

Lost and Found.

A WFRP Scenario written by Luke Rose (No.12).

This is an adventure for rank two or three characters, with a focus on urban investigation. It is preferable to have at least one wizard character within the group though not essential. Locations have been given brief descriptions, though should GM's have access to City of the White Wolf or Ashes of Middenheim supplements from 1st and 2nd editions of WFRP respectively, they would find the support material most helpful. Maps of Middenheim are available online. Gitzmans Gallery provides an excellent range of warhammer maps online.

Summary: The pcs are embroiled in the heretical and criminal affairs of a nobleman, an aspiring deamonologist, a wizard with radical practices, a group of greedy academics, and a crime gang while in Middenheim. The parties are concerned with the trafficking of a certain body parts, a dubious tome and large sums of cash.

Professor Serge Standwyk is a resident at the Collegium Theologica, having lived in the city for over ten years since his arrival from Marienburg. His readings have always been considered borderline scandalous and recently he has delved deeper into the murky depths of spirit and daemon summoning than is wise for a learned man. A couple of months ago he acquired a book called *Calling unto the Darkness* by Alfred von Gerdhazer, a highly forbidden tome on the subject of daemon summoning. Eager to experiment further with the knowledge contained within he set about finding the necessary ingredients for a particular ritual. Sadly for him as he was distracted by this some varlet stole his forbidden tome that he had hidden within the library of the Collegium. Well this was truly inconvenient as he couldn't very well report it missing, so he made an elaborate cover story and hired some plucky adventurers to retrieve it for him.

The book itself was actually taken by the slightly dim-witted Lord Boris von Johansson, who mistook it as a lengthy dissertation on land and estate management. When finding himself in possession of such a dangerous item he panicked a little, after attending some dubious parties earlier in his career he could ill afford to be caught with this book. The pyre would surely await even one of his high standing. He tucked the book into the bookshelf in his study while he thought of a way to dispose of it.

As luck would have it some thieves broke into his house a few days later and stole the book, along with some other more recognizable valuables (the crooks concerned could not read so grabbed a handful of books as requested to fill up a sack). Most of these valuables were sold cheap at the local Pfandleihers Pawnbrokers, with obviously no intent to reclaim the goods. The thieves were working as part of a set up job for three of Middenhiems powerful academics seeking to further their trade monopoly over steel, stone and slate, in anticipation of a war.

Coincidentally the very same crime gang were also in contact with Professor Standwyk concerning his attempts to find a reasonably fresh heart, eyes and hands of a priest for his ambitious ritual. The crime boss is in contact with Deil Frinks, a capable Magister of the Amethyst Order who for reasons of his own is fed up with the strict expectations of being a respected wizard and wants to cash in on his skills now, then disappear somewhere and enjoy life's little luxuries without the judgement of his peers. Magister Frinks has recently completed an assignment from his order, hunting down and destroying a small time necromancer operating in the corpse wreckage below Morrsgate. He has earned the trust of the Morrites, and now intends to have an immoral priest killed then snatch the body from the burial preparation chambers in Morrspark. Frinks, while not truly evil, has of course lost perspective on the legitimacy of his actions.

Lastly behind the scenes of all this, pulling the strings, three professionals are plotting a trade coup in the expectation of war.

The pcs will interact with all the parties involved during their investigations, possibly building a picture of what is actually going on.

Dramatis Personae.

These are the major characters on which the pc's actions will revolve around. Not all are villains, at least not intentionally or completely.

Magister Deil Frinks; Amethyst Wizard.

A tall slim man, with well-groomed short, dark hair. Deil is in his late middle years and has long since discarded the traditional robes in favour of fashionable black and purple doublets and breeches, covered with a dark cloak. He carries a rapier, and often wears a dark hat. Deil is an adventurous individual who has now spent many years on assignments for his order, investigating and where necessary destroying incidents of the undead. This life on the road has led him to experiencing the wanton disregard for the common masses held by those with wealth and power. As the strain of his unearthly confrontations took its toll, Deil began to suffer from a strong sense of injustice and self-entitlement. His pay as a wizard was fine, but why should he spend his entire life saving these hedonistic fools from the darkness that plagues the Empire, and never have the opportunity to enjoy himself. This growing resentment has now become something of an obsession. Deil wants to secure a wealthy retirement package, away from the duties of a field wizard. So this recent visit to Middenheim has presented something of an opportunity.

