried pie and flaking mud. The stench makes everyone hungry and a little nauseous at the same time.

For hours, various cell mates are taken away in ones and twos. Rumour has it the legal apparatus of Ubersreik is rapidly throwing fines at everyone who participated in the brawl before letting them go. No one knows who started the brawl. The carnival folk claim it certainly wasn't them, *'Bad for business, innit!'*. Some blame Jungfreud supporters. Others blame the Altdorfers. The watchmen certainly aren't talking — most of them sport bruises and resentful glares. Characters that make a Simple Gossip or Perception Test note the Watch members are all from Altdorf, though they wear gold and blue Ubersreik's livery and deep frowns.

Off to Court

In the late morning, the Characters hear a Watchman calling their names. As they exit the cell, they are clad in manacles and find a sizable escort of soldiers awaiting them outside the barracks. If Salundra is present, she is afforded far more courtesy than the rest of the Characters and is not shackled. If Gunnar is present, all of the soldiers take a firm grip on their weapons as he passes and watch him closely.

If Ferdinand is with the group and used any magic during the brawl, he is gagged to stop him casting spells, and a Warrior Priest of Sigmar stands with the soldiers. When the wizard exits the barracks, the priest walks forward to stare him in the eye and growls: *'If you so much as twitch wrong, I'll cave your skull in!'*

Low-lying fog drifts over the streets and slightly muffles sound as the party is marched through the Precinct and over Ubersreik Bridge. As they approach the Marktplatz, they can hear the murmurs of a crowd in the distance. Their escort steers them towards a daunting stone building on the east side of the market: Ubersreik's Town Hall (see **Ubersreik**, page 34).

A jeering crowd awaits them, only parting reluctantly as soldiers force them back to create a corridor. The crowd is yelling all sorts of encouragement and accusations: *'Those are the ones that killed my cow!'; 'Jungfreud scum!'; 'Give 'em what for!'; 'Murderers!'; 'Serves you right, Altdorfers are here to help us!'; 'Best of luck!'; 'Go home!'; '3 to 1 says the bloody noble gets off wiv murder!'; 'He turned me into a snake!'*



The Characters are led into the once pristine Nobles' Court from which House Jungfreuds' representatives used to make their rulings. The court's stone walls are scarred with the marks of recent conflict. Bloodstains still show in several places where Jungfreud supporters were killed. Altdorf-liveried soldiers line the walls and makeshift benches are installed on an upper balcony for spectators. An elaborately robed judge draped in black and red, wearing a long, white wig sits upon a high dais peering down. A small pair of spectacles sits upon a long beak-like nose. He leans forward to study the party with evident interest. This is the right honourable Judge Melierte, a hard man, but generally considered fair. For an Empire judge that is...

Judge Melierte looks at his clerks. *'Are these the accused?'* A clerk reads the Characters' names one by one, pausing to look up each time awaiting a nod or similar signal from the name he called. Satisfied, the clerk nods to the judge. *'Very well, read the charges.'* The clerk clears his throat and then intones: ***'You stand accused of destruction of private property, disruption of commerce, inciting a riot, contributing to general lawlessness, and murder.'***

The Judge looks down at the party and asks, *'How do you plead?'* Before the (presumably stunned) Characters can say anything, a voice rings out in the courtroom: *'Don't say a word!'* A black-robed woman in a wig storms into the courtroom. She flashes a smile at the Characters then, slightly breathless, turns to address the judge. *'Your pardon, your Honour, but I need a brief recess to consult with my clients before they say anything they'll regret.'* Judge Melierte looks from the woman to the Characters and asks, *'These, Osanna? Really?'* He snorts and shakes his head before pounding his gavel once. *'We shall have a short recess. Hensil, fetch me a pie, preferably one that wasn't involved in the market brawl.'*

Lawyering Up

The Characters are swiftly escorted into a nearby antechamber. One or two lingering guards are all but shoved out by the woman who firmly closes the door behind them, before turning to the party with a winning smile. *'Well, it seems we're in a spot of trouble, eh?'* Obviously, this is a massive understatement. The woman introduces herself as Barrister Osanna Winandus, *'but, just call me Osanna, eh?'*

Characters can make an **Average (+20) Simple Lore (Empire)** or **Easy (+40) Simple Lore (Law)** Test to see if they remember hearing of a Osanna. Success indicates they know she is a prominent barrister of the Reikland who typically handles the cases of the wealthiest merchants. She was partially trained by the Cult of Verena (which she shows by having owls stitched into her robes — a favoured symbol of Verena, Goddess of Justice, Law, and Knowledge).

Typically, barristers only represent very wealthy clients, as they are the only lawyers allowed to address the higher appellate courts of the Empire. Use Osanna to get the Players roleplaying as their Characters. Have her ask and answer questions, and directly address any Players who are being quiet to bring them into the game.

She pauses to read over a scroll she claimed from one of the law clerks. She shakes her head as she reads it. *'Art critics are we? They're trying to lay the whole of the riot at your feet. Says here you started the brawl, attacked soldiers, near ransacked the town and… oh, dear, killed Fosten the Fiery. The children will never forgive you that one.'* She pats the hand of any Character that exclaims they didn't kill the fire breather. *'Of course you didn't, darling.'* The Characters doubtless have some questions for the barrister. If the Characters ask about the Judge's comment, she laughs and says, *'I have somewhat of a reputation for taking on lost causes'.* The following are the mostly likely questions they may ask and how she may respond:

We didn't hire you (and we can't afford you). Who did?
Osanna's answer to this question depends on the Characters' previous actions.

If they saved the elderly woman and the young girl from the knife-wielding ruffians, Osanna says, *'The Karstadts care very much about their family and they remember their friends. Young Jocelin's mother thanks you with all her heart… and my humble services.'* See **Ubersreik**, page 44, for more about the Karstadt family.

If the Characters didn't involve themselves in the girl's plight (or were unaware of it) Osanna says: *'These are difficult times for Ubersreik, and justice is all too often denied in such times. I am occasionally called upon to make certain that the scales are balanced. Your benefactors prefer to remain anonymous, but if I can get you out of this mess, donations to the Cult of Verena would not go amiss.'*

Who has accused us?
'Everyone. And that is very suspicious in and of itself. In point of fact, I happen to know that one of the witnesses listed here is blind. You've been set up to take a fall, so we have to be very careful how we proceed. You have enemies, or maybe friends, in very high places.'

Who set us up for a fall?
'I haven't the faintest.' Although Osanna isn't strictly lying here, she isn't really telling the truth, either. The Characters are potentially very dangerous and very useful to the right people. Several powerful groups know not all is well in the shadows of Ubersreik, and already manoeuvres to manipulate and use the Characters have begun. In particular, one individual was alerted to the Characters by an agent in the market, Heske Glazer (see page 8).

It's your call to decide who this mysterious manipulator is. Refer to the **A Guide to Ubersreik** for ideas, but obvious choices include: Duke Brynich Aschaffenberg (page 56), Hellin Karstadt-Stampf (page 44), Lady Kisaya von Bruner (page 43), Lady Emmanuelle Nacht or General von Daberninck (page 10), anyone on the Ubersreik Town Council (page 11), or even Andreas von Bruner (page 61).

Whomever it is, Osanna likely knows where the money paying for her services is sourced, though she will not volunteer this information.

What is your counsel?
'You have little hope of being found innocent if you plead not guilty, as you were involved in the riot. Rather, we will make a "no contest" plea, admitting neither guilt, nor claiming total innocence, though we will ***hotly*** *deny killing Fosten.' Osanna grins at this. 'Generally heavy fees and hard labour in the Grey Mountains would be the minimum sentence with such a plea, but I have some sway with the court, and I know they have been requested to support the Watch in these trying times, as it is severely depleted…'*

If the Characters express astonishment at this notion — such as asking why the Watch would accept them if they were 'criminals', Osanna laughs heartily. *'Have you met our current Watch? It's mostly comprised of the very worst soldiers from the Altdorf State Army, aided by idiots and fools. You'll fit right in, given your martial leanings, and should be able to quickly make your mark. Besides, it would help smooth matters in town if we had some more folk on the Watch who cared about Ubersreik and the people here.'*



OSANNA WINANDUS

A skilled Barrister in her 30s, Osanna has ash blonde hair and grey eyes. She wears a sumptuous lawyer's robe covered with intricately stitched owls sewn delicately in golden thread. She's a quick-witted and clever speaker who is skilled at her profession.

Osanna is a devout follower of Verena and firmly believes that just laws are the best laws. She occasionally has need of skilled individuals willing to investigate matters or assist in bringing about 'justice' of which the Empire courts wouldn't approve.

If any Characters with the Lore (Law) Skill pass a **Simple Lore (Law)** Test, they will know that something is very odd here. Most Empire courts would reject such a 'no contest' plea out of hand. A passed **Average (+20) Simple Intuition** Tests indicate the barrister seems to be honest (well, as honest as any lawyer can ever be).

Osanna states that the Characters certainly don't have to follow her counsel, and can *'take their chances with the mercy of the court' if they wish. She then notes: 'If you are held responsible for the death of Fosten the Fiery, you will be executed. If you somehow manage to talk your way out of that — not that the court will even bother to listen or give you a chance to explain yourselves — but are still found guilty of the other charges, at the very least, you'll see several years of hard labour at Ubersreik's penal quarry in the foothills of the Grey Mountains. It's not a nice place. Prisoners there are frequently killed by raiding greenskins before their sentences are finished.'*

If the Characters accept Osanna's expert advice, she tells them to let her do the talking unless the judge asks them a direct question.

If Salundra is present, Osanna tells her that, as a noble, she is allowed to address the court if she wishes, but that normal provisions for the nobility are in somewhat of a legal grey area as the town has no formal ruler. Osanna will strongly recommend Salundra request clemency, and offer her services as a trained soldier of the Empire. Indeed, if Salundra were to offer her service to the Watch, it would almost certainly avoid a steeper sentence, and would help the case.

The Characters may well suspect that they're being set up, and Osanna will merely nod, because they almost certainly are. Someone clearly has a vested interest in seeing the party join the Watch. If it seems likely the Characters will attempt something foolish in an attempt to avoid this fate, Osanna will remark that violence is particularly unwise as the they are outnumbered, shackled, and without weapons.

Once all the Characters' questions are answered and the party is ready to face its judgement, Osanna leaves the antechamber briefly to tell the court that the Characters are prepared to proceed. She then leads the party back into the waiting courtroom.

If the party accepts Barrister Winandus' advice and lets her talk in their stead, Osanna declares to the judge that the party is not directly contesting the charges, but notes the Characters certainly didn't start the fight. She then claims the party only acted in self-defence, and unquestionably did not kill Fosten the Fiery. To reinforce this, she notes that none of the party owns a crossbow, the weapon by which the fire breather was killed (obviously, if one of the Characters does own a crossbow, she does not bring this up!).

If Salundra intends to speak, the barrister then gestures her forwards with a nod and a smile. The noble soldier can then make an **Average (+20) Simple Charm** Test to present herself well.

Success means that Judge Melierte is impressed, which could certainly help Salundra in the future should she fall into trouble again. Failure means he writes her off as a someone of little interest, and ignores her appeals.

After Salundra has spoken (if she chooses to) the Judge asks each Character a question, and expects to be answered, providing another opportunity for the Players to each roleplay their Characters.

Salundra: *'So, Lady von Drakenburg, whatever will your lord-father say when he finds out what his daughter considers good use of her time?'*

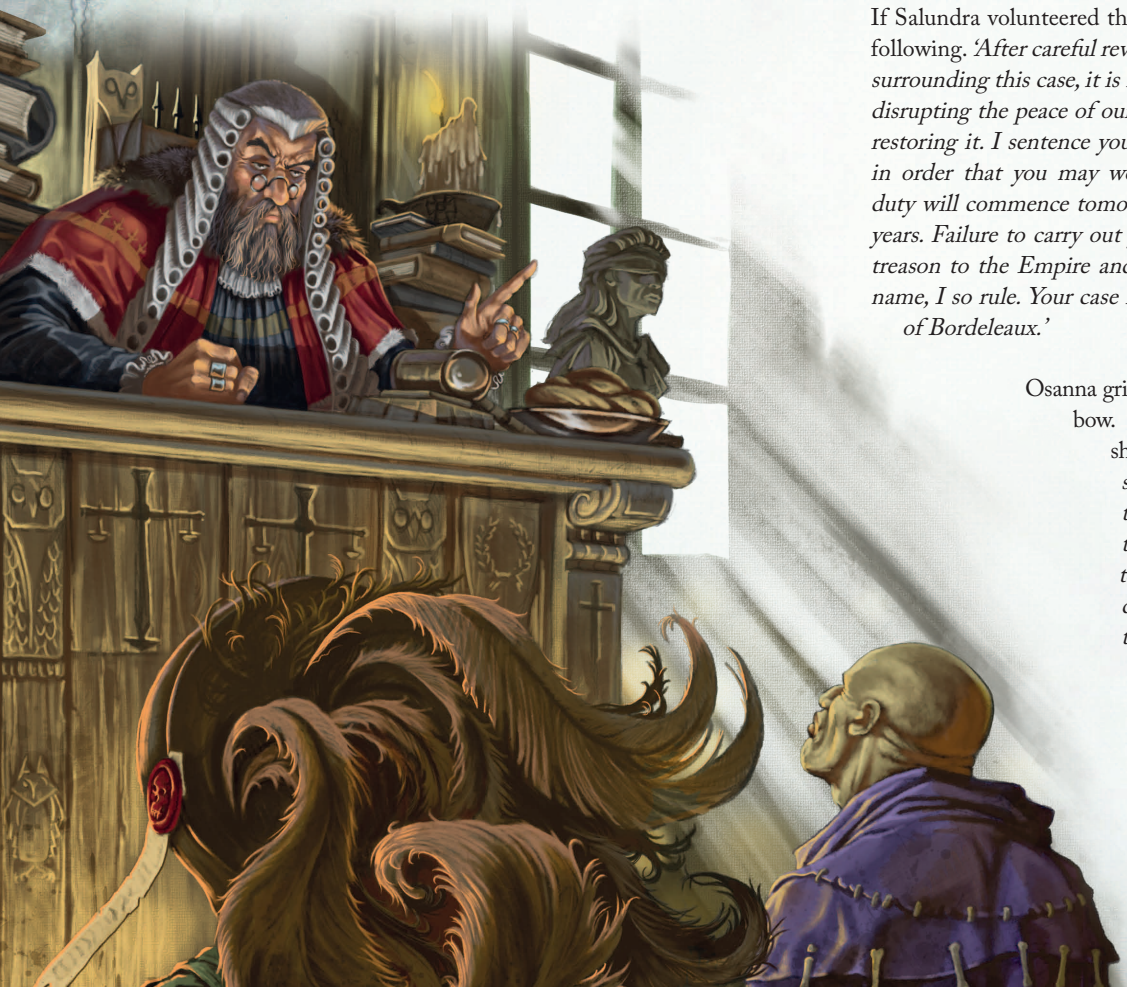
Gunnar: *'How exactly is the Slayer's Oath served by destroying our Marktplatz?'*

Molrella: *'However did someone as innocuous as you get involved in this awful situation, my dear? It seems hardy likely you are involved by your own desire!'*

Ferdinand: *'Are you aware of the penalties for misuse of magic, wizard? It's difficult to cast spells without a tongue, I'm told. What will you tell your master of these events?'*

Amris: *'I'm not very familiar with Elves, Master Emberfell. Do your kind always riot when a play goes awry?'*

Else: *'You keep strange company, Fraulein Sigloben. I know somewhat of your family. What **would** your Mother think?'*



GRIMNIR'S CHOSEN

Slayers are sworn to seek a death in battle against worthy foes of their folk, but the purpose of their oath is to reclaim their honour. One's honour cannot be reclaimed while breaking other oaths in the process. The famed Slayer Kings of Karak Kadrin have each held the terrible burden of the conflicting oaths of a King and a Slayer for five generations. Judge Melierte will demand an oath from any Slayer vowing not to allow the Slayer Oath to conflict with any duties as a member of the Watch.

If any of the Characters did something especially noteworthy during the brawl, the judge may refer to it in passing. If they fought the ruffians, he also says the following:

'You claim not to have killed Fosten, but I've seen a report that says you did kill others. What happened?'

After Judge Melierte has finished with the questions and answers, he waves the barrister forward and briefly confers with her quietly. Finally, he addresses the whole court:

'It seems fairly unlikely that these gathered here managed to assault the entire Marktplatz on their own. However, we also commend them on not bothering to waste the Court's time on frivolous protestations of innocence. Thus we are inclined to be merciful.'

If Salundra volunteered their services, he rolls her offer into the following. *'After careful review of the evidence and circumstances surrounding this case, it is my view that those who had a hand in disrupting the peace of our fair town should also have a hand in restoring it. I sentence you all to supervised duty on the Watch in order that you may work off your debt to Ubersreik. This duty will commence tomorrow for a period not to exceed three years. Failure to carry out your new duties shall be looked at as treason to the Empire and is **punishable by death**. In Verena's name, I so rule. Your case is concluded. Hensil, bring me a glass of Bordeleaux.'*

Osanna grins at the Characters and makes a slight bow. If any are shocked by the sentence, she quietly notes that, *'Three years of supervised duty is immensely preferable to an immediate noose. Besides, give me time, I may be able to work an alternative to this at a later date. Personally, I'm delighted with this outcome.'* After all, this is exactly the outcome Osanna's secret employer requested.

And with that, Part 2 is concluded.

PART 3: LEARNING THE ROPES

Part 3 opens with Osanna wishing the party the best of luck in their new 'duties'. The Characters are standing near the Watch Barracks in the Precinct District, escorted there by soldiers after the court case. Before she leaves, Osanna pauses and regards the party: *'I realise you feel unfairly punished, but my Lady works in mysterious ways. Perhaps you are exactly where you are supposed to be. What you make of this… experience, is up to you.'* She notes her office is in the east end of the Merchant's Quarter, 'a stone's throw from Morgenzeit money' should they have need of her services again.

You're in the Watch now!

Several watchmen emerge to escort the Characters into the barracks. As they approach, Altdorf halberdiers escorting the party clearly recognise them and the ribbing begins. *'Liking your new post there, Constance?' 'You look **good** in Ubersreik colours, Wilhelm.' And so on. The watchmen, clearly angry, can't stop themselves from responding: 'Don't you have anything better to do? Get killed by Greenskins, maybe?'*

With little ceremony, they haul the Characters inside, clearly sizing them up with uncertain expressions before depositing them (still in their manacles) in front of a door that any with the ability to read can see says 'Kaptain'. A clear voice emerges from inside. *'Come in.'* **Watch Captain Andrea Pfeffer** is awaiting the Characters inside a large office. The Captain isn't sitting behind her desk, she's leaning backwards against it as she stands in front of it, facing the party. The Characters recognise her as the woman who arrested them the previous day. The Characters can make **Dramatic Lore (Empire)** Tests to see if they've heard anything about the Captain. Success means they know that she's been newly appointed Captain of the Watch since the fall of the von Jungfreuds. Greater success levels indicate they've heard she comes from a long line of soldiers from Middenland, though she arrived with the Altdorf State Army.

Captain Pfeffer introduces herself and indicates the party should do likewise. As each of the Characters makes their introductions, she unlocks their manacles while looking them in the eyes. If Salundra is present, she is more respectful, but not overly so, as Captain Pfeffer is a noble herself, though she doesn't mention this. Once introductions are over, the Captain shakes her head, looking somewhat perplexed. Read or paraphrase the following:

'We live in strange times. I ask for Watchmen, and I get… you. You may notice my troops' morale is low. But that's no surprise, they're the worst lowlife scum of Altdorf given uniforms, and they think they're too good for this posting and resent every moment of it.' Pfeffer pauses as someone knocks on the door and she calls them in. 'Ah, right on time. This is Sergeant Rudi Klumpenklug. He'll be in charge of you during your time with the Watch. His account of your behaviour is what keeps you from being executed for dereliction of duty — I suggest you stay in his good graces. I am not a fool. Do not treat me as one and we'll get along famously. Do as the sergeant tells you, do not embarrass the Watch, and be wary — Ubersreik is full of mischief of late. May Ulric watch out for you… Sigmar and Verena as well. Dismissed.'



ANDREA PFEFFER – WATCH CAPTAIN

Captain Pfeffer has a sweeping mane of brilliant-red hair and dark-blue eyes the colour of cold steel. In her mid-20s, Pfeffer is young for such a difficult command, but those who know her family history are not surprised: the Pfeffers have fought at the forefront of the Empire's armies for centuries. Pfeffer is blunt and has a soldier's grim sense of humour. She dislikes excuses, but realises some situations require 'tactical finesse' and lets much slide for good results. Anything bringing the Watch into disrepute will lead to her extreme displeasure.

PLAYING ALL THE NPCS

As the GM, it's your job to portray every NPC, whether that's an idealistic captain of the watch, a world-weary judge, or a conniving monster like Klumpenkrug. Keeping each Character unique and interesting is a fun challenge. Some GMs practice different accents or voices, perhaps taking inspiration from movies or television, copying the intonations of appropriate Characters. Others adopt different mannerisms, perhaps biting their lips for one Character, or constantly frowning for another. Alternatively, you could try props for different Characters, wearing glasses, different hats, or holding a characterful item in your hands. There is no correct way to best play your NPCs. Experiment with what works best for you and ensures the Players understand they are dealing with very different people with their own motivations, hopes, and dreams. The more individual you make your NPCs, the more immersive and memorable your game will be.

Sergeant Rudi Klumpenklug immediately reintroduces himself to the party. *'Call me Rudi. It's only Sergeant when others are about, eh? You'll be wanting your gear back, I'm guessin.'* He returns the party's trappings. *'We'll sort you out some Watch livery, armbands at the least if you want to keep yer own kit.'* He gives the party a tour of the barracks, showing them where they will store their gear and sleep if they wish to quarter there. *'Right. Best not to talk too much here. There's ears about I don't fancy, hmm? Meet me tonight, just before sundown, at the Raspy Raven out back. Then we'll 'ave a bit of a chat and sort out your new duties.'* The Characters are free for a few hours to look after their own affairs, telling friends about their new situation or acquiring trappings they think they'll need. Characters wishing to ask around about Klumpenklug can make a **Hard (–20) Simple Gossip** Test. The Sergeant has gone out of his way to ensure few folks know much about his past. Success indicates they've heard he's worked for the Watch for several decades, but little else.

The Raspy Raven turns out to be a small tavern far enough away from the Teufel to be a bit more respectable than the drinking establishments lining the Docks. Several large alcoves provide privacy. The air is filled with swirling smoke and the taproom is (barely) lit with the thin light of a few wall sconces and individual candles on a few tables. Klumpenklug waves the party into an alcove partially obscured by a curtain and calls for a round of drinks from a barmaid he knows by name (Ethelind). When playing Klumpenklug, do your best to be endearing. The goal is to have the majority of the party liking their new sergeant, which will make his future behaviour that much more difficult to accept. Klumpenklug relates some version of the following information in conversation:

'There's two Ubersreiks you see. There's the one you know, the day one, and another one entirely in the night. The Jungfreuds did their best to keep the shadows quiet, but they're gone now. And all sorts of things have stirred up. Folks up and vanishing, moving on elsewhere, or "down the Teufel" as we like to say, meaning not breathing as they go, eh? Now it's our job to look after the shoddy side of Ubersreik. We won't be patrolling the Hill, oh no, Morgenseite's not for the likes of us. Nah, it's the Docks and the dregs for us. Whenever you're in the Precinct, keep a sharp eye out, too. Be wary of large groups of Altdorfers. They're trouble. Most of my mates from the watch, they're gone now… or on the wall with the rest of the loyalists. Other than me and the Captain, and a few other trustworthy sorts, you're on your own. I'll patrol with you for a bit, show you your duties and such.'

After a pleasant evening, Klumpenklug tells the party to get a good night's rest and meet him the next day in the mid-morning near the Customs House (**Ubersreik**, page 26). *'There was a time you'd be either day or night patrol. Not anymore. Three by day, then three by night, now.'*



RUDI KLUMPENKLUG – WATCH SERGEANT

A grizzled old stump in his late 50s with a scruffy grey beard that frequently splits into a big grin showing wide yellow teeth, Klumpenklug is a master at dissembling behaviour, leading others to think of him as harmless and avuncular. But, in reality, he's a cunning bastard with zero morals.

Klumpenklug was a firm supporter of the von Jungfreuds for many years, doing their dirty work and looking after their interests, but was always careful to keep his sympathies quiet.

The moment he saw the political winds turning, he was one of the first to denounce the Jungfreuds, calling them cheats and scoundrels. He assisted the Altdorfers in rooting out loyalists, which he was exceedingly good at – unsurprising really, as he knew most of them personally.

BRANCHING PATHS

So far, **Making the Rounds** has progressed linearly, one scene leading to the next. The following scenes and those in **Part 4: Troubled Town** (page 21) can be played in just about any order. For example, you may wish to run *'Petty Crimes & Dubious Fines'* and *'Fire!'* then have the Characters meet Eugen Pechvogel starting the events of *'Without a Trace'* before returning back to *'A Conflict of Colours'*. Other than *'Rewards!'* (page 20), which should be run sometime after the first few scenes, you can play through them all in any order. You can add extra scenes as you prefer, perhaps drawing from the ten scenarios at the back of this book.

On Patrol

The next day, Klumpenklug guides the Characters along Teubrücke, the river-bound district more widely knows as 'the Docks'. He points out various back alleys where criminals linger at night, noting several spots where people were horribly murdered. Describe some of the businesses along the Docks (**Ubersreik**, page 25) noting the pervading smell of fish and the river.

The slums in north-western portion of Ubersreik near Black Rock are crowded and house a great deal of poverty. Klumpenklug warns the Characters to always be wary when patrolling there, as their gear is worth more than most of the folk there see in a year.

Each of these scenes showcase how the Watch operates in Ubersreik, and just how hopelessly corrupt Klumpenklug is. The Captain made a rare mistake in trusting him, for he was swift to condemn the Jungfreuds; he reminded her of a beloved uncle, and she is hard-pressed for experienced help.

Between the scenes, describe the Characters going about their lives and the generally repetitious and tedious work of regular patrolling Ubersreik by day and night. If you own a copy of **WFRP** rulebook, you could also run some Between Adventures scenes (page 192) to show the passage of time.

Petty Crimes & Dubious Fines

While passing through a small market along the Docks during a day patrol, have the Characters make a **Simple Perception** Test. Whoever succeeds notices a pickpocket cutting a purse and can act before she slips away into the crowd. After a quick chase, the thief is easily caught by whichever Character gets the most SLs on a **Dramatic Athletics** Test. Sergeant Klumpenklug wheezes up. *'Well done!'* Then proceeds to take half of the thief's proceeds, which he pockets himself, before returning the bag to the owner. *'Spot fine, that is, for leaving your bag unguarded.' If the Characters negatively comment or challenge Klumpenklug, he'll sharply note, 'She would've 'ad none of it, if we hadn't caught 'er.'* He'll then pass a shilling to each character from the bag with a wink...

Fire!

As the Characters are patrolling through the docks late in the evening, they smell smoke. Rounding a corner, they discover a butcher shop and tenement building on fire. Folk are trapped inside, and the Characters can hear them calling for help. A large group stand in the street watching the fire and milling about uncertainly. Klumpenklug regards the burning building for a moment, then shrugs and walks on, calling back to the Characters: *'We don't do fires.'*

If the Characters choose to help, Klumpenklug doesn't stop them, but neither does he pitch in. He soon acquires a mug of ale and calmly drinks it while watching events from the side-lines. Let the Characters take any Tests they feel can help the situation. Examples include making a **Simple Leadership** or **Intimidate** Test to motivate the milling crowd to start a bucket line from the Teufel to help put out the fire.

Characters may wish to enter the building to extricate trapped men, women, and children. To do so requires the Character pass a **Simple Cool** Test to charge into the fire. It takes 3 Rounds to entirely clear the building of trapped people.

Anyone inside must make a **Simple Athletics** Test each Round or be set on fire and acquire the *Ablaze* Condition (see the **Conditions Reference Sheet** for details). If the Characters managed to get a bucket line going first, the Difficulty drops to an **Average (+20) Simple Athletics** Test.



Narbe Ditwin

Characters that are successful in saving all the people trapped in the building by risking their lives in the fire acquire a +10 bonus to their Fellowship-based Tests for the rest of their tenure in the Watch when interacting with the poor folk of Ubersreik in a non-hostile way. For example, they receive the bonus when using **Charm**, but not for **Intimidate**. Narbe Ditwin is one of the people the Characters saved. He is a lean man with a distinctive scar through his right eye. His left arm was badly burned by the fire. Narbe immediately helps the best he can with putting out the fire. If Narbe is saved, he will turn up again in **Part 5: The Prisoner & The Warden** (page 25).



Investigations

Characters wishing to investigate the source of the fire can make a **Dramatic Gossip** Test. Success indicates that some locals heard shouting and some sort of struggle before the fire began. With 2 or more Success Levels, they meet witnesses who saw heavily cloaked and masked men set the building on fire on purpose, then a brief scuffle in the street, before they fled. The trail goes cold after that until Part 5.

A Conflict of Colours

The Characters are summoned to a massive brawl in the Crooked Hammer (**Ubersreik**, page 25). Gert Hunder, the barkeep, is having difficulty restoring order. At a glance, the Characters can see the fight involves a group of Ubersreik watchmen, miscellaneous patrons, and a small squad of soldiers clad in the red and blue of Altdorf. They all fight barehanded. Klumpenklug initially prevents any Characters wishing to engage from doing so. *'Much easier to sort the guilty out when the fighting's done and arrest the recumbent for 'aving disturbed the peace.'* If the Characters insist, he doesn't stop them as they dive into the brawl, he simply helps himself to a pint and watches.

The miscellaneous patrons immediately desist if a Character tells them to stop. Individual Altdorf soldiers fight on until they've taken 4 or more Wounds or 3 of them are down. There are a number of soldiers equal to the number of Characters+3. Use the stats of the **Brawling Horde** (page 9), only with a **WS 45**. Several of the soldiers are, in fact, members of the Circle of Unmarked Flesh and, depending on how the fight goes, may size the Characters up for future membership (**Ubersreik**, page 62). Characters can attempt to end the brawl in another way, such as using the Charm or Intimidate Skills. If the Characters bring the fight to a swift conclusion without further damaging the bar, they gain the favour of the Crosses (**Ubersreik**, page 25), which could help them during the events of *A Secure Deal* on page 15.

Merchant Squeeze

The party comes across a gang of thugs trying to rob a merchant being along the Docks. The thugs looked surprised, and the merchant hopeful, as Klumpenklug swiftly strolls towards them, Characters in tow. *'What's all this then?'* The merchant begs for help while Klumpenklug listens impassively. He then turns to the gang leader. The man looks about and finally says, *'He owes his dock fees.'* Klumpenklug nods, turns back to the merchant and states, *'Best for everyone you pay what you owe, friend.'* The sergeant spears the gang leader with a final glance and states pointedly, *'That's good advice for all, eh?'* He then smiles, turns, and walks away motioning the party to follow him. The Characters can hear the sounds of the merchant being beaten as they walk away. Klumpenklug prevents any of them interfering. *'Leave it.'* As they continue their patrol, Klumpenklug states, *'You want to help 'im, eh? Messing about in Dockers' Guild business is as good a way to commit suicide as any, I suppose. They'll not kill 'im. It'll all get sorted and the Watch will have our due for the consideration of letting them 'andle their affairs without any fuss.'*

Characters that investigate (carefully) will discover that Captain Pfeffer knows nothing about any Guild bribes to the Watch, and would be furious to hear about such. It would be *very* difficult to prove, though, and Klumpenklug is very slippery. Anyone who brings it to her attention will draw Klumpenklug's wrath. While he'll remain pleasant, he will mark them for 'removal' at this earliest convenience. Characters that want to get in on the action will have the sergeant's approval and they'll start making a small purse the equivalent of an extra 3 shillings every week.

Rewards!

This scene is an epilogue to the other scenes in Part 3, to be run after at least several of them, and maybe after one of the cases from Part 4 is completed. The Characters are all called to a special assembly with Captain Pfeffer and Sergeant Klumpenklug along with a large number of other members of the Watch. Captain Pfeffer publicly presents Sergeant Klumpenklug with a medal and a purse of silver shillings for his 'swift and daring actions in defence of Ubersreik'. The 'actions' mentioned are the highlights of whatever the Characters have done to the point when you run this scene. For example: Klumpenklug led the bucket brigade in putting out the fire and charged into the burning building to save innocents in *Fire!*; or Klumpenklug stopped a huge bar brawl with Altdorf soldiers that could've gone poorly in *Conflict of Colours*; or Klumpenklug discovered the Teufel Terror in *Without a Trace* in Part 4. He is clearly a hero. Klumpenklug accepts the purse and will add: *'A bit difficult, this was, while shepherding the new recruits. Still, I'll never rest while injustice lurks in Ubersreik.'* He then says whatever else you think will make your Players want to murder him and grins hefting the coins triumphantly.

PART 4: TROUBLED TOWN

The weeks of Watch duty teach the party that most of their fellow watchmen couldn't care less about protecting the folk of Ubersreik. The majority resent what they see as a demotion from the rank of Altdorf soldier to a member of Ubersreik Watch. Klumpenklug's 'guidance' makes it clear that he considers the job is about maintaining the *status quo*, not about enforcing the law, and he openly encourages the Characters to 'profit' from their new duties as they see fit. He eventually lets the Characters patrol without his presence, but always expects a full report, which he accepts in either the morning (following a night patrol) or the evening (following a day patrol) at the Raspy Raven. He also expects his portion from the 'fines' he assumes the party will collect.

Characters that continually fail to get the hint will be dragged in front of Captain Pfeffer, told in no uncertain terms that their performance is unacceptable, and threatened with being found in 'dereliction of duty' which in their case, would mean a death sentence. Klumpenklug will always be present for any discussions with the Captain, as he doesn't want any outside stories of the party's conduct getting to her, the better to keep them under his thumb.