Deil, together with his young apprentice Katja Zinicki, were sent to investigate some suspicious goings on reported by the Morrian Priests. Someone had been meddling with the corpses at the base of the Fauschlag, under Morrsgate where the less wealthy were cast

off to their eternal rest. Deil and Katja arrived two weeks ago, and indeed a hedge wizard named Kristov had been attempting to create charms from the bodies of the deceased. While he had not technically been practicing necromancy, he was still an unlicensed magic user. Deil took him to Middenheim and turned him over to the witch hunters at the temple of Sigmar. Suffice to say poor Kristov was burned just in case.

If you are using this adventure as part of The Enemy Within it is possible the Adele Ketzenblum was on hand to burn Kristov.

This left Deil in good standing with the local priests of Morr, who issued him a set of keys and granted him access to the temple and morgue in Morrspark. With access to fresh bodies being prepared for burial he had little difficulty in slipping some of the nice pieces of jewellery out, and off to Hughbert Stardle, a local fence. It was via this fence that Deil learnt that someone would be willing to pay a large sum for certain pieces of a fresh corpse of a holy priest. While he was disgusted to hear that such vile work was afoot in Middenheim, a sneaky plan emerged in Deil's head. With so many of these fat, idle, and selfish priests living off the slavery of the common folk, who would worry if one of them had an accident. However, it still would not do to supply the kind of individual with what they desire, so why not switch some of the body parts with that of a similar, less holy individual. That way Deil could get paid well, and still be clean of the taint of supplying such heretical objects. Or so he tells himself.

Deil is not the typical doddering conservative book-worm, his field work has led him to learn many things outside the traditional teachings of the Amethyst College. He is adept at shadowing suspects down urban alleys, as well as leaping from roof top to roof top.

St	To	Ag	Int	Wp	Fel	A/C/E	Stnc	Wd
3	3	4	5	4	3	3/5/3	R2	14

Deil Frinks has two ranks of training in Spellcraft, and one in Magical Sight, Athletics, Channelling, Coordination, Discipline, Weapon Skill and Education.

Suggested Actions: Any rank 1-3 Amethyst spells, plus Dirty Tricks and Thunderous Blow (only with Reaping Scythe).

Professor Serge Standwyk.

A Marienburger with thinning blond hair, still winning the fight against greying. Serge is in his early fifties, with a rounded pot belly, and walks with the aid of a stick after too many Halfling pies and puddings and too little exercise have given him pain in his knees. He is still just as playful, and conducts himself in a slightly mischievous manner. He has always been an ambitious soul. His career as a trading agent in Marienburg was full of highs and lows as his high risk trading strategy made friends and enemies. Eventually he did have to leave after making a very powerful house very angry. By this time he had already developed a keen interest in alternative philosophies and rare scripts. His talent with languages and collection of rare books picked up from foreign traders in the great port soon won him the peerage of many of the elders in the Collegium Theologica. He spent only five years as a tutor to those who could afford his fees before the Collegium granted him the status as a full resident professor, which he has been enjoying for the last five years. After visiting Altdorf last year he picked up a very rare book *Calling unto the Darkness*, the kind of book which any sensible person would not touch. However, Serge is getting old and is not

quite ready to approach Morrs gates yet. He has heard that powers beyond this world have the ability to grant a mortal with eternal youth. So with a book detailing the requirements of summoning and binding a fell power, he believes he may be able to bargain said gift from a creature such as this. Serge has always been a high risk player.

St	To	Ag	Int	Wp	Fel	A/C/E	Stnc	Wd
2	2	3	4	4	4	1/5/2	C2	12

Professor Standwyk has one rank of training in Charm, Guile and Education.

Suggested Actions: Conundrum.