Despite the situation in which the Characters find themselves, other folk *do* regard them as the law and, eventually, requests for help find them. Two of the following cases find the Characters, the third they may well seek out for personal reasons…

Without a Trace

While patrolling along the Docks, a poor boy dressed in tattered clothes tentatively approaches the Characters. He claims that his father is missing. He gives his name as Eugen Pechvogel, and swears his father would never leave his family. An **Average (+20) Simple Intuition** Test indicates the boy seems sincere in his belief. Eugen says his father, Reikert Pechvogel, left their small shack to make 'night soil' one night and never returned. Eugen lives in Dunkelfeucht, a shantytown (**Ubersreik**, page 30) which has grown in the shadow of the bridge. If the Characters believe Eugen and investigate his claim, his mother, Maglyn, is utterly astonished that anyone from the Watch would care. She will tearfully back up Eugen's story, claiming her husband is a loyal man.

Characters wanting to gather more information can make **Dramatic Gossip** Tests to interview locals — failure suggests that Eugen's father likely got caught up in something risky and paid the price. A success leads to something astonishing: Reikert Pechvogel is one of many missing. The Characters find that more than a dozen other folk have disappeared along the Docks. +2 or more SL reveals that not just beggars, but respectable folk — dockworkers, merchants, and even two members of the older Watch — are gone! With all the confusion of the Jungfreuds' fall the disappearances have gone unnoticed — or folk thought they were killed as loyalists. If the party ask Klumpenklug about the case, he doesn't care in the slightest, noting the poor disappear all the time. However, if they bring up the other folk he is surprised, then tells them to drop it, noting it's likely the missing folk were killed during the fall of the Jungfreuds. A successful **Simple Intuition** Test indicates that the sergeant knows more than he's saying — in truth, he knows that at least a few of the 'disappeared' folks are ones he helped remove.

Characters that continue to follow up, despite Klumpenklug's order, will soon discover the majority of the missing people vanished along the Docks, usually near the bridge. Characters who explicitly search the Docks surrounding the bridge should make a **Dramatic Perception** Test. If failed, they draw the Baron's attention — the Crime Lord who rules the Dunkelfeucht. The Baron mistakenly believes they are investigating something that she or her men did and sends a group of brutes equal to the number of Characters+1 to 'discourage further inquiries'. **The Baron's Minions** don't actively try to kill members of the Watch (that brings too much trouble) but they have no problems beating them senseless and if a few die… well, it happens. Fighting the Baron's Minions may well lead the Characters to think the Baron was involved in Reikert Pechvogel's disappearance, but any follow up with the folk of the Dunkelfeucht indicate that he had no enemies and certainly avoided getting involved with criminals.



THE BARON'S MINIONS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	50	30	30	40	30	30	30	30	30	30	12

Traits: Weapon +6

If the Perception Test is successful, the Characters discover an 'abandoned' rowing boat tied to a rickety pier. Part of the boat is torn asunder, as if something with great strength pulled at it. 2+ SL leads to a dock nearby where clearly some sort of scuffle occurred. Huge claw marks gouge the wood. A portion of the stone and wood are fused together, as if something had melted them… An **Easy (+40) Simple Lore (Trolls)** Test indicates that it looks exactly like the effects of Troll Vomit.

Persistent Characters will eventually conclude the culprit is likely some kind of monster, probably a Troll. They are correct. There is a vile and atypically shrewd River Troll lurking in the Teufel beneath the centre of the bridge. It strikes only at night when there are no witnesses. However, nobody believes this — everyone knows Trolls are stupid. Surely someone would've seen it; don't they have better things to do than chase ridiculous rumours? The Characters will have to come up with a plan to lure the Troll. Bait that appeals to a Troll's sensibilities may work (generally living creatures without hard or spiky bits that cause it indigestion), as may other reasonable plans. The perceptive and devious Troll only emerges on moonless nights, the better to creep about unseen.



THE TEUFEL TERROR – WILY RIVER TROLL

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	40	15	55	45	20	15	15	30	20	5	38

Traits: Amphibious, Armour (2), Bite +8, Die Hard, Night Vision, Painless, Regenerate, Size (Large), Vomit, Weapon +9

Any fight with the Teufel Terror will occur somewhere along the Teubrücke, at night, on slick cobblestones or on a sodden wood pier, with the sounds of the river rushing by. There will be fog, obscuring vision, making any ranged attacks **Difficult** (–10 to hit). Emphasise how challenging it is to see, straining to hear any sound, such as the tell-tale scrape of claws, over the murmuring river.

The Terror uses a rusty sharpened anchor as a weapon, along with his fanged maw. It will fight until reduced to 20 Wounds or fewer, or it has managed to kill a Character. It will then promptly flee, leaping into the river to swim away, dragging a corpse along with it for a midnight feast.

Even if the party fails to kill the River Troll, but at least wound it, witnesses to the combat (they emerge with the sounds of fighting to see what's happening by the river) will cause folk to believe them. Captain Pfeffer (and even Klumpenklug) will suddenly take their report seriously. More soldiers will be stationed near the bridge and the Teufel Terror will soon move on, perhaps to trouble the party another day. If they manage to actually kill the River Troll, the Characters' respect among the folk of Ubersreik see a great improvement. If the Slayer Hrolfsson was involved in killing the Troll, his fellow Dwarfs will treat him different publicly, nodding their respect when he passes (which will also help with the next case).

THE TERROR

The Teufel Terror is a terrible creature, quite capable of killing an entire party if it is lucky. This is the first combat where the enemy will be actively trying to kill the Characters. So be ready to use the Critical Wound rules from the Injuries Reference Sheet, and learn how to use the Bleeding and Unconscious Conditions from the Conditions Reference Sheet. Indeed, this fight is so nasty that some GMs may prefer to skip it entirely... Also, it's worth noting that the Troll's Regenerate Trait can be stopped with fire, a fact any Character with Lore (Trolls) will know without testing.

CRITICAL HITS

As mentioned on Page 9, if you roll a double to hit (11, 22, 33, and so on) an opponent, whether with ranged or melee combat, you cause a Critical Hit if the Test is successful (so, equal or under your Tested Skill or Characteristic). You can also cause a Critical Hit when you are defending a melee attack using your **WS**, even though it's your opponent's Turn. Critical Hits can even happen if you lose an Opposed Test. If you score a Critical Hit, you cause a Critical Wound, as described on the **Injuries Reference Sheet**.

Example: *The Terror swipes and rolls 21 to hit, scoring 2 SL. Molli desperately parries, rolling 11 for 1 SL. The Terror wins the Opposed WS Test with +1 SL, and causes 20 Wounds! (1 + 9 Weapon, which is then multiplied by 2 because of the Size Trait). Molli only has a Toughness Bonus of 2 and no armour, so suffers 18 Wounds; however, as she only has 10, she is knocked to 0 Wounds, gains a Prone Condition, and suffers a Critical Wound (as described on the Injuries Reference Sheet). The GM rolls 53 on the Critical Wound table, Torn Flesh, so Molli also takes 2 Bleeding Conditions. Ouch! However, the Halfling rolled an 11 for her defending roll, which is a Double, so she causes a Critical Wound in return! Molli rolls on the Critical Wound Table and scores 78, a Fractured Bone. The Troll roars as its bones crack, takes a Stunned Condition, loses 4 Wounds, suffers a –10 penalty to all of its Tests, and also fails its Endurance Test, so takes a Prone Condition. Both are hurt badly, but Trolls have the Regenerate Trait...*

A Secure Deal

One night, while the party is off-duty at a tavern, a merchant, Kurlass Meingot, asks if he can buy them a round of drinks and discuss a 'small matter'. His reasons for approaching the party vary by their previous actions. If they've helped people, he'll note the word about town on them is that they might actually care when people are being abused. Otherwise, he may allude to their situation and his awareness that they 'know a bit more about how the world works than most folk'.

Kurlass Meingot

Kurlass is a small man with a winning grin, and is always the first with a joke or a witty comment. His humour runs to the self-deprecating, claiming that he is good for next to nothing. More or less true, save that he is very good at talking people into investing in seemingly profitable schemes and then managing to appear completely innocent when their money is 'lost' by some wild chance or misadventure. The only thing he is faithful to is Ranald, The God of Thieves and Trickery. The merchant 'Kurlass Meingot' is a fiction created for running cons in Ubersreik. His real name is Werner Sperren, though none in Ubersreik know that.



'KURLASS MEINGOT' – CHARLATAN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	46	34	28	36	50	45	30	45	35	58	12

Skills: Charm 82, Dodge 67
Talents: Cat-tongued (No Intuition Test can detect when Kurlass lies)
Traits: Weapon +4

The Scam

Kurlass claims he believes he, along with some of his fellow merchants, are being scammed. He explains that Barlin Silverbeard, a Dwarf merchant, has talked them into pooling their money to take advantage of a fantastic bargain on Dwarf-wrought forge work from Karak Azgaraz in the Grey Mountains. Their money is presently held in a secure Dwarf vault that can only be opened at specific times with the right keys. He and his fellow Human merchants are only allowed to visit the vault when their money is deposited. The vault lies beneath Dawihafen on the edge of the Khazalgirt (**Ubersreik**, page 23). Kurlass declares that something about the deal feels 'off' but that his fellow merchants don't believe him. They have told him if he wants out of the deal, he's free to leave and they'll find someone else to take his place.

In truth, Kurlass helped set up the scam with Silverbeard, who is the boss of a small gang of scoundrels who have decided their love for gold is stronger than their desire for an honest day's work. The idea was to bring in some greedy merchants, tempt them with a ridiculously good deal, put their money in a 'secure vault', and then have 'Goblins' loot it unexpectedly; at least, that was the plan. However, it was never Silverbeard's intention. Silverbeard, most definitely *not* a follower of Ranald, has decided the scam has worked so well, he intends to rook the merchants for all he can, then kill them all in a terrible 'accident' setting them up to suffocate in the sealed air-tight vault. Kurlass overheard just enough of the Dwarf's plan to realise what he is up to, but doesn't exactly want to tell the merchants that he set them up to be robbed, but doesn't want to see them dead (after all, dead marks can't be conned again). So, he has approached the Characters. Meingot knows all con jobs are delicate, so he is bringing the Characters into the equation to throw it all off. Once the Characters start asking questions, he intends to contact Silverbeard, say the Watch is looking into matters, and suggest they give the merchants their money back, claiming the deal is off because of trouble with the Dwarf clans of Karak Azgaraz.

Meingot underestimates what Silverbeard is prepared to do to secure the gold. The ruthless gang boss will move swiftly if he thinks the Watch are on to him — he has already concluded that Meingot is 'soft' and no longer listens to him. Silverbeard will invite the merchants to a special meeting, implying that he has secured an even better deal and that their present funds are sufficient to acquire the forge work. He will then bring the merchants to the vault without Meingot so that they can sign the 'final' contract. Silverbeard's contract has several small sections in Khazalid, the Dwarf language, that the merchants can't read. He notes this is a 'mere formality' required in Dwarf contracts. This is a lie. The Khazalid paragraphs actually set out clauses for what happens to the funds in the event of any of the principles' deaths. Once the contract is signed, the 'accident' will occur sealing the merchants in the air-tight vault, which cannot be opened till the next day.

Meingot gives the Characters the names of the four merchants involved in the deal and where to find them on the Docks: Kahl Trubald, Hitzkoph Hinfaller, Theda Juwelier, and Emagunda Handler. Trubald is an utterly hairless man, who regularly deals in weaponry. Hinfaller seems to be furious at the world, and has an eternally red face. Juwelier prefers to deal in precious metals. Handler comes from a long line of merchants who will trade anything if the price is right. All of them are very defensive and exceedingly greedy, even for Reikland merchants. If questioned, they will get angry at the Characters' intrusion.

They then explain that Kurlass Meingot is a liar and a cheat, and that Silverbeard discovered the man was a follower of Ranald who was looking to swindle them all. Looking into Meingot's history is an impossible task. All that a Character can discover about him is that Meingot is a merchant who comes and goes from Ubersreik occasionally. If the Characters have the favour of the Crosses due to the events of a Conflict of Colours in Part 3, they can confirm that Meingot is a con man, but a very faithful one.

Investigating Silverbeard is tricky. The Watch does not operate in the Dawihafen (**Ubersreik**, page 22). Fortunately, if Gunnar Hrolfsson is present, or if the Teufel Terror is slain, the Characters receive a relatively warm reception from the Dwarfs, who will talk. A successful **Dramatic Gossip** Test reveals where Silverbeard lives, and that he has a dishonourable reputation. Two or more Success Levels also confirms Silverbeard actively despises Humans, so would not engage in any beneficial trade with them. If Silverbeard is confronted, he'll speak for a time to assess the Characters and then choose one of the following:

- He claims innocence, stating he was taken in by Kurlass Meingot.
- He offers a hefty bribe of 15 silver shillings per Character to move on.
- He argues he is the aggrieved party, then later attacks the Characters along with his gang. Silverbeard brings a number of his Throng equal to the number of Characters+2. If Silverbeard goes down, his thugs immediately flee. If the fight turns against the Characters, Meingot will appear from the shadows to provide help.

If Klumpenklug is involved, he will take Silverbeard's bribe and walk away without a second thought, suggesting the Characters do the same.

Barlin Silverbeard – Gang Boss

Barlin Silverbeard plays the part of a wealthy Dwarf merchant with aplomb. He runs his operations from a series of rooms the Harataki clan sold decades ago (Ubersreik, page 23). His gang are down-on-their-luck Dwarf exiles and wastrels. He is very careful to limit his thefts and limited extortion racket to non-Dwarfs.



BARLIN SILVERBEARD – GANG BOSS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	55	30	48	51	30	20	30	30	65	35	20

Traits: Night Vision, Weapon +8



SILVERBEARD'S THRONG – THUGS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	45	30	40	45	30	20	30	30	50	20	16

Traits: Night Vision, Weapon +8

Murder Vault

The Characters have three days from Meingot approaching them until Silverbeard murders the merchants. If they fail to intervene, word spreads of an accident in the Dawihafen that kills several Humans. Depending on the Characters' actions, they may merely foil Silverbeard's plans for a time, but save the merchants, who might now despise the Characters for interfering in their business. Savvy Characters may choose to shadow the merchants, following them to the vault to catch Silverbeard red-handed.

The vault is a special Dwarf construction; it only opens at noon when presented with two unique keys and it closes approximately 30 minutes later. It cannot be reopened till the following day. The merchants' have invested 100 GC with the ruthless Dwarf. If the Characters are ruthless themselves and end up acquiring the gold without saving the merchants, Meingot will learn of their duplicity and will not stop until he sees them punished for their crimes.

Dramatic Currency

The party may be *very* interested to discover who killed Fosten the Fiery. This will take a **Hard (–20) Simple Gossip** Test at the Marktplatz. Failure means the Characters hear a dozen variations of who was responsible (including themselves, as some folks still maintain they were the culprits) with no real answers. Success eventually finds someone who recalls the interference of one Einauge Spaltmann.

Einauge Spaltmann

Spaltmann is a bully for hire whose thoughts have recently turned dark. For reasons unknown, he's found he can see through his milky, dead eye — indeed, he can even see in lightless rooms with it. Spaltmann carries an elaborate heavy crossbow with a double set of strings that allow him to fire twice before needing to reload.



EINAUGE SPALTMANN – PROTAGONIST

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	63	66	32	53	37	38	30	24	49	27	22

Skills: Intimidate 51
Traits: Armour (1), Corruption, Dark Vision, Ranged+9 (100), Weapon +7

Keeping an Eye Out

Benedict Gurkenfeld hired Spaltmann to incite the crowd against the performers in Betse Wooster's Wondrous Cavalcade. The actor-owner of the Theatre Varieté (Ubersreik, page 34), Gurkenfeld imagined some thrown tomatoes and perhaps a few scuffles, not a massive brawl and murder! If the Characters pay silver, they can have folk watch the Docks for Spaltmann's return to Ubersreik. Spaltmann is a dangerous man, but by his own rough code of 'ethics' he never sells out a customer, so he will not implicate Gurkenfeld. And, if confronted, he will not go quietly.

PART 5: THE PRISONER & THE WARDEN

Part 5 begins two weeks after the events of Rewards! (page 20). By that point, Sergeant Klumpenklug is unlikely to be the party's favourite person. One day, just after the Characters break up a brawl, a heavy-set woman in her late 40s approaches. She looks at the party's work and nods in appreciation. *'Thank the gods! Found you. Name's Ilse Fassenwütend. Road Sergeant. Have a job for you. It'll clear you from Klumpenklug. And the whole Watch! If you're interested, meet me tonight at the Exploding Pig. I'll explain everything there.'* She saunters off with a wave, ignoring further questions.

Ilse Fassenwütend – Road Warden

Fassenwütend has lived a hard life. Her once bronze hair is streaked white, and a curving scar runs from her right eye to her jawline. She habitually sips from an old flask. Everything about her is worn or dishevelled, except her immaculate pistols. Their wooden stocks polished, their steel meticulously oiled, ready to fire at any time.

Characters asking about her can make a **Dramatic Gossip** Test. Failure means they hear nothing. Success brings word she is dedicated to her job, and has a reputation for finishing what she starts. With 2 or more Success Levels, they learn she was once considered the best road warden captain in the duchy, but was demoted after the total loss of her outfit five years ago. None know the circumstances surrounding this.



ILSE FASSENWÜTEND – ROAD WARDEN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	50	64	42	46	45	26	33	29	56	49	17

Traits: Armour (1), Ranged +8 (20), Weapon +8

To the Pig!

Fassenwütend shows up in The Exploding Pig (**Ubersreik**, page 35) in the early evening. She's cranky because she's, 'painfully sober'. She thanks the Characters for coming and shares the following story:

'There's a prisoner. Stone mason. Name of Maurer. Cold bastard. Murdered many. Knocked a head clean off. Was tried. Found guilty. Awaits execution. All's well, eh? Well, no. For good or ill, Reikland watches for signs. Holy signs. If a prisoner is scheduled for execution and something goes really wrong, the execution is stayed. Executioner's axe breaks, or lightning strikes the headman's block, it's time to reschedule. Most times, second execution gets the job done. But not always. Sometimes things go wrong twice. Then a third date is set. A final date. You see, if the third execution goes wrong, it's deemed to be the 'Will of the Gods' intervening for an innocent and the prisoner is set free. Fully pardoned. Twice Maurer has gone to the block. Twice he's come back. The man is evil. Know it. Think the Dark Gods are watching him. His final execution date is approaching, yet the poor excuses for Watchmen here want no part of it. Sodden cowards…

So, that's where you come in. Know Klumpenklug from way back. Total scum. Asked around about you. Reckoned you might want to be free of him. And the Watch. So, here's the deal: you escort Maurer to the block with me, four days hence, and I will get your sentences commuted for service above and beyond. No more death sentence. No more Sergeant Crap-sack Klumpenklug. Free and clear. What do you say?'

If you've managed to make Klumpenklug really horrible, the Characters may immediately accept! It's also possible they will want to think about it. Fassenwütend accepts this, but states she needs an answer within two days, otherwise she'll have to recruit elsewhere. If the Characters agree on the spot, she tells them she'll meet them the day before the execution to go over the route. Condemned prisoners are typically executed at the Thulmannplatz in Ubersreik. But Maurer will be escorted to the edge of Morr's Field outside the town to be beheaded with the rising sun.

The two most likely questions the party will raise are: 1) Why does Fassenwütend need their help? 2) Why won't the Watch help? On the first, she mutters, *'Hmm. Expect trouble. The man is evil.'* On the latter, *'Cowardice and superstition. Former Watch Sergeant, Sen-something-or-another, she wanted no part of it. Convinced others. But she was a Jungfreud loyalist. So, now she's gone. The new Altdorf crew can't be arsed.'*

If any Character asks her about the loss of her men five years ago, Fassenwütend regards them for a long moment before shaking her head *'Was a band of Beastmen. Cunning scum. Took to preying merchant routes. Struck in darkness. Slew whole caravans. Faded away. Months passed. Finally figured out where they were. Arranged an ambush… Hrmm. Had hidden Mutants in my outfit. They warned the Beastmen and turned the ambush on us. I got out. No one else did.'*

Street Research

The Characters may wish to investigate before committing to help Fassenwütend. The following details what they may learn.

Legal Status

A character with **Lore (Law)** automatically knows Fassenwütend speaks the truth concerning stays of execution. A party without the Skill could call on Barrister Winandus. Osanna is delighted to see the Characters. She offers them law consultancy for just a single shilling having grown fond of the party. She is unfamiliar with Maurer's case, but has heard of Fassenwütend. *'Hard as iron, I hear.'* Osanna also confirms the road warden has enough pull to arrange for a commuted sentence, but adds: *'Surely not for mere escort duty. She expects violence. The Court would never hear her petition otherwise.'* Osanna's parting advice: *'Get it in writing. And signed.'*

Word from the Watch

It isn't hard to discover why the Watch want nothing to do with the Maurer case: they believe it's cursed. All the watchmen assigned to escort Maurer to his first two execution dates have vanished. Some were Jungfreud loyalists, others suffered strange accidents — several were found to have drowned far from the river, or just disappeared (perhaps into the Teufel Terror's stomach?). All the new watchmen heard was that they should say 'no' to anything involving Maurer and that was that.

Maurer's case is from before Captain Pfeffer's time, but she keeps tidy records. Maurer was accused, tried, and convicted of multiple counts of murder, including the killing of two watchmen, three river wardens, and two road wardens. Fassenwütend was likely referring to former Watch Sergeant Lenora Sendener, who left the Watch not long after Maurer's second attempted execution, before the Jungfreud purges. Her whereabouts are unknown. Characters wishing to find this out without alerting the Captain or letting Sergeant Klumpenklug know what they are doing, will either need a really good story, or will need to break into the Captain's office to check her files. Pfeffer's door is secure, requiring a **Difficult (–10) Dramatic Pick Lock** Test to open. Failure means they can't get in; an Impressive Failure means the Captain catches them and then they'll really have some explaining to do. Any level of success opens the door.

If Klumpenklug hears anything about their interest, he turns pale, and states, *'You want no part of that. Maurer is cursed',* and then directly orders the Characters to not get involved. If the Characters ask the Captain about Maurer's case directly, she'll look troubled and state that she was told soldiers from Altdorf, not her Watch, are supposed to escort the mason to his execution. This is highly irregular. Characters will have to make an **Opposed Charm/Cool** Test with the Captain to convince her to allow them to escort Maurer, or to override Klumpenklug.

Word About Town

An **Average (+20) Simple Gossip** Test will yield results about Maurer. Many results. But with little consensus. Some swear he is innocent. Others claim he is a Daemon in Human form. All agree he was a gifted stone mason who could cut even the most

difficult of stone with precision. Characters scoring a success will be told that they should talk to his fiancée, Kristyn Gebauer, and are directed to where she regularly sells goods in the Marktplatz.

Gebauer proves to be a kind young woman who sells various tools for a merchant. She states with absolute conviction that her fiancé is not guilty. *'He did kill those men, but it was in self-defence. They told him terrible things, said he was one of them, though he knew them not. When he refused them, they tried to take him by force.'* She doesn't know what the 'terrible things' were as Maurer wouldn't tell her. Nor does she know why the men wanted Maurer. *'Holger is a good man. I've been praying to Verena that someone helps him before it is too late.'* A successful **Simple Intuition** Test indicates she is telling the truth.

Characters that go looking for Lenora Sendener will have a more difficult task as she doesn't want to be found. It requires success on a **Hard (–20) Simple Gossip** Test to score the information to find the former Watch Sergeant. The Difficulty can be lowered by one step for each 5 shillings a Character spends in seeking her. Success means the Character discovers Sendener took up with the river wardens and seldom returns to Ubersreik, but that she is presently staying along the Docks at the Red Moon Inn (**Ubersreik**, page 28).

Sendener is a brusque, wiry woman with silvery hair held fast in tight cords. She doesn't seem at all surprised to meet the party. *'Some cases just don't die. Holger Maurer… Do yourselves a favour: just walk away. Nothing good will come of this. You know the men that accused Maurer of his crimes are all dead save one? A butcher named Narbe Ditwin. Heard his shop burned down recently. Pity he didn't suffer the same fate.'* Characters that helped people during the fire in Part Three may have actually saved Ditwin from the fire — have fun reminding them of this. Sendener is willing to say little else, save this: *'There are things in this world… if you ever learn them, you'll wish for ignorance. For my part, I think Maurer innocent, but it doesn't matter. They want him.'* Characters that try to use the Intimidate Skill on Sendener, or if they claim they could arrest her, receive a hearty laugh. She displays a symbol of her captain rank in the riverwardens. *'His Imperial Majesty disagrees with you. Time for you lot to move on. Sigmar be with you.'*

A Grim Decision

The Characters have two days to decide whether or not they intend to help Fassenwütend. If they refuse, she snorts in derision, *'Another pack of cowards. Fine.'* She hires mercenaries to assist her, as she believes whatever soldiers are assigned to the task will be inadequate. See **We Want No Part of This**. If the party agrees to assist, Fassenwütend immediately explains the route, indicating that they'll be meeting her well over an hour before dawn at a quiet Watch Station on the southside of the Teufel where they'll collect the prisoner. They will then take Maurer along the bank of the Teufel, exiting Ubersreik via the West River Gate to escort him a short way to Morr's Field where the executioner's block awaits him. The road warden readily agrees to put their agreement in writing, signed and sealed with wax, if the party asks.

We Want No Part of This

The Characters may well take all the warnings to heart and decide, for whatever reasons, that they don't wish to get involved, leaving Maurer to his fate. If such is the case, foretellings cast by members of the Shifting Grasp indicate that the party may become a liability to their plans.

The night before Maurer's execution, perhaps while the Characters are staggering home from a tavern, Diebold Bedrohung and his fellow mutants attack them in the dark, yelling *'You'll not have our brother!'* They retreat only once they've crippled or killed two of the PCs or they've lost two mutants. If the Characters don't seek out the road warden, they'll hear the next day she was killed along the Docks beside the mercenaries she hired, and that Holger Maurer has escaped, his whereabouts unknown. Should your adventures continue, ensure Maurer — now enslaved to Tzeentch, the Chaos God of Change — returns as a nemesis.



By Morrslieb's Light

The early morning of Maurer's execution is bitterly cold and Ubersreik is filled with thick fog. The Chaos moon, Morrsleib, rises full and fat, far larger than normal. It shines overhead with a sickly green light that does little to illuminate the heavy mist, but lends it an eerie glow that makes shadows move in inexplicable ways.

If the characters are officially sanctioned to escort Maurer, only Fassenwütend awaits them at the Watch Station, with two soldiers hurriedly handing off their manacled prisoner before immediately returning into their station and audibly baring the doors. If not, a pair of soldiers in Altdorf livery, who look clearly afraid, wait with the road warden. They are visibly happy to see 'reinforcements' in the form of the party. In the pale light of Fassenwütend's lantern, Holger Maurer slumps forwards.

Holger Maurer – Stone Mason

Maurer is a heavily built man in his 20s. His dark hair is cropped short. His wide green eyes are disconcerting; he doesn't seem to blink often and his gaze is penetrating. His voice is deep, but soft. He looks terribly weary, haggard, and his short beard is unkempt.



HOLGER MAURER – MASTER ARTISAN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	55	26	58	47	29	30	58	39	48	37	17

Skills: Intimidate 69, Trade (Masonry) 82
Traits: Piercing Gaze, Immunity to Psychology, Weapon +5 (Manacled Fists)

GIFT: PIERCING GAZE

Maurer has the unique ability to clearly see the flaws in the things he gazes upon or considers for a time. He has mostly used his gift to find the best way to break stone. The Chaos God Tzeentch knows Maurer's Gift could be turned into a terrible weapon, for he can also see the flaws in people, organisations, governments... and can readily discern how best to destroy them if he was so inclined. If Maurer studies an opponent in combat for his Action, on his following Action, his attack ignores both Toughness Bonus and Armour Points.

Cold Fish

Fassenwütend regards Maurer with a hostile glare. *'No accidents this time. To Morr's Portal with you.'* The stone mason returns softly, *'That is for Sigmar to decide.'* The road warden snorts and sets off at a brisk pace. Have the Characters make **Easy (+40) Simple Perception** Tests. If successful, they realise that despite the swift pace, their footsteps are making no sounds under the thick, green fog.

As the Characters reach the Docks along the banks of the Teufel, the fog partially clears away, giving them a clear view of the river and the bridge. The ruddy flows of the Teufel have changed. It runs thick, more black sludge than water, viscous and soundless. Dead fish can somehow be seen swimming in its depths, their eye sockets filled in with blue and pink fire, their bones illuminated. Hanging from the bridge, the decaying corpses of loyalist Jungfreud supporters struggle against their nooses, clawing at their throats with bony hands, reaching rotting fingers out towards the party for succour. As the party passes the bridge, a pseudopod of black water rises from the river and almost casually snares a lone fisherman off a dock (or one of the guards escorting Maurer if there are any) pulling them into the flow to be torn to pieces by skeletal fish. Time for **Dramatic Cool** Tests to resist the Fear Trait. See page 44 for an explanation of Fear.

The Shifting Grasp Arrive

A sonorous voice echoes out of the fog, seemingly from every direction at once: *'You belong with us, Brother Holger.'* Fassenwütend, pale yet determined, yells, 'Come on!' and runs, drawing a pistol with one hand as she steadies her lantern with the other. Have all the Characters make a **Simple Perception** Test, except those still grappling with Fear (they fail the test automatically). Those who fail are *Surprised* by the figures that lunge out of the fog. The followers of Tzeentch, the Chaos God of Change, have come to collect their 'prize'.

The attackers are a band of mutants belonging to the chaos cult, the Shifting Grasp (**Ubersreik**, page 62). They have long sought to convince Maurer to give his allegiance to their terrible master. The men Maurer killed were all Shifting Grasp cultists, including the road warden's friend (though she does not know this). Diebold Bedrohung, one of the cults more competent agents, leads the mutants.

Diebold Bedrohung and the Mutant Cultist

Bedrohung is bulky, with mottled skin that resembles the colour of tarnished bronze and eyes like a massive owl. When injured, he 'bleeds' molten brass. He attacks with a sharp sword, all the while continually asking Maurer why he is not joining his 'brothers' in slaying the Watch that means to kill him.

There are a number of Shifting Grasp Mutants equal to the number of Characters+3. The Mutants are armed with sharpened gaff hooks. All are dressed in dark robes and have visible mutations. One has transparent skin, her muscles and bones clearly showing. Another has a greatly distended throat, resembling that of a toad. After the first time he is struck for damage, the toad-ish mutant spews a torrent of rotten fish, bones, and bile at his attacker.

The attacker must make a **Simple Agility** Test or immediately lose all Advantage and take 5 Wounds that ignore Armour. The other mutations are cosmetic only, and can be described as you prefer — maybe colourful feathers twisting to crying faces, horrendous boils containing glowing lights, or constantly flaking skin that turns to tears as it peels free.





DIEBOLD BEDROHUNG – MUTANT CULTIST

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	42	27	43	66	30	27	36	41	48	40	16

Traits: Armour (3), Corrosive Blood, Corruption, Dark Vision, Mutation, Painless, Weapon +8

SHIFTING GRASP MUTANT CULTISTS

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

Traits: Corruption, Mutation, Weapon +6



Add an extra Mutant if the Characters rescued Narbe Ditwin in **Fire!** From Part 3 (page 16). Narbe leaps from the fog, his torso is now exposed, displaying bright pink and turquoise scales! If he is at all thankful for the characters saving his life, it doesn't show as he swings his gaff hook, grinning maniacally as Morrslieb's green light reflects in his vacant eyes.

Due to the thick fog, all Ranged Attacks are **Hard (–20)**. After the Round 1 of combat, Maurer dives in to help the party, calling on Sigmar's name, assaulting the Mutants with his manacled hands until he can scoop up a gaff hook and use it (counts as the *Weapon +8* Trait in his hands). He will use his *Piercing Gaze* Trait before attacking, meaning he will spend 1 Round studying his opponent. Fassenwütend joins the fray immediately, firing her two pistols first before stabbing at anyone she can with her sword.

If more than half the party goes down, Maurer is seized and a cloth is held over his face by a tentacle. He collapses, unconscious, and the mutants spirit him away, with the rest swiftly retreating. The Characters will have to chase after them or accept their failure. The road warden will not help them in such a case. Slaying Bedrohung will cause the rest of the mutants to flee. He will not stop attacking, or imploring Maurer, until he is dead. Maurer spits on his corpse. If the Characters ask why he helped them, he shrugs with a wan smile, *'They were mutants.'* With the retreat of the Shifting Grasp, the light shifts as the sky lightens in the east and Morrslieb's light fades.

Moment of Truth

After thwarting the attack of the Shifting Grasp, Fassenwütend and any surviving Characters pass through the River Gate unopposed, and make their way to the execution. The crumbling stone walls of Morr's Field rise to their northwest, dark and foreboding, even in the slowly rising light. Maurer collapses to his knees, clasps his hands together and whispers brokenly, *'Sigmar, aid your servant. I have done no wrong.'*

The road warden has Willpower 56 should a Character wish to persuade her to let Maurer go. She only has 7 Wounds left if they wish to persuade her in a *different* fashion.

If the Characters do nothing, Fassenwütend guides Maurer to the block where a hooded executioner awaits him on the edge of Morr's Field. Maurer prays to Sigmar as he takes his place upon the block and lowers his head. Fassenwütend stands guard beside him. The executioner raises his axe high and says firmly, *'No. Not, Sigmar'* then buries it in Fassenwütend's skull. The executioner's eyes flare a brilliant fiery pink through his hood and he roars with laughter as he, along with an amazed Maurer, melt into the ground, executioner's block and all, the ground warping back into place as if they were never there.

All Characters witnessing this must make a **Simple Cool** Test or gain 1 Corruption Point. Hopefully, they got something from the road warden in writing.

If Maurer is set free in whatever manner, he is stunned and tearfully grateful. *'I swear on my soul, I will not forget what you have done, not in all the days of my life. May Verena guide you and Sigmar watch over your steps.'* He asks for only one more favour: that the Characters quietly contact Kristyn Gebauer and ask her to meet him in Auerswald.