Lord Boris von Johanson.

Lord Boris is a young man with an unruly mop of pale blonde hair atop his head. He is about six foot tall with a heavy frame, though not athletic. Boris has had a fine education in the Collegium Theologica, and still regularly visits the libraries and student mess halls. He is generally well meaning, though more than a little foolish. Many of the students at the Collegium know Lord Boris as a bumbling idiot who stutters his way through conversations, frequently distracted by interesting objects and pretty young women. His family have little real power, but have large business investments in the timber trade south to Stirland and Averland, and in the much sought after stone and slate mines in the middle mountains.

Boris would dearly like to be respected as an academic within the Empire, but with limited ability he has committed himself to the next best thing, patronising someone who can. Adam Kholler, an inventor living in Delberz, has been working on some very exciting theories of engineering that would make even

a dwarf sit up and take notice. Lord Boris has regular correspondence with Adam via a public postal service affiliated with the Wolfrunner coaching company.

While trying to further his prospects as a statesman, with a view to putting his name forward for any positions of importance that may become available within the Middenpalaz in the near future, Boris has been expanding his reading. He recently borrowed a copy of Hadritts Estate Management from the Collegium, along with a couple of other books, but to his dismay it turned out to be a tome of ruinous summoning inside the simple cover of Hadritts work. Well Boris couldn't decide how best to deal with this. Last year he attended a party that turned out to be a front for illegal narcotics trade, smuggling, and even the suggestion of a vile cult. Boris' rank saw him avoid the Witch hunters questioning, but he could ill afford to take any risks. Boris slipped the book into his bookshelf, and pondered how to safely get rid of the item.

Then he got burgled. Many prized possessions were taken, but so was the tome, all of his books, most surprising and annoyingly, his collection of letters from Adam Kholler. Boris filed a report with the watch, detailing some of the pieces he really would like back, but happily avoiding mention of the book.

St	To	Ag	Int	Wp	Fel	A/C/E	Stnc	Wd
3	3	3	2	3	4	2/1/1	R1	14

Lord Boris has one rank of training in Charm, Education and Ride.

Suggested Actions: Informal Carousing.

Victor Bandpater.

A greasy man in his thirties. Victor has long since lost his hair and, as it sweats when he is

angry, he carries a towel to wipe his bald pate. A dark grey greasy beard adorns his chin, and he wears a thick gold hoop in his left ear. Victor is ruthless in his pursuit of cash and power, he long since gave up any moral objections to dirty jobs. He now secretly runs the Shadow Princes crime gang, operating in and near the Drowned Rat inn.

Victor is a member of the merchant's guild and is, to all casual inspections, a legitimate trader of musical instruments. He has connections to both Altdorf and Nuln, transporting average to fine quality instruments to his official trading centre the "Nortwynd" musicians shop. He also has musicians on his pay in both of these cities to copy any new music released onto paper and send it to him in Middenheim, ensuring he is always regarded as being an expert on contemporary music. Detailed investigations into him will reveal he has a sizeably greater income than a music shop should provide.

His underworld business is usually vetted by one of his enforcers at the Drowned Rat, a short, bad tempered man called Knut. Once cleared as official a meeting may then be set up with Bandpater himself.

So when he was contacted by a Prof Standwyk some weeks ago to obtain certain body parts of a priest, it was simply a matter of waiting for an opportunity. Then Hughbert Stardle, a clever fence and one the more educated thieves, informed him that he had a regular contact for robbing dead bodies. Victor could see the obvious plan, he just needed to arrange a dead priest. Stardle neglected to inform him that the contact was already well able to provide the dead priest.

One of his enforcers, Brad Juntner, opted to take the hit on. Victor thought it best to keep this venture tidy. After Juntner ambushed the

young novice as he left Kochs, a decent yet cheap restaurant, Victor had him killed too.