Aftermath

Depending on how it all worked out, the Characters may have Fassenwütend's assistance to leave the Watch, or a letter from her that will secure their sentence is commuted. Then again, Fassenwütend may be dead and the Characters may be stuck in the Watch with Klumpenklug for several years. If they saved Maurer, one day, a year or two later, small bags containing 5 gold crowns each make their way to all of the Characters via members of the Stone Mason's Guild. However, if Maurer fell to the Dark Gods, he eventually returns as a Champion of Chaos serving the Changer of the Ways, and all the Reikland shall suffer for it…

CORRUPTION!

Working against the Chaos Gods often brings you into contact with their foul touch. Slowly, but surely, such exposure corrupts your once pristine soul. Corruption points are used to show gradual slip of your soul to the Dark Gods of Chaos. Whenever you encounter a potential source of corruption, you may accrue Corruption points. The more you have, the closer you are drawing to Chaos, and the darker your soul becomes until, eventually, you *change*...

The long-term effects of Corruption Points are beyond the scope of the Starter Set. To learn more about them, refer to the **WFRP** rulebook.

CONGRATULATIONS!

Congratulations! Both you and the Players have completed Making the Rounds. Hopefully, there weren't too many casualties! But there is no reason to stop playing here. There are many other adventures to be had with **WFRP**.

What Happens Next?

If you want to continue playing, there are another 10 short scenarios presented in the following pages, all of which can be developed as you prefer into full adventures or small side-quests. Be aware, these are presented with more experienced GMs in mind, and, in some places, require the **WFRP** rulebook for NPC statistics.

Further, there are scores of Adventure Hooks (ideas for creating your own adventures) presented in the **Ubersreik**, and there is a growing library of adventures available online. Many of these are set in and around Ubersreik, and are a perfect complement to this book. The first, **Ubersreik Adventures: If Looks Could Kill**, is available for free. You can also buy a full book of adventures, such as **Rough Nights & Hard Days**, or start an epic campaign such as **The Enemy Within**. For more information about all of these, visit www.cubicle7.co.uk.

Character Development

One of the best things about roleplaying games is developing your Characters. At the end of every session, you normally receive Experience Points (XP) (between 75-125) for taking part and accomplishing feats throughout the adventure. This XP can be spent on Skills, Talents, and Characteristic Advances found in a Character's Career Profile.

To learn more about this, pick up a copy of **Warhammer Fantasy Roleplay** and download the full Character Sheets for the Pre-generated Characters from www.cubicle7.co.uk.

If you are using the full rules, the following experience points are awarded at the end of each session:

25–50 points each for having a good time roleplaying each session
15 points for saving Lady Karstadt in Part 1
5 points for surviving the Riot in Part 1
10–25 points for a good speech in court in Part 2
10 points for saving Narbe Ditwin in Part 3
10 points for convincing the authorities to deal with the Teufel Terror in Part 4
50 points for killing the Teufel Terror in Part 4
15 points for resolving the Silverbeard problems in Part 4
20 points for securing Ranald's Favour in Part 4
10 points for uncovering the reasons for the riot in Part 4
30 points for driving back the Shifting Grasp in Part 5
50 points for saving Maurer's Life in Part 5
25 points for securing freedom from the Watch in Part 5
50 points for resolving each of the 10 short scenarios in this book



ADVENTURES IN • UBERSREIK •



The following ten scenarios are designed for more experienced **WFRP** players to be used as stand-alone adventures, or to embellish Making the Rounds. The first four can be used by any group without modification, and make perfect asides when pursuing other adventures in Ubersreik. The final six are side-quests for the pre-generated Characters; however, they can easily be adapted to any group.

Note: Some of the scenarios use special rules presented only in the **WFRP** rulebook. Where this is the case, it is specifically marked in the scenario. These extra rules are not necessary to play the adventures, but they do provide extra depth.

THE HASSLE OF JOHANN HOFFMANN

Johann Hoffmann — a famous Stevedore who was responsible for the Ubersreik Trade Guild Treaties of 2506 before falling from grace — has disappeared. Hoffmann was last seen alightling a black coach at the Bridge Inn (**Ubersreik**, page 15).

Now conspiracy theories are moving through Ubersreik like the Galloping Trots! He was always a controversial figure who was on everyone's lips, and his disappearance has only increased his fame. Hoffmann was loved for his life-long involvement with the trade guilds.

However, his success made him a target of the Lowhaven Clan — a criminal family of Halflings with their fingers in every pie in Reikland, even the ones trampled to smithereens during the riot. They extorted Hoffman to perform deeds supporting their goals. Three years ago this was uncovered, and Hoffman was imprisoned after his offices were raided and documents were found linking Hoffmann and the Lowhavens to an anti-establishment, 'Death to Karl-Franz' political faction known as *The Glorious Revolution of the People* (GRP).

Graf Sigismund von Jungfreud eventually pardoned Hoffmann, due to local sympathies for Hoffmann. However, since the Jungfreuds' ousting, Altdorf soldiers have targeted Hoffmann. They feared his political skills, gang contacts, and overall connection to trade guilds would make him a powerful figure in Ubersreik's (as they saw it) inevitable bid for Freiburg status. Indeed, Wilhelm 'Big Willi' Docker, Hoffmann's replacement in the Dockers' Guild (who was the one to tip off the Watch to get Hoffmann arrested in the first place), has been using his 'disappearance' as political leverage.

Now, General Jendrick von Dabernick (**Ubersreik**, page 10) wants some freelancers to investigate the Hoffmann's disappearance and hopefully uncover the truth behind it. The Altdorfers can't be seen to be directly involved, for fear of the investigations being labelled a cover up — so the Characters are on their own. In fact, most of the Altdorfers won't even know an investigation is ongoing, and will refuse to cooperate with anyone sticking their noses into the Emperor's business…

Prime Suspects

Wilhelmina Büffa. Hoffmann's personal lawyer and childhood friend. It was Büffa who first introduced Hoffmann to the Lowhavens, though she quickly grew to regret that connection. Büffa and the Lowhavens quarrelled, so they blackmailed her, threatening to expose her criminal connections. Those connections eventually saw her removed from her old partnership, Spirren-Hirsch and Gärtner (**Ubersreik**, page 38).

Despite being close to Hoffmann, Büffa has plenty of reason to be rid of him — he had more dirt on her than even the Lowhavens. Indeed, she was the one to plant The *Griffon's Tail* in Hoffmann's office in order to implicate the Lowhavens with the GRP…

Wilhelm 'Big Willi' Docker. Hoffmann's long-time rival and replacement in the Dockers' Guild (Ubersreik, page 26). Big Willi orchestrated the raid that had Hoffmann imprisoned originally, and is now exploiting Hoffmann's disappearance for

political gain, claiming to have been a lifelong friend. In fact, he was also responsible for campaigning to have Hoffmann released from prison! Big Willi's hatred for the Lowhaven Clan is legendary. He has been known on many occasions to loudly boast that he'll be the one to bring them all down, no matter what it takes.

General von Dabernink. Leader of the Altdorfers who have seized Black Rock Castle (**Ubersreik**, page 19), and who currently occupy Ubersreik. Von Dabernink's position in Ubersreik was threatened by Hoffmann's political sway. The general, though no politician, is smart enough to see how such a disappearance looks bad for him. He is currently engaged in a backroom war with Wilhelm 'Big Willi' Docker, who he thought was an ally (and who he helped seize leadership among the Dockers' Guild).

Mercy Lowhaven. Leader of the Lowhaven Clan (**Ubersreik**, page 17), and Halfling Crime Boss. Mercy wanted Hoffmann dead, and doesn't hide that fact, because she wants to destroy any rumour that the Lowhavens are involved with the GRP. In truth, she doesn't know how copies of *The Griffon's Tail* made their way into Hoffmann's offices. However, she talks about Hoffmann as if he's on the run and she *still* wants to kill him (even offering the PCs money to kill him should they uncover his hiding place)!

Anton Grimski. An agitator who plies his trade around the Sprichstumpf (**Ubersreik**, page 34), who rails against the influence of the merchant class and their corruption. He is actually in the employ of Sigismund von Jungfreud, and is attempting to prevent the Burgomeister and the trade guilds of Ubersreik from maintaining order and forming a Freiburg. Grimski has had significant run-ins with Hoffmann over the years, and on several occasions the two have gotten into fist fights with death threats following. Grimski would be more than willing to kill Hoffmann, especially if Jungfreud told him to.

Whodunnit

So, who's guilty? And where is Hoffman? That's up to you to decide. Did Graf Sigismund take one last stab at this long-time thorn in his side? Did the General bump him off to stop his political aspirations, and then used the investigation as a smoke screen? Is Big Willi trying to have his cake and eat it too? Or have Hoffmann's old mob contacts finally come to collect? Hoffmann appears to have had far more enemies than any realised…



RED MOON BURNING

Franz Lohner, the Red Moon Inn's proprietor (**Ubersreik**, page 28), has a mysterious past. When deep in his cups, he tells tales of being an officer in the Grudgebringers, a mercenary company of much renown. But such days of adventure are behind him, much like the old shield hanging behind his bar. However, it appears Lohner's Grudgebringer past brings trouble as old enemies gather at his gate. Fortunately, Lohner sensed danger approaching and avoided any confrontation, which provided opportunities to scout those moving against him. He now knows of the following incoming threats: an angry Slayer, a shadowy assassin, a Border Prince's agents, and a ghostly *something* haunting his inn.

Lohner's Enemies



Thikad Urgolsson – Dwarf Slayer

Urgolsson took the Slayer oath after losing his family heirloom — the runeblade, Grudgebringer — in a game of Ranald's Fingers. He now believes he was cheated by Lohner, and will not stop until the innkeeper is dead.

THIKAD URGOLSSON - DWARF SLAYER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	56	39	36	52	31	28	38	36	67	24	19

Skills: Consume Alcohol 67, Cool 77, Dodge 43
Traits: Bounce (from a *Rune of Leaping* on his belt buckle), Weapon +7

Shrinq Shaderipper – Skaven Assassin

Shaderipper wants the innkeeper's head. When working for the Grudgebringers in Tilea, Lohner was a constant problem for the ratmen. The ratmens' auguries suggest now is the time for revenge.

SHRINQ SHADERIPPER - SKAVEN ASSASSIN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
6	66	57	39	38	63	61	36	46	45	29	13

Traits: Armour (2), Champion, Ranged+6 (20), Tracker, Wallcrawler, Weapon +7

Carmello's Crew – 7 Human Thugs

Carmello Esposito's Crew work for Marchesa Generosa Caramanici of the Border Princes. Lohner introduced the Grudgebringers to Lord Carl Svennson, the Marchesa's long-time rival, and for that crime he will die slowly.

CARMELLO'S CREW - THUGS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	41	45	32	38	34	28	36	27	36	29	12

Skills: Intimidate 42
Traits: Armour (Light 2), Ranged+8 (50), Weapon +7

Tah-Ra Mentuhr – Nehekharan Wraith

This ancient creature has emerged from beyond the gates of time. It seeks to possess Lohner's body, infiltrate the Grudgebringers, then murder the Commander before its master's future plans are foiled.

TAH-RA MENTUHR - NEHEKHARAN WRAITH

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
6	44	-	33	32	19	35	27	28	59	19	14

Traits: Chill Grasp, Dark Vision, Ethereal, Fear, Magical, Painless, Weapon +9

Lohner's Plan

Lohner has a plan to escape this mess. He will announce loudly his inn's closure for business on the night of his birthday, so he can have a quiet evening of prayer to Shallya, Goddess of Mercy, to thank her for his long life. This, he hopes, will lure his foes to attack. He will then blow up the inn, killing as many of his enemies as possible, then fake his death. But doing this will require assistance, so Lohner will pay handsomely for help: 10 Gold Crowns per Character!

SAIF AL-JANUB

Gifted to Lohner for taking decisive action during the defense of Sudenburg against undying hosts in 2498 IC, this curved blade was crafted by famed Philosopher-Artisan Hataq al-Kundi in 1445 IC. This exquisite blade is worth ten times its listed price in Araby.

Weapon	Group	Price	Enc	Availability	Reach	Damage	Qualities
Saif al'Janub	Basic	20GC	1	Exotic	Medium	+SB+5	Defensive, Fine 4, Unbreakable (**WFRP**, 297)



If they agree to help, Lohner suggests the Characters plan the ambush thoroughly, and shows a keen tactical mind when discussing this. He suggests the following, but reminds the Characters preparation is in their hands as he can't directly help for fear of arousing suspicion:

- Grodni Surehammer of The Axe and Hammer (**Ubersreik**, page 22) will supply explosives to blow up the Red Moon, if the Characters give their word to assist the Dwarf in future. Alternately, Luigi & Salvatore (**Ubersreik**, page 46) also sells blackpowder; however, unknown to Lohner, Carmello's Crew frequents this shop, and will notice the purchase.
- Cordelia Wesselingh (**Ubersreik**, page 16) may help deal with the Wraith. She can modify any explosives to affect it (adding the *Magical* Trait to the bombs). Lohner won't involve the town's wizard (**Ubersreik**, page 18) as this may bring uncomfortable questions. Lohner doesn't know Wesselingh is a spy for the wizard.
- Lohner requires a pathway out of the city after his inn goes up in flames, so suggests talking to Karsten Rugger of the Boatmen's Guild (**Ubersreik**, page 25). Lohner knows Rugger is a smuggler, and suggests working for him to secure co-operation.
- An experimental 'time-keeper candle' developed for Prochnow of the Guild of Boatbuilders and Chandlers (**Ubersreik**, page 27) could act as a fuse. Prochnow will sell a time-keeper for 5 shillings.

The Attack

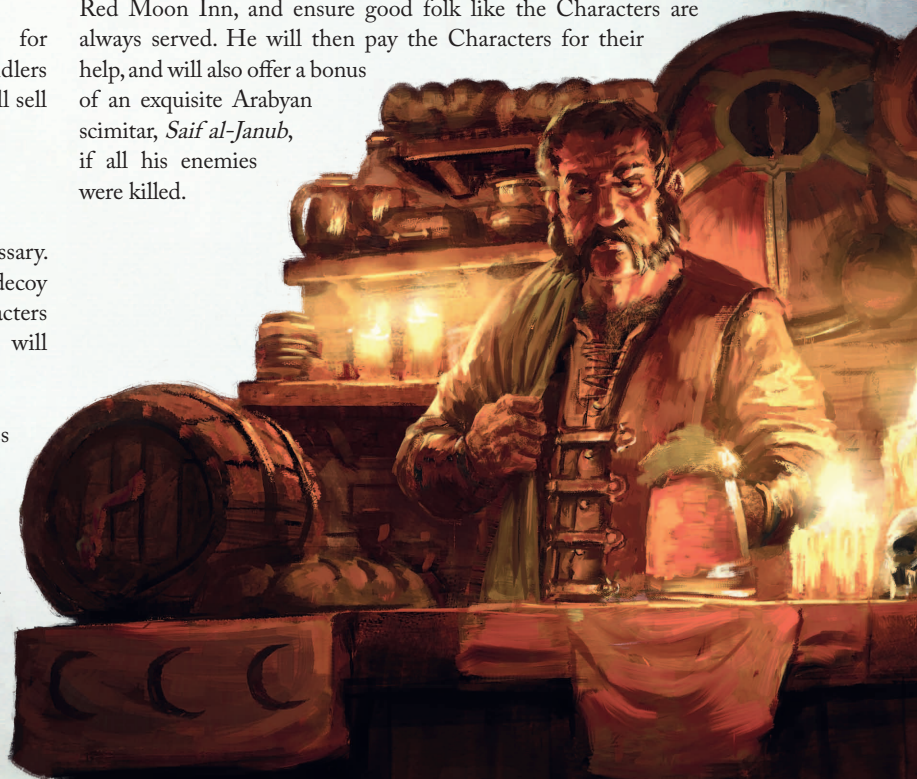
Let the Characters make any preparations they feel are necessary. Unless there is a better plan, Lohner will dress a makeshift decoy and place it in a taproom chair, and will then help the Characters as required. Unless otherwise alerted, Lohner's enemies will assault the *Red Moon* using the following timeline:

- **9pm:** Shaderipper sneaks in via the chimney, then hides in Lohner's wardrobe. Not long after, Tah-Ra Mentuhr begins to manifest in the taproom.
- **9.15:** Urgolsson arrives and drunkenly shouts outside for Lohner to meet his fate. By this point, Tah-Ra Mentuhr can be seen by characters with the Second Sight Talent and can be harmed by *Magical* attacks.
- **9.30:** Carmello's Crew arrives, and breaks in through a rear upstairs window. Urgolsson then hacks through the front door, ready to confront Lohner. Hearing this commotion, Shaderipper sneaks down to observe, only to encounter Carmello's Crew on the stairs. At this point, Tah-Ra Mentuhr fully manifests, causes Fear on all nearby mortals, and is ready to possess Lohner.

Once lit, the fuse burns for 1d10+4 Rounds. As an Action, an **Average (+20) Simple Perception** Test can determine this time. If Prochnow's time-keeper candle is used, the Character lighting it can choose a fuse time of 4 to 12 Rounds. When the explosion occurs, all within the inn suffer 1d10+15 Damage and 5 *Ablaze* Conditions. Any enemies surviving the explosion will flee, and, if they escape, will remain at large.

The Aftermath

When Lohner and the party have found their way to safety — perhaps in the Boatmen's Guild — Lohner will proclaim he has never felt more alive since he was a Grudgebringer, and that faking his death is just not for him. Instead, he will rebuild the Red Moon Inn, and ensure good folk like the Characters are always served. He will then pay the Characters for their help, and will also offer a bonus of an exquisite Arabyan scimitar, *Saif al-Janub*, if all his enemies were killed.



DA LIT'LEST WAAAGH!

No matter how hard they are put down, Greenskins come back, season after season, as if sprouting from the ground. Whilst the town of Ubersreik itself is Greenskin-free, the Magnussewer tunnels are infested (**Ubersreik**, page 50).

During the Great War Against Chaos over 200 years ago, Ubersreik fell to the Greenskins. When Emperor Magnus the Pious liberated the town, his forces didn't quite clear the Greenskins from the darkest depths of the sewers. So, for two centuries they have hidden, growing in strength slowly but surely, eventually blooming into a small tribe of Goblins.

The Gong-Tongue Tribe has always been small — preyed upon by the many horrors hidden in Ubersreik's sewers — so they've never posed much of a threat. Indeed, it's so isolated that its boss — Stinkstaff — has not only forgotten that the surface exists, but also believes the Gong-Tongues to be the only Greenskins in all the Old World!

Recently, Stinkstaff has dreamed of the surface, and believes the terrible bright rays of light bleeding down from the sewer-covers throughout Ubersreik are signs and portents from their twin gods, Gork and Mork. So, Stinkstaff is rallying the Gong-Tongues to lead an invasion into the promised land — right into the middle of The Hill (**Ubersreik**, page 42), the richest district in the town.

Beacon of the Waaagh!

Stinkstaff Gong-Tongue thinks itself a prophet of Gork and Mork — the greatest Goblin there's ever been! Of course, Stinkstaff has only ever met the other Goblins of its pitiful tribe, so in its worldview, it's right.



STINKSTAFF GONG-TONGUE – GOBLIN SHAMAN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	25	35	30	30	30	35	30	40	30	40	14

Traits: Afraid (Elves), Dark Vision, Infestation, Spellcaster (Dart, Itchy Nuisance, Sneaky Stabbin'), Weapon +6

Sneaky Stabbin'

CN: 2
Range: Willpower yards (30)
Target: Fellowship Bonus Goblins (4)
Duration: Special

You bewitch the blades of your allies, so that they seek out the weakest points in their enemies' armour. Your targets gain +1 Advantage, and their attacks gain the *Penetrating* Weapon Quality (**WFRP**, page 298) which lasts for as long as they have Advantage.

Itchy Nuisance

CN: 4
Range: Willpower yards (30)
Target: 1
Duration: Willpower Bonus Rounds

You wave your fingers and small itchy fungal spores shoot out of their ends, embedding themselves in the sensitive areas of the target. These spores grow rapidly, causing unbearable itching. The target suffers a –10% to all Tests, and halves their Movement for the Duration.

10 GONG-TONGUE GOBLINS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	35	30	30	30	35	30	25	25	15	11

Traits: Armour 1, Afraid (Elves), Dark Vision, Infestation, Weapon +7

The Aschaffenberg Party

A group of nobles is visiting from Altdorf to attend a dinner party at Aschaffenberg Manor on the same day as the Goblins are planning their crusade. Duchess Eleanor Aschaffenberg has caught wind of this menace from Wahlund's Ratcatchers (**Ubersreik**, page 40), but they have no interest in resolving the matter as they have their own business to attend to. The duchess greatly fears for her reputation should Goblins be running about during the festivities, so she is willing to pay any sell-swords 10 shillings a day if they deal with the Gong-Tongues discreetly. Guildmaster Wahlaund gave her a hastily scribbled map of the sewers, and the site of the Goblins' Lair. She will give the map to the PCs, if they agree to work for her.

The Party Poopers

The Duchess isn't the only one who knows of the threat. The Merchants' Guild plan on using the chaos as a political tool to discredit the security of the occupying Altdorfers. Their hope is that the Greenskins reach the surface and make the Altdorfers look foolish, which they can use as another bargaining chip on the way to becoming a Freistadt.

The Merchants' Guild of Ubersreik have hired their own band of adventurers to make sure the Goblins *do* get to the surface whilst the Altdorfers are in town.



Leif Vilsson

Vilsson was born in Norsca, and travelled up the Reik at a young age. His heritage is as clear in his eyes, his speech, and his propensity for resolving the smallest slight with an axe to the face. He's quick to anger and slow to forget, though tends to go easy on those who share their drinks (odd creme liqueurs of Ostland are his favourite). Despite his fiery temperament, he is fanatically loyal once friendship is given.

LEIF VILSSON – NORSCAN PIT FIGHTER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	52	26	45	41	31	27	33	36	30	32	15

Traits: Armour 2, Weapon +8

Emilia Lochland

Hailing from the myth-shrouded isle of Albion, Lochland has gotten used to dodging uncomfortable questions and prying eyes… which is to her benefit, given she's a witch. Pungent herbs, hidden stone charms, and the preserved remains of beasts too strange even for the Empire are secreted away in every pocket of her many-layered and multi-coloured garb.

EMILIA LOCHLAND – ALBIONESE WITCH

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	38	32	32	35	29	23	35	37	41	34	13

Skills: Language (Magick) 46
Traits: Magical, Spellcaster (Dart, Fearsome), Weapon +5

Giordano Impiegato

Impiegato can't help but be cunning and far too clever for his own good. He fled the Tilean city-state of Miragliano after one of the Merchant Princes realised he'd been living for free (and in incredible opulence) due to a technicality he arranged whilst doing the man's taxes. He's well regarded among his companions, for those around him always end up better paid than they could hope for themselves (though Impiegato takes far more than his fair share, of course).

GIORDANO IMPIEGATO – TILEAN LAWYER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	31	29	30	25	41	28	35	52	30	39	12

Skills: Haggle 44, Lore (Law) 71
Traits: Weapon +7

Gaenefys Feyhand

Built like a mountain lion, the other members of Feyhand's company have learned not to interfere with her efforts… Rather, Feyhand acts when, where, and how she chooses. It's in her companions best interests to figure out how they can best benefit from that instead of risking her wrath themselves.

GAENEFYS FEYHAND – WOOD ELF SPY

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	38	58	30	26	51	53	44	47	53	38	12

Skills: Stealth 63
Traits: Armour (Light 1), Night Vision, Ranged +9 (150), Tracker, Weapon +7

Are We the Baddies?

As an alternative to this, perhaps it's the Merchant's Guild who hire the PCs? If so, they will want the Characters to stop Leif's Band, who have been hired by the duchess instead to kill the Goblins. The Guild will spin a line about foreign invaders seeking to use Ubersreik sewers for smuggling, impacting legitimate Merchant Guild concerns, and will advise attacking Leif's Band hard and fast as they are very dangerous.

BLOOD & SNOW

Denfather Holst Kretschmer — a Priest of Ulric (**Ubersreik**, page 47) — is well known for tall tales and wild suspicions. He is often accused of bending the truth to attract greater attention to his dwindling importance in the town. However, this priest who has cried wolf before is not exaggerating this time.

The Tin Spur (**Ubersreik**, page 53) has two new attractions, and they are drawing massive crowds: an enormous snow-white wolfhound named Eisfange, and a tall blond Middenlander with piercing blue eyes named Reikhardt Gestaltenstark. Neither has lost a match — either forcing their opponents to yield or brutally tearing out their throats. The crowd is baying for the two to fight in what must surely be the spectacle of the decade.But this will never happen. Gestaltenstark and Eisfange are one and the same. Reikhardt Gestaltenstark is a Child of Ulric — a creature gifted (or cursed) with the ability to shapeshift between that of a wolf and a man. Thus far, Gestaltenstark's true identity hasn't been discovered by anyone, though Father Kretschmer has his suspicions.

Gestaltenstark isn't interested in acclaim — though he is certainly receiving his fair share. Instead, Gestaltenstark dreams of an Empire united once more in the veneration of Ulric over Sigmar. He is recruiting both hounds and pit fighters to his cause — offering them life and purpose if they yield to him — in an effort to weaken the Cult of Sigmar in Ubersreik and maybe the Empire at large!

Whilst Denfather Kretschmer would like nothing more than to be relevant again, he's not a madman, and sees the instability that Gestaltenstark would bring as more of an affront to Ulric than a boon. The Denfather requests the Characters to infiltrate the Tin Spur via any means necessary. He urges them to then convince Wilhelm Shütteln, the proprietor, to take them on as pit fighters or players, sneak in the back during one of the shows, or perhaps join the entourage of one of the many young rakes who frequent the venue and are given the privilege of going back stage. Once on the inside, they need to prove Gestaltenstark's identity, and drive him off — even going so far as to kill him if necessary. However, the Father is insistent they do so without revealing to Ubersreik the nature of Gestaltenstark's curse, for it will cast a long shadow over the Cult of Ulric in the region.

The Man of Many 'Talents'

Reikhardt is a young, hot-headed fanatic who has only recently turned 18. He believes, strongly, that the Empire is better off without the Sigmarite cult. He wishes to tear it all down to be replaced with a resurgence in Ulrican numbers. Gestaltenstark wears a locket around his neck with a motif of a beautiful blonde woman painted in it. An inscription on the back says 'With love, your mother, Magdelena'. When facing a true threat, and only once his plans have been foiled, Gestaltenstark sheds his masquerade and transforms into his terrible hybrid form — an awful fusion of Human and Wolf. Gestaltenstark hates reverting to this form, for he believes it's the only measure of truth behind the lies of the Sigmarites — that the ways of Ulric are bestial and crude. Nevertheless, Gestaltenstark isn't an idiot, and will use the tools available to him.



REIKHARDT GESTALTENSTARK – PIT FIGHTER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	74	33	53	51	41	40	39	32	43	41	19

Skills: Dodge 45
Traits: Armour (Light 2), Blessed (Ulric), Die Hard, Weapon (Flail) +7

EISFANGE

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	70	-	40	40	50	35	-	25	40	20	16

Traits: Armour (Hide 1), Bite +7, Blessed (Ulric), Die Hard, Night Vision, Tracker, Weapon +7

HYBRID

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	79	33	78	76	56	45	39	22	33	21	24

Traits: Armour (Hide 2), Blessed (Ulric), Die Hard, Fear (2), Night Vision, Tracker, Weapon +10

Reikhardt can shift between forms at will for his Action. Any clothing will either fall off or be torn to shreds.

Gestaltenstark isn't an easy man to reach. He lives deep within the pit fighters' quarters beneath the Tin Spur. He is always surrounded by pit fighters (use Leif Vilsson's statistics to represent them, page 37) who have sworn themselves to protect Gestaltenstark to their death. Worse, a pack of loyal hounds (Fighting Dogs from **Ubersreik**, page 53) seem to follow his commands with an eerie level of attention and accuracy, and rarely leave his side. If the Characters can overcome these obstacles and somehow deal with the Child of Ulric, Father Kretschmer will reward them each with 2 GC. If Gestaltenstark's curse remains a secret to Ubersreik, the Father is overjoyed, and will offer his services as a teacher for rare Skills and Talents or even initiate an interested Character into the Cult of Ulric.

THE RIDDLE OF SILVER

When perusing a market stall, a silver bracelet catches Gunnar's eye. It's identical to one he made long ago. Upon closer inspection, the bracelet isn't Gunnar's work, but is a near perfect copy of one he made for his daughter before she, and the rest of his family, died in a fire — the event that spurred Gunnar to swear the Slayer Oath. If asked, the merchant will explain that he purchased the piece — and several similar items, now sold — from a pedlar named Alaricha Brederman in the Blitzhelsen Hills. The pedlar claimed they were Dwarf wrought, purchased from a local artisan.

On the Trail

With appropriate Gossip, Charm, or Leadership Tests, the party eventually finds Brederman in the Blitfelsen Hills on the road to Graustadt. Somewhat panicked at the unexpected Slayer intrusion, she admits the goods were counterfeit, not Dwarf-forged, and not her work. She claims Gudrun Rogge, a Human smith, discovered a lost Dwarf outpost and uses it to forge objects of exquisite quality. Gunnar once knew Rogge. She was an accomplished Human smith, skilled enough to be invited to Karak Azgaraz to train. There, she developed an intense rivalry with Gunnar. She was later forced to leave after she threatened his forge and home, and Gunnar complained. Gunnar always suspected Rogge may have been responsible for his home burning down, but had no proof.

Migdhal Agril

Bredermann takes the PCs to the old Dwarf outpost — Migdhal Agril — but refuses to enter. Last time Bredermann visited, Rogge threatened to *'awaken the ancient wonders of the Dawi'* to tear her limb from limb! Should the Characters proceed, Gudrun uses a telescope to watch them wend through the long ravine leading to her forge. A glint of light reflecting against its lens is seen by a Character passing a **Hard (-20) Simple Perception** Test. When she spots her old rival Gunnar, fierce hatred fills her heart once more. If not for Gunnar, she would still be studying in Karak Azgaraz.

Taunts in the Dark

Gudrun Rogge isn't stupid. Confronting a whole party is unwise. Instead, she clears and prepares her forge as the PCs enter the crumbling complex. She then uses secret tunnels to taunt the party from behind walls. She admits to killing Gunnar's family, and claims she regrets killing them instead of him. She denounces the *'foolish Dawi'* for expelling her. She boasts of the *'improvements'* she's made to Dwarf techniques, disrespecting Dwarf tradition. She has just one goal: lead the PCs to her forge. This time, Gunnar will die.

The Guardian

At the rear of Gudrun's forge squats a massive silver and iron construct detailed with gold, runic script. It's covered in angular plates, and topped by a bearded, fearsome face, and has newer, dirty pipes attached to its back. This experimental creation is ancient, pitted, and worn, dating from the Goblin Wars thousands of years ago. Gudrun has been working on it for years.



MODIFIED RUNIC GUARDIAN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
2	55	-	60	65	10	15	10	-	-	-	10

Traits: Armour (5)*, Dark Vision, Die Hard, Painless, Size (Large), Weapon +10

*It's armour is ancient. Any time a PC rolls a number divisible by 10 to hit it (10, 20, 30, etc.), the *Armour* Trait decreases by 1.

When the PCs arrive, the Guardian spurts to life. Steam and smoke gouts as it lumbers, ancient limbs crushing any foolish enough to stray too close. If the party consider retreating, Gudrun closes the gates to her forge, trapping the PCs. She then settles in to watch, spitting hatred at the Slayer. Should the Guardian be destroyed, Gudrun will flee, swearing revenge will be hers as she runs.Searching the forge reveals Gunnar's old tools, the bracelet he made for his daughter, and Gunnar's sketches for the diadem he was going to craft for his now dead wife.

Should Gunnar wish to enter the Artisan Career, he can do so for free if he works from Migdhal Agril (for more on changing Careers, see **WFRP**). However, he may prefer to sell his old tools for drinking money.



MEMORIES OF BLOOD

The village of Grauner is no longer protected by State Soldiers because of the recent turmoil. So, Gavrich Bloch, the son of the village elder, and old army friend of Salundra's, reaches out for help. Gavrich wants to train a local militia, but was never a good officer, so he asks Salundra to stand in. *'C'mon Sal, it'll be like the old days!'* The folk of Grauner would normally petition their lord, Baron Ruprecht Graufelsen — and Salundra's cousin — for such training, however he refuses to provide assistance.

Gavrich knows there is no love lost between Salundra and her cousin Ruprecht, so he hopes she and her friends will help. Gavrich can't pay, but lodgings are provided, and as much beer as everyone can drink from the local tavern, The Bog King's Arms.

At Grauner

Upon arrival, the Characters meet Sebastian Bloch, the village elder and Gavrich's father; Berthilda Hebamme, a widower who leads the Woman's Council; and Parzival Reisefuhrer, a busybody Bailiff. Gavrich suggests Reisefuhrer should be distracted to keep him ignorant of the preparations, as he may kill the baron.

Elder Bloch and Hebamme suggest the Characters make an excuse for their presence, perhaps claiming they're hunting Beastmen for employers back in Ubersreik. If this suggestion is taken, Reisefuhrer immediately shows interest in scouting with the Characters. *'Finally, true soldiers! We shall see what's what!'*

In truth, Reisefuhrer is looking to quiz the Characters' as he's actively looking for suspicious activity. Baron Ruprecht's refuses to allow a local militia due to reports of potential Dark Cult activity among the villagers. The baron is not sure if the villagers are corrupt, so he refuses to arm them, but he also doesn't want to lose the taxes, so he has not ordered a purge. Instead, he sent Reisefuhrer to be his eyes and ears. Reisefuhrer will report back whatever he learns of the Characters to his master that evening.



The Attack

The next evening, a small herd of Beastmen attacks Grauner.

6 UNGOR BEASTMEN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	30	35	40	40	35	25	25	30	25	14

Traits: Night Vision, Weapon +6

The villagers let the PCs deal with this. The Beastmen will retreat as soon as the battle turns against them. Any Character who performs a **Simple Lore (Reikland)** or **Intuition** Test will know this is uncharacteristic behaviour; Beastmen normally don't retreat so quickly. Still, the folk of Grauner celebrate the victory, throwing a feast in their honour. In truth, the secret Cultist orchestrated the attack, using it to test the Characters' mettle.