Bandpater also works alongside a gentleman called Thorsden Untwalde, a less than ethical Magistrate taking rather large payments to swerve the course of justice. Untwalde contacted Bandpater a week ago to request a hit on von Johansson’s house. All petty valuables were to be claimed by the Shadow Princes as they saw fit, though any paperwork, diaries and ledgers etc, Untwalde wanted delivered to him for a more than fair reward. Running the burglary of von Johanson was simply an easy hit. The man shows off his wealth but doesn’t have the wit to keep it safe.

St	To	Ag	Int	Wp	Fel	A/C/E	Stnc	Wd
3	4	4	4	3	4	4/3/2	C2	14

Bandpater has one rank of training in Ballistic Skill, Guile, Education and Tradecraft (Music).

Suggested Actions: Backstab and Snap Shot.

Bandpater usually carries a concealed pistol and ammunition.

The Three Greedy Men.

Untwalde, Zessler and Spann are three professional men who became friends some years ago and have been working in collusion to further each other’s ends.

Thorsden Untwalde.

A slim wiry man standing just under six foot tall, in his late fifties. Thorsden is mostly bald and clean shaven, while in public he wears the elaborate wigs that his profession is known for. Dressed in fine silk shirts and velvet jackets, he still often wears a mail shirt under

his finery after one of his friends was assassinated twenty years ago.

Thorsden is a quiet and resourceful individual with an eye to progressing to a position of unstoppable legal power within Middenheim. He is working in conjunction with a gold Magister by the name of Gareth Zessler, and Gunter Spann, an agent in the guild of commerce. The goal of these three is to find some leverage against Lord Boris to force him to cede control of his investments in the stone and slate mines to them for a bargain price. With news from the north not great, suggesting that raids are on the increase, and damage to the coastal settlements of Nordland. These three intend to monopolise the local flow of good quality building materials ready for an increase in the demand to rebuild any damages.

Untwalde himself fully expects this to ensure he achieves his ambition of becoming one of the law lords of Middenheim. From there, using Spann and Zessler, he aspires to have most of the legislation on trade and taxation in his pocket over the next year. One of his currently active legislative proposals is to overthrow an ancient law governing dwarf trading rights within the city. This is currently being reviewed by the active law lords and the komission governors of the city, should Untwalde succeed in his plans to control the stone and slate trade to Middenheim, he would be able to press this reform to pass.

St	To	Ag	Int	Wp	Fel	A/C/E	Stnc	Wd
2	3	3	5	4	3	2/6/3	C3	12

Untwalde has two ranks of training in Education, Guile, Intuition and Folklore, and one rank in Discipline.

Suggested Actions: Fluster.

Magister Gareth Zessler; Gold Wizard.

A middle aged gold magister, with long brown hair cut to his shoulders and decorated with gold hair clasps in a vulgar imitation of some of the elves he has seen in his time. Gareth is typical of a gold wizard, selfish and greedy. Zessler holds the position of Scriptmaster at the guild of Wizards and Alchemists, leaving him in charge of the receipt and distribution of post and carrier pigeon messages.

Since befriending Untwalde some years ago at a swanky party thrown by a retiring Magistrate at the Prospect some years ago, Zessler has increased his ambitions at Middenheim. He has been intercepting some of the post from the various agents operating and reporting from Kislev, learning many months ago that the frequency and intensity of northmen raids have increased, and Zessler has suspected a war on the horizon for some time. He himself has some large investments in mineral imports to Middenheim, but this is considered normal being a gold wizard. He used his magic to undermine the quality of some of the retailers of metalwork in the city, then working in conjunction with Gunter Spann ruined the affected burgher's reputations, picking up the businesses on the cheap and installing loyal staff. The business, trading under the name of Cold Steel Forges, prospered and with good marketing from Spann in the Komission of Commerce, Trade and Taxation, Zessler has sat behind a safe turnover and tidy profit.

If you are playing this as a part of the Enemy Within then Zesslers investments in war profit are reaching fruition as Wolfenburg is sacked.

Zesslers obsession with wealth also leaves him in conflict with the dwarfs, whom he sees as a greedy opposition withholding valuable gold from him. His attempts to undermine a dwarven smith in the city failed due to

endorsements of support from the Engineers guild and the chapel of Grungni in the city. Zessler holds this as a personal insult to the Empire and would see the power the dwarves hold in Middenheim reduced greatly.