Accusations

Next morning, an agent of the baron — Witch Hunter Hedwig Tiermann — arrives with 6 soldiers. Tiermann claims the Characters are heretics, and provides Baron Ruprecht's testimony that Salundra is a rebellious cur who chooses the soldier's life over the duty of being a noble scion! She must reveal herself now! Fortunately, Hebamme offers to smuggle the party from Grauner as Gavrich and Elder Bloch delay the Witch Hunter.

The Blood Flows

Unfortunately, Hebamme is also the cultist. She lost her husband, Ortlouf, to Beastmen five years ago in an ill-advised attack ordered by Baron Ruprecht. When Hebamme learned this, she flew into a rage and stormed into the woods, her wrath incredible. She slew many Beastmen before, surprising her, those remaining bowed to her in supplication, sensing the Blood God within her. Hebamme then realised who her real enemy was, and now lives for one thing only: to kill Baron Ruprecht and all his kin. Including Salundra. Hebamme leads the party to a wood where 8 Beastmen hide, and screams in apparent fear as they ambush. When its least expected, she then picks up a warstave hidden behind a tree and bellows, 'Blood for the Blood God!' before joining the fray against the party.

BERTHILDA HEBAMME

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	65	25	35	45	45	35	45	25	45	25	15

Traits: Immunity to Psychology, Night Vision, Weapon +7

No one believes Hebamme's betrayal unless the party brings proof; proof that is heretical to carry. If wise, the Characters retreat to Ubersreik. Of course, Tiermann will follow, almost certainly with accusations of defenceless Frau Hebamme murder…

TWO WRONGS MAKE A RIGHT

Ubersreik awakens to the sounds of soldiers locking down the town. General von Dabernink's signet ring has been stolen. As the party comes to terms with the new restrictions, Molrella is approached by her twin-sister, Halamina (known as Mi-mi). She has recently arrived in Ubersreik, and surprising no one, the ring is in her possession. *'It weren't my fault! I didn't mean to steal it! I lifted it from an 'andsome chap last night; cut it from his pouch when fishing for coins'.* But she doesn't want to dump it. *'What if some wizard finds it like last time, and casts spells that tell everyone that I did the nicking!'* Fortunately, Mi-mi has a plan: *'Let's sneak into the general's rooms and pop the ring under his bed! It'll look like he dropped it himself. Simple, eh? I just dunno how to get in there. Can you help, Molls? Pleeeeeese! The place is almost empty since the Youngfroods were kicked out. It'll be easy!'*

Enter Edmund Streissen

Unfortunately for Mi-mi, the actual thief, Edmund Streissen, knows who cut his purse. Worse, Streissen followed her and now plans to kill the pesky Halfling, retrieve the ring, then implicate the PCs while he's at it. Even worse, Streissen is a Chaos Sorcerer of Slaanesh, the Prince of Pleasure. He intended to use the ring in a ritual to control von Dabernick, and he is not happy it was stolen.



EDMUND STREISSEN – CHAOS SORCERER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	50	25	28	38	39	40	33	34	44	42	12

Traits: Armour (Light 1), Mutation (Goat Legs — hidden by long robes), Spellcaster (Dart, Fearsome, Shock), Weapon +6

Enter Maglyn 'Maggie' Blanck

Unfortunately for Streissen, Maglyn 'Maggie' Blanck is hot on his heels. A wizard from the Grey College of Magic, Maggie poses as a servant in Black Rock Castle. She knows Streissen stole the ring, and presumes the PCs, who now have the ring, are also Chaos Cultists. Luckily, Maggie is reasonable, and may be convinced of the party's good intentions if an opportunity arises.

MAGLYN BLANCK – GREY WIZARD

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	64	34	26	33	71	53	36	63	58	41	12

Traits: Spellcaster (Dart, Fearsome), Weapon +6

In Black Rock

As Striessen stalks the PCs, 'Servant' Maggie 'accidentally' bumps into them as they creep through the corridors of Black Rock Castle (**Ubersreik**, page 19). She's keen to hear their excuses for being in the place. She has no wish to stop them, preferring to track them down later to find their accomplices. Streissen is her target.

Eventually, von Dabernick's chamber is found. Streissen attacks the party upon entry. In turn, Maggie attacks Streissen. Unfortunately for all concerned, if Streissen is wounded, a Daemonette (**WFRP**, page 335) is accidentally summoned when blood splashes on his nose ring (prematurely activating a ritual prepared for a party that evening). The Daemonette stretches, giggles, then slashes out with horrendous ferocity. Assuming Streissen hasn't retrieved the ring by this point, he realises it has all gone a bit wrong and attempts escape. Then the alarm is raised across Black Rock Castle.

Once the Daemon is dispatched, if the PCs are clearly not in league with Streissen, Maggie will help them escape, demanding a favour in return. If the Characters appear to be allies of Streissen, Maggie will abandon them as Altdorf-liveried halberdiers fill the corridors.

Aftermath

If it all turns out well, Mi-mi will thank her sister profusely. *'I'll be the helping you, next time!'* Of course, a few months later: *'Molls! I accidentally stole a magical tiara from a Cathayan Sorcerer! And her wife is livid! But I can't get it off! And it's caused a diplomatic incident wiv the Emperor himself! Can you help, Molls? Pleeeeese!'*



OLD BLUE EYES IS BACK!

Baron Aloysis Arschloch, Ferdinand's childhood friend, asks for help. *'The townsfolk of Flechtben claim some ghost or another is protecting them. So, your area, old chap, not mine.'* The Arschloch family once ruled Flechtben town. But the peasants have self-ruled for the last 300 years. They celebrate a local hero named 'Blaue Augen', who supposedly fought the tyrannical Baron Arschloch of their day and won the small town's freedom. Local legend claims Blaue Augen will return should the folk of Flechtben ever need him, and he is generally celebrated as a great hero. Arschloch doesn't believe a word of it. He will pay Ferdinand and his party a hefty 4 Gold Crowns each to fix the supposed ghost problem.

The troubles started when Mayor Helmut Holt decided to host a festival celebrating Flechtben's 300th year as a free town. Given this involved burning a huge effigy of Arschloch's ancestor, the baron took this as an insult to his family name. So, Arschloch threatened to imprison any revellers travelling through his town of Leche to reach Flechtben. Not long after, the hauntings began. Strange lights, moving objects, cold spots, and worse slowly spread across Leche. Nothing serious, but Arschloch doesn't like it. And to make matters worse, reports of twin, blue fires in the woods around Flechtben are also coming in. Arschloch wants the Characters to discover the truth behind these so-called 'haunting'.

Hauntings?

By the time the Characters arrive in Leche, the hauntings have already ended, leaving them nothing but a cold trail. In Flechtben, it's another matter. There, the townsfolk are abuzz with stories of Blaue Augen. They tell embellished tales of his deeds saving their town from the evils of the Arschlochs, often framing Blue Eyes as Ranald Returned or even Sigmar Reborn! Many townsfolk believe the spirit of Blaue Augen lives within an abandoned tower in the Reikwald Forest to the north, where they leave offerings of thanks to their mighty hero.



If investigated, the tower is a ruin. However, there is evidence of recent habitation and activity: a burned-out fire, a relatively fresh latrine pit, some odd scorch markings, and an abandoned leather satchel full of blue powder. There is also a lot of blood. But no body.

Following the blood trails leads to a heavily wounded, women, panicking and in pain. When she calms, she introduces herself as Gertrude Farlanger, an engineer. Martich Wolochin, the burgomeister of Flechtben, employed Farlanger and her husband, Davrich, to fake hauntings in Leche and post blue lights in the forest around his town. Presumably, this was all to support the festival and punish the Arschlochs. Farlanger was camped by the tower, believing it a safe spot in the woods. That morning, her husband was investigating the tower ruins, and used some of her explosives to open a chamber he found. Then the slab cracked, a screaming howl deafened her as a spirit twisted into the air and plunged into Davrich's face. He then turned to his wife, his eyes and mouth dripping blue fire, and attacked.

If the secret chamber is investigated, the Characters will find walls covered in bright frescos untouched by time. They depict a great hero in Arschloch heraldry defeating a mighty Wraith with burning eyes. According to one wall painted in delicate gold, Flechten town was granted a charter to self-govern as a reward for their support in capturing and sealing the blue-eyed Wraith beneath the tower, and in return for swearing to protect the unholy site from future harm.

Back in Flechtben

When the Characters return to Flechtben, Blaue Augen is on a murderous rampage. It has already killed scores of townsfolk, and the rest are on the run, utterly incapable of harming the undead monster. Any remnants of Davrich's body are burned away by the blue fire, leaving a black-robed, skeletal horror.

BLAUE AUGEN – CAIRN WRAITH

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
6	45	-	45	35	10	20	20	20	70	10	17

Traits: Chill Grasp, Dark Vision, Ethereal, Fear, Magical, Painless, Weapon +9

As it can only be harmed by magic, this is a tough fight, and Ferdinand will be key to it. Assuming the Characters survive, Arschloch is good to his word and gladly pays. Further, when he finds out the source of the town's charter as a free town, he invades Flechtben, quickly securing it as part of his fiefdom. *'Well, they didn't protect that tower, did they, old chap? I'm only doing what is right and proper.'*

However, the new Baron of Flechtben is anything but right and proper, and proceeds to punish what remains of the townsfolk for their years of rebellion and besmirchment of his good family name.

UNIONS & REUNIONS

Andreas von Bruner, newly appointed lord of Grunewald Lodge, offers 15 Gold Crowns to resolve recent lightning-fast Beastmen attacks on his lands. Prisoners were taken, and sickness followed, leaving folk anxious and unwell. There are 7 farms to investigate: 3 near Geissbach, 2 by Wurfel, and 2 by Buchendorf. At the farms of Buchendorf, it seems doubtful the culprits are Beastmen: the arrows may be primitive, made of wood and flint, but they are well-crafted. At Wurfel, it seems the raids lack the brutality associated with Beastmen, with many corpses untouched. However, before Geissbach can be investigated, an unexpected visitor approaches the PCs at The Halfway House coaching inn.

First Star I See Tonight

Illyrius Starsight — the 7-foot tall Envoy of House Emberfell of Caledor — arrives to escort Amris home. Illyrius, a powerful Asur Mage, owes Amris's father, so has linked to Amris magically in order to track him. However, Illyrius is fair, and recognises Amris has commitments, so allows one week to resolve his business.

Elf Help

When investigating near the Grunewald Forest, a musical voice calls to Amris. A pale Wood Elf then steps from the trees. She claims to be Ulliamar Skytear, a spellsinger. She felt Amris's aura, and came to warn him. Her camp was attacked by Beastmen, and one of her kinband was taken. Ulliamer has never met an Asur before, so offers to take Amris and his friends to meet her Kindred. As she walks, Ulliamar queries the powerful magical link she senses in Amris. Whatever explanations are offered, Ulliamar offers to sever it, claiming such shackles are an abomination. In effect, Amris can escape Illyrius, and the ritual required is simple.

The Ritual

The PCs are fed curiously spiced meats as the ritual is prepared. Ulliamar explains that Amris needs to enact a ceremonial — and non-binding — marriage, forming a new bond to break the one Illyrius magically imposed. If Amris agrees, he is taken to a dewy clearing, dressed in flowing green-brown robes, and wrapped in plants in various states of growth, fecundity, and decay. The other PCs are then asked to leave, for the rite is sacred to the Elves.

Investigating the Camp

All the Wood Elves attend the ritual, so the other PCs can freely search the camp. There they find sleek, flint arrows, odd potions of death and decay, and a clearing filled with Human bones…

The Hallowed

Regrettably for Amris, the Wood Elves are servants of Nurgle, the Chaos God of Disease. The ritual re-enacts the marriage of Nurgle (as Amris) to his stolen bride, the Elven Goddess Isha (as Ulliamar). When the ritual ends. Amris gains 1d10 Corruption points and an *Unconscious* Condition. Then Ulliamar gives birth.

The Awful Union

The birthing is a swollen, malformed Elf child the height of an adult Dwarf. It has a distended stomach punctured with festering wounds that trail blistered guts. It dribbles disease as it squeals and giggles like a baby.



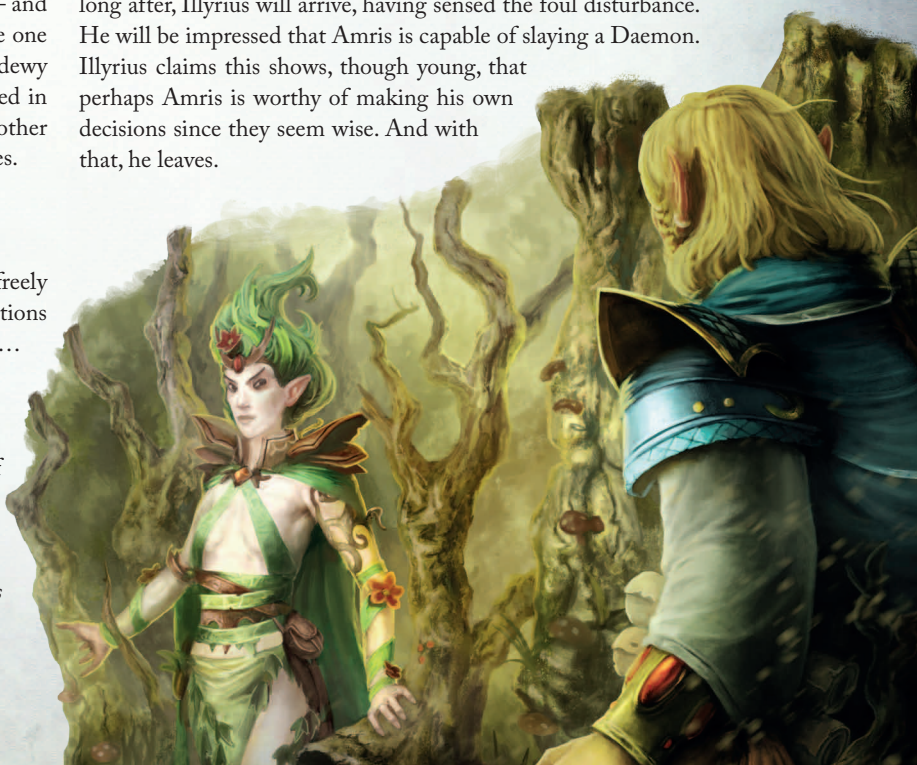
THE AWFUL UNION – DAEMON CHILD

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	045	40	60	65	10	15	35	20	75	20	25

Traits: Corrosive Blood, Corruption, Daemonic 8+, Fear, Infestation, Vomit, Weapon +10

As Amris comes to his senses, he can hear Ulliamar cooing. *'My son, partake of your father. When you have had your fill, come to me by the Tree of Sores and Sorrows.'* Then Ulliamar and her Kindred melt away into the trees.

The other Characters then burst onto the scene. Assuming the foul thing is defeated, it will cry pus-laden tears as it dies. Not long after, Illyrius will arrive, having sensed the foul disturbance. He will be impressed that Amris is capable of slaying a Daemon. Illyrius claims this shows, though young, that perhaps Amris is worthy of making his own decisions since they seem wise. And with that, he leaves.



ASH IN THE WIND

Hugeldal is the seat of the indomitable Baron Matthais von Jungfreud. Unfortunately, the fall of House Jungfreud in nearby Ubersreik has significantly impacted the town's fortunes — trade links were severed, tensions rose, and local troops are constantly marching. So, the sudden and unexpected rise in witch signs around Hugeldal, and the panic it engenders, are deeply unwelcome. Yves Plonta, a nervous attendant to Baron Matthais approaches the party to investigate the source of the recent spate of miscarriages, mutant births, disembowelled livestock, and worse that plagues the town. The 20 Gold Crown reward for making it all go away demonstrates just how inflammatory the problem is.

Old Memories

But this isn't the first time Else has followed the winding Hugeldal road into the Grey Mountains. Almost twenty years ago, she rode in the back of a creaking cart as her mother — the feared Witch Hunter Captain, Gerlinde Sigloben — rode to the mining town following witch signs. But the pyres were already burning low when she arrived, and the witch was burned. Else remembers a look of satisfaction on the townsfolk's faces. She remembers how she and her mother were encouraged to let the ashes scatter to the wind and leave. Now, twenty years later, some of those same faces — only older, and greyer — still haunt Hugeldal's streets, and Else is suspicious.

Fresh Investigations

Investigating the sources of the witch signs establish a pattern centred on Hugeldal itself. There, the Characters meet the following townsfolk, and significant passive hostility:

- Irmegard Hugelmann is the burgomeister. Twenty years ago, her grandfather was the burgomeister, and he maintained a stranglehold over the town with the support of the real witch, and orchestrated the burning of an innocent woman to cover it up. Hugelmann is aware of her grandfather's crimes — he confessed them to her on his deathbed, fearful for his soul, but did not name the witch — and that her position is predicated on it remaining a secret.

- Waldemar Grunfeld is an aging herbalist, who, as many recall, was originally accused of witchcraft before the burnings, but managed to 'prove' his innocence. In truth, he is a witch, but a relatively benign, but nonetheless illegal, Hedgewitch who supports his community. He barely escaped the pyre twenty years ago and has quietly sought the other witch ever since.

- Ludwig Herzog is a wealthy merchant whose rise to riches began with the witch burning of his business rival, Karina Handler, twenty years ago. Herzog was desperately in love with Handler, and regrets what happened — indeed, he used his wealth to explore necromancy to potentially bring her back, though he abandoned that quickly and locked away his books forever.

- Yeomica Jungmann is the baron's young valet. Jungmann is the ex-apprentice of the original witch, Haberman Klimmer, who was a necromancer. Yeomica murdered his master almost a decade ago, and has since pursued his own study. He also attempted to court Herzog as his apprentice, but found him an unwilling student. When he hears the Players are seeking a witch, Yeomica plots Herzog's murder to cover his tracks.

Lilian and Julien Nilsen are two anti-Jungfreud meddlers. They are making the investigation more difficult — creating fake witch signs in order to exacerbate tensions. Nevertheless, the Characters' enquiries will eventually lead them to Herzog or Jungmann. When this happens, Jungmann panics and sends four Zombies (**WFRP**, page 328) to kill Herzog before he blabs, and another four to kill the Characters as they sleep. The next day, several townsfolk claim they heard strange noises coming from the von Jungfreud Manor. As this is investigated (the baron is not accommodating), Jungmann is with Hugelmann in the Town Hall, trying to silence her — she discovered his secret after nervously investigating the matter herself to cover her grandfather's tracks. Her body will be found later, face frozen in terror.

The Witch Revealed!

It won't take much to uncover the witch after this — several townsfolk spotted Jungmann at the Town Hall. Knowing he faces death, Jungmann flees for Ubersreik. He will use all of his powers to thwart the PCs, including raising the Ghost of Zuriner (**WFRP**, page 331), and the angry spirit of his old master (use a Cairn Wraith, **WFRP**, page 329)! If the Characters dispatch these swiftly and reach Ubersreik docks, they find Jungmann commissioning a barge to Altdorf. Jungmann will not go down quietly (use the notes on Necromancers, **WFRP**, page 327), summoning as many Zombies as he can muster to cover his retreat. If Jungmann does escape, he will immediately plot his revenge.



NPC TRAITS

These are all the Traits used by the Non-Player Characters (NPCs) in the **WFRP Starter Set**. Many of these are simplified for ease of use. If you own the **WFRP** rulebook, those rules take precedent over these.

Afraid (Target): The NPC suffers from the *Fear* Trait around the Target.

Amphibious: The NPC adds its Agility Bonus to the SL of all Swim Tests, and moves unhindered in water.

Armour (Rating): The NPC has Rating Armour Points on all Hit Locations.

Bestial: The NPC gains a *Broken* Condition if struck by fire, only uses the Dodge Skill to defend itself, and flees when it loses more than half its Wounds unless protecting its young, or similarly motivated.

Bite (Rating): On its Turn the NPC may make a Free Attack by spending 1 Advantage, with Damage equal to Rating (note that Strength Bonus is already included). This may only be done once per Round.

Blessed (Diety): The NPC can perform Blessings of the listed deity with a successful Pray (or Willpower) Test.
Blessing of Righteousness (Sigmar): Range: 6 yards. Duration: 6 Rounds. Your target's weapon counts as Magical.
Blessing of Tenacity (Ulric): Range: 6 yards. Duration: Instant. Your target may remove 1 Condition.

Bounce: The NPC doubles its Movement when Charging or Running as it leaps or flies in short hops.

Champion: The NPC causes Damage in the same way as an attacker if it wins on an Opposed Test while defending in combat.

Chill Grasp: The NPC can, for the cost of 2 Advantage and its Action, attempt an **Opposed Weapon Skill/Weapon** Skill or **Dodge** Test. If it wins, its target loses 1d10 + SL Wounds that ignore Toughness Bonus or Armour Points. This attack is Magical (see the *Magical* Trait).

Corrosive Blood: The NPC's corrosive blood deals 1d10 Wounds to all opponents engaged with it every time it is Wounded.

Corruption: The NPC is tainted by Chaos and corrupts those that come into contact with it. After encountering the NPC, all non-Chaos aligned Characters must pass an Endurance Test or take 1 Corruption point.

Daemonic (Target): The NPC's attacks are Magical (see the *Magical* Trait). Daemonic Save: When the NPC is struck, roll 1d10. If the roll is equal to or higher that the Target it takes no damage.

Dark Vision: The NPC can see in the dark as if it were daylight.

Die Hard: All Critical Wounds other than death may be healed. If the NPC dies, it may attempt a **Dramatic Endurance** Test requiring an **SL of 6+** at the start of every Round for Toughness Bonus Rounds after death. If a Test is successful, the NPC chokes back to life with 1 Wound.

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

Ethereal: The NPC can pass through solid objects, and can only be harmed by Magical attacks (see below).

Fear: Any opponent must pass a **Simple Cool** Test when the NPC is near or become Subject to Fear. When Subject to Fear, suffer –1 SL to all Tests when the NPC can be seen. If the NPC approaches an opponent Subject to Fear, that opponent must pass a further **Simple Cool** Test or suffer a *Broken* Condition. A Character can attempt a **Simple Cool** Test to no longer be subject to fear at the end of every Round.

Immunity to Psychology: The NPC is immune to the *Fear* Trait and ignores *Broken* Conditions.

Infestation: The NPC is surrounded by biting fleas and insects, causing all opponents to suffer a –10 penalty to hit them in melee.

Magical: This NPC can harm other Characters with the Ethereal Trait, and ignores the *Daemonic* Trait's *Daemonic* Save.

Mutation (Various): The NPC is 'blessed' with a Mutation. Most mutations used in the **WFRP Starter Set** are simple, and are detailed in the appropriate NPC's description. Four are more complicated, so their full rules are provided in the **Detailed Mutations** box on the following page.

Night Vision: The NPC, if it has at least a faint source of light (such as starlight, moonlight, or bioluminescence) can see clearly for 20 yards in darkness.

Painless: The NPC ignores all effects of Critical Wounds, except amputation and death, though still takes Conditions as normal.

Ranged (Rating, Range): The NPC has a ranged weapon that deals Damage equal to the Rating within Range yards using Ballistic Skill to hit.

DETAILED MUTATIONS

CLUTCH OF EYES

Twitching cysts bubble beneath flesh, then pain tears through you as bloody pustules blossom, open, then reveal a clutch of new, horrified eyes.

Roll a 1d100 to determine a Hit Location where your new eyes push out. You can now see from that Hit Location. Increase your Initiative characteristic by +1d10. If you have no Initiative Characteristic, also gain +2d10. All Hits to the Location with your Clutch of Eyes also inflict a *Blinded* Condition.

MASSIVE INTELLECT

Bright blood, shattered bone, and tortured flesh pour from your orifices as your old brain is evacuated. Slowly, over weeks, a new intellect grows in its place, causing your head to stretch painfully in wide translucent folds around your swollen, glowing brain.

Increase your Intelligence characteristic by +2d10. If you have no Fellowship Characteristic, also gain +2d10. All Head Hits automatically cause a Critical Wound if one was not caused already.

SLIPPERY SKIN

You sweat constantly, your skin exuding a thin, slimy mucous much like that produced by hagfish. This is unpleasant to the touch, soaking through your clothes within an hour or two, and rendering your grip uncertain.

Any Tests that require you to hold anything in your hands (such as a weapon) suffer a −20 penalty, and you also suffer a −20 penalty on appropriate Fellowship Tests. When trying to escape a Grapple, if you succeed you can choose to either use your rolled SL, or the number rolled on your Unit's die. So, a successful roll of 28 could be used for +8 SL.

TELEPATHY

Your mind leaps free from its material shackles, gibbering in delight as it finds new ways to impose upon others.

With a **Simple Willpower** Test you can communicate with any sentient creature within your Willpower in yards and line-of-sight. This last for Initiative minutes. You can also read the surface thoughts of any creature with which you are telepathically communicating with a further **Opposed Willpower** Test. If you fail the Test, you cannot read the subject's mind for the next 1d10 days. When using Telepathy, your eyes glow eerily. Each time this Mutation is developed, your range for using the power doubles.

Regenerate: The NPC is capable of extraordinary healing, even regrowing severed parts. At the start of each Round, if it has more than 0 Wounds, the NPC will regenerate 1d10 Wounds. If it has 0 Wounds remaining, it will regenerate a single Wound on a 1d10 roll of 8+. If it ever rolls a 10 for regenerating, it also fully regenerates a Critical Wound, losing all penalties and Conditions associated with it. Any Critical Wounds or Wounds caused by Fire may not be regenerated and should be recorded separately.

Size (Various): The NPC's size differs from the norm (Average). There are seven steps: Tiny, Little, Small, Average, Large, Enormous, Monstrous. Melee Damage from a larger Character is multiplied by the number of steps greater than the target they are. So, an Enormous Character, which is two steps larger than a Small Character, triples Damage. Opponents smaller than the NPC gain +10 to hit it.

Skittish: The NPC is easily scared by magic or loud noises, taking 3 Broken Conditions in such circumstances.

Spellcaster (Various): The NPC can cast the listed spells with a Language (Magick) (or **Int**) Test. The SL must be greater or higher than the Casting Number (CN) or the spell fails.
Dart: CN: 0. Range: Willpower yards. Duration: Instant. Damage: SL + Willpower Bonus.
Fearsome: CN: 3. Range: You. Duration: Willpower Bonus Rounds. You cause Fear.
Shock: CN: 0. Range: Touch. Duration: Instant. Inflict 1 *Stunned* Condition.

Swarm: The NPC is a swarm of smaller creatures. Any targets engaged by the swarm suffer 1 Wound at the end of every Round. Any attempt to shoot a swarm gains a bonus of +40 to hit.

 # Tentacles (Rating): The NPC has a number of tentacles equal to #, and gains one Free Attack per tentacle. Each tentacle Attack deals Rating Damage, which already includes its Strength Bonus.

Tracker: The NPC adds its Initiative Bonus to the SL of all Track Tests.

Vomit: The NPC can make a Free Attack by spending 3 Advantage. It targets one opponent within Toughness Bonus yards. All Characters within 2 yards of that target must succeed on an **Opposed Ballistic Skill/Dodge** Test or suffer the NPC's Toughness Bonus +4 Damage, and receive a *Stunned* Condition.

Wallcrawler: The NPC can move at full speed across all surfaces, including walls, ceilings, and similar.

Weapon (Rating): The NPC carries a melee weapon, with Damage equal to its Rating, which already includes its Strength Bonus.

CONDITIONS

WFRP uses a selection of Conditions to cover commonly encountered penalties Characters may face. Each Condition has its own special rules. The Conditions reference the rules found on pages 6, 7, and 10, so it is recommended you read them before reading this sheet.

Gaining Conditions

The rules in this book, or on the **Injury Reference Sheet** should someone be wounded, explain when you should give a Character a Condition. When this happens, the Character immediately loses all Advantage tokens.

Players should mark what Conditions they currently have on a scrap piece of paper. To help Players understand their Conditions, have them look at the **Conditions Reference Sheet**.

Removing Conditions

Each Condition has its own rules for removing it. A Character can also spend a Resolve point to remove a single Condition. Resolve Points are explained on the **Character Sheets**.

Condition List

The following is a list of the Conditions used in the **WFRP Starter Set**.

Ablaze

You are on fire! At the end of every Round, you suffer 1d10 Wounds, modified by Toughness Bonus and the Armour Points on your least protected Hit Location, with a minimum of 1 Wound suffered. Each extra *Ablaze* Condition you have adds +1 to the Damage suffered; so, if you have 3 *Ablaze* Conditions, you suffer in 1d10+2 Damage at the end of the Round. One *Ablaze* Condition can be removed with a successful **Dramatic Athletics** Test, with each SL removing an extra *Ablaze* Condition.

Bleeding

You are bleeding badly. Lose 1 Wound at the end of every Round per *Bleeding* Condition you have, ignoring all modifiers. One *Bleeding* Condition can be removed with a successful **Dramatic Heal** Test, with each SL removing an additional *Bleeding* Condition. When you remove all *Bleeding* Conditions, gain a *Fatigued* Condition.

Broken

You are fleeing. On your turn, your Move and Action must be used to run away as fast as possible until you are in a good hiding place beyond the sight of any enemy; then you can use your Action on a Skill that allows you to hide more effectively. You also receive a penalty of –10 to all Tests not involving running and hiding. If you are not in combat at the end of a Round, you may attempt a **Dramatic Cool** Test to remove a *Broken* Condition, with each SL removing an extra *Broken* Condition. If you spend a full Round in hiding out of line-of-sight of any enemy, you automatically *remove* 1 *Broken* Condition.

Fatigued

You are very tired and in need of a breather. Suffer a penalty of –10 to all Tests per *Fatigued* Condition you have, to a maximum of –10. You lose one *Fatigued* Condition per hour of good rest, preferably in a warm bed.

Prone

You have fallen to the ground. Your Move can only be used to stand up or crawl at half your Movement in yards. You suffer a –20 penalty to all Tests involving movement of any kind, and any opponent trying to strike you in Melee Combat gains +20 to hit you. You lose all *Prone* Conditions when you stand up.

Stunned

You have been disoriented or confused. You are incapable of taking an Action on your Turn, and can only use your Move to stagger at half your normal movement. You also suffer a –10 penalty per *Stunned* Condition to all Tests, but can defend yourself with Opposed Tests. Any opponent trying to strike you in Melee Combat gains +1 Advantage before rolling the attack. At the end of each Round, you may attempt a **Dramatic Endurance** Test. If successful, remove a *Stunned* Condition, with each SL removing an extra *Stunned* Condition.

Surprised

You have been caught unawares. You can take no Action or Move and cannot defend yourself in Opposed Tests. The first opponent trying to strike you in Melee Combat gains a bonus of +20 to hit. At the end of the Round, you lose all *Surprised* Conditions.

Unconscious

You are knocked out, asleep, helpless, or otherwise insensible. You can do nothing on your Turn and are completely unaware of your surroundings. Any Melee attack targeting you automatically hits as if you had rolled 01 to determine your SL, and also inflicts a Critical Wound. You recover from the *Unconscious* Condition when you are in a safe location and have time to rest (as determined by the GM)



TABLE REFERENCES

CRITICAL WOUND TABLE

Roll	Name	Crit.	Effects.
01–10	Gash	1	Gain 1 *Bleeding* Condition.
11–20	Gut Blow	1	Gain 1 *Stunned* Condition.
21–30	Low Blow!	1	Gain 1 *Stunned* Condition. Pass a **Simple Hard (–20) Endurance** Test or gain another 2 *Stunned* Condition.
31–40	Winded	2	Gain 2 *Stunned* Conditions. Pass a **Simple Average (+20) Endurance** Test, or gain the *Prone* Condition. Movement is halved for 1d10 Rounds as you get your breath back.
41–50	Bruised	2	All Agility-based Tests suffer a –10 penalty for 1d10 days.
51–60	Torn Flesh	2	Gain 2 *Bleeding* Conditions.
61–65	Cracked Bone	3	Gain a *Stunned* Condition. All Tests suffer a –10 penalty until you receive a successful Heal Test.
66–70	Gaping Wound	3	Gain 3 *Bleeding* Conditions. Any Wounds you receive to the affected Hit Location will inflict an additional *Bleeding* Condition for the next week as the cut reopens.
71–75	Painful Cut	3	Gain 2 *Bleeding* Conditions and a *Stunned* Condition. Pass a **Simple Hard (–20) Endurance** Test or gain the *Unconscious* Condition as you blackout from the pain.
76–80	Fractured Bone	4	Gain a *Stunned* Condition. Pass a **Simple Endurance** Test or also gain the *Prone* Condition. All Tests suffer a –10 penalty for the next 4 weeks.
81–85	Flensed Muscle	4	Gain 4 *Bleeding* Conditions. Any Wounds you receive to the affected Hit Location will also inflict 2 *Bleeding* Conditions as the tears reopen for the next 4 weeks.
86–90	Crippling Wound	4	Gain a *Prone* Condition that can only be removed with a successful **Simple Heal** Test. All Tests suffer a –20 penalty until you receive this medical treatment and spend at least a week resting.
91–95	Shattered Bone	5	Gain a *Stunned* Condition that can only be removed with a successful **Simple Heal** Test. All Tests suffer a –20 penalty until you receive this medical attention, and spend at least a week resting.
96–99	Ruined	5	Gain the *Unconscious* Condition that can only be removed with a successful **Simple Heal** Test. The affected Hit Location is useless until you spend a month on bed rest.
00	Torn Apart	Dead	You are hacked in two. Your top half lands 1d10 feet in a random direction and all nearby Characters are showered in blood.

DRAMATIC TEST OUTCOMES TABLE

SL	Result	Have You Succeeded?
+6 or more	Astounding Success	Yes, perfectly! You achieved your goals perfectly.
+4 to +5	Impressive Success	Yes, and… You achieved your goals, and exceeded expectations.
+2 to +3	Success	Yes. You achieved your goals.
+0 to +1	Marginal Success	Yes, but… You achieved your goals, but there is an unintended side effect or flaw.
–1 to –0	Marginal Failure	No, but… You only partially achieved your goals, or have made progress.
–2 to –3	Failure	No. You did not achieve your goals.
–4 to –5	Impressive Failure	No, and… You did not achieve your goals, and you made matters a little worse.
–6 or less	Astounding Failure	No, not in any way! You could not have performed worse, and have made matters much worse.