St	To	Ag	Int	Wp	Fel	A/C/E	Stnc	Wd
3	4	3	5	4	3	2/5/3	R2/C2	15

Zessler has two ranks of training in Spellcraft, Magical Sight, Discipline, Education, Channelling, Guile and Observation.

Suggested Actions: All Gold spell at ranks 1-3.

Gunter Spann.

A young man in his late twenties with thick blond hair and a well groomed beard and moustache. Gunter has studied at the Collegium Theologica, where he met Untwalde who was lecturing on legal affairs at the time, before serving an apprenticeship on commercial and excise legislation in the Worshipful Guild of Legalists. Shortly after that, with a little help from Untwalde, he landed a job at the Komission for Commerce, Trade and Taxation.

Gunther is ambitious and easily led astray. If someone sat him down and pointed out the immorality of his recent choices he would probably be able to change his professional ethics for the better, sadly the two big influences in his work life are Zessler and Untwalde. His activities as part of this group are to provide quick access to Zesslers trade and oppose others from fair competition.

Gunthers other big interest is winning the hand of a Kamilla Strum, a glass blowers daughter from the Nuemarkt district. He hopes that his continued success will influence her father Albrecht Strum into seeing him as a good son in law.

Use the Specialist profile in the Tome of Adventure or Creature guide for Gunther Spann, he has one rank of training in Education.

Note: The three greedy men were aware that Lord Boris has a correspondence with someone in Delberz, and they are initially hoping to exploit this in order to extort Boris into releasing control of the desired mining industries to them. It is somewhat by chance that they found a highly forbidden tome, and some ill thought out comments in a diary detailing knowledge of ownership of said book. Needless to say this became the more obvious tool for the job than Boris patronage of a young inventor.

Introduction.

The pc's can arrive in Middenheim in whatever manner fits the need of your story. It is expected to some extent that they will respond favourably to being hired to retrieve a lost object for a respectable citizen of the city. Depending on the make-up of the party it would be preferable to have at least one wizard or respectable academic in the group.

This scenario is written with a mind to being able to use as a small adventure during, or at the end of, book two of the Enemy Within campaign. It can also be used on its own without any difference to the story.

The story as written has a meeting with Katja as being the first hook into the mystery, it can easily be played with being hired by Standwyk as the first scene if the party is more likely to fit into a more mercenary introduction.

Act 1.

A Friend in Need.

The pc's are drinking and eating a light lunch in the Castle Rock coaching inn, having completed a minor service to the Castle Rock company. If the party has predominantly *combat, rural or menial* traits this is likely guarding a short journey made by one of the cities wealthy citizens visiting a business interest in one of the outlying villages. If the party has more academic or beaurocrat traits, the job involved assisting with some of the business records in the offices at the back of the inn. Either way they find themselves having a free meal and drink as part of their pay.

One of the academic pcs, ideally a wizards apprentice or acolyte, notices a young woman with long dark hair recognisable from his time studying in Altdorf. Katja Zinicki is a pretty girl in her early twenties learning amethyst magic, you can read aloud the following;

Sitting alone in dark robes you almost didn't see her, but as you look again you are certain this young woman is Katja Zinicki, a girl you studied (or got drunk) with in Altdorf many months ago. She was confident then, even mischievous, many of the young lads would have liked her attentions but as far as you knew her fierce nature was enough to make them think twice. Though looking at her hunched over the table now, you can see she is worried. Ever the daredevil during the time you knew her she was always kind to you, now she looks like she needs help, perhaps her reckless nature has gotten her into serious trouble.

If none of the pcs make their way over to Katja then she will see the pcs she knew from Altdorf and make contact with him herself. She is obviously nervous about something, an

easy 1D charm check is all it takes to get her to talk about her problems, while nervously looking over her shoulder as she does so.

“Oh thank the gods for a friendly face in this bleak rock of a city. I must confess I find myself in a very difficult situation, and would ask you for your help.

My master, Magister Frinks, took me to Middenheim as part of my education, we were to investigate some odd goings on with the corpses cast from Morrsgate, and put an end to any suspect activity. My master is a field agent see? He has hunted down and captured many petty necromancers and witches.

So anyway, we captured the filthy miscreant who dared to defile Morr's laws of rest and turned him over to the temple of Sigmar for justice. Everything was going just fine, and I was getting ready for the return trip to Altdorf, that's when he disappeared.

That was four days ago. He has never done this before, and I fear that someone or something may have...”

She lets the statement hang in the air. It is clear from the darkness under her eyes that she has not slept much. The pcs will probably want to confirm some details before they go any further. The kind of information Katja can give is as follows;

- A brief physical description, and comments that he likes to dress well and enjoys good food and drink.
- She has already reported his disappearance to the watch and the Wizards and Alchemists guild in the city.
- They handed the necromancer Kristov to the cult of Sigmar a week ago. He was burned four days ago.
- Since they have been in Middenheim they had been in contact with the

guild, the cults of Sigmar and Morr, and they had been staying at the Scholar. On one night after they had handed over the heretic Kristov, they had drinks at the Heavens Lament before watching some music at the Singing Moon.

- An **average 2D charm or guile check** will encourage Katja to mention Frinks' frustration with some of the wealthy individuals of the Empire. She has sensed a growing anger towards the abuse of power by some of these individuals.

Katja confesses she has little money to offer herself, in fact she has just applied to the Wizards and Alchemists guild for a temporary hardship grant in order to raise the funds to get her back to Altdorf in the event she cannot locate Magister Frinks. She will assure the pcs that she will recommend the Amethyst college reward the pcs for any help they give, and that Frinks himself has become quite a wealthy man in recent years.

A Job for Cash.

Presuming that the pcs will want to help Katja find her master then they may well come across Professor Standwyks' advertisement while doing so. If they do not want to help the young lady, that's fine also, they simply come across a more cash focussed job elsewhere in the city. Either on a notice board at the Square of Martials just south of the palace, or on the door of the coaching inn they are staying at in the city, the pcs see the following note.

Wanted.

Brave men for difficult job. Exceedingly good rates of pay and no travel.

Contact Professor Serge Standwyk at the Collegium Theologica.

Cowards and fools need not apply.

The good professor is easy to contact at the Collegium. Pcs who are not either students or lecturers at the Collegium will likely have difficulty in accessing and navigating the labyrinthine corridors of the old building. A simple message left at the reception area concerning this request for staff is responded to immediately if the pcs await the reply. Standwyk is eager to meet any prospective employees who may meet his exacting standards for this task. Standwyk has as yet not hired anyone due to either a lack of trust in their loyalty, or a lack of belief in their capability. When the pcs arrive that should all change.

Professor Standwyk has them immediately sent up to his apartments on the north-west corner of the building, they are escorted by Nils, a student of politics and Imperial history. After a short walk and a few flights of stairs the group arrive. Standwyk invites them in and has a glass of Estallion port ready for each of them sitting on a table surrounded by well upholstered chaise-lounges. It is clear from the furnishings and objects decorating the rooms that the professor is not short of a penny.

“Come in, come in, please have a drink and a seat. I trust you have arrived here in good health..? Now, please tell me a little of yourselves. And do say if you wish a top up, plenty more where that came from”

At this point Standwyk lets the pcs speak and listens intently to what they have to say about themselves, asking politely probing questions if necessary. Pcs may each take an **easy 1D charm check**, this is more to give the players a sense that they are selling themselves well to the professor rather than for any mechanical gain.

In the interests of the story the pcs should bring something to the professor that he values. Be that a priest who understands the need to recover such a dangerous artefact, an inexperienced wizard who would be competent at recognising the tome, a nobleman who may be able to negotiate access to von Johansson’s house without confrontation, or any other suitable reason you can think of. After he has heard the players speak and chosen to hire them he explains the job he wants them to do.

“Now, I find myself in a very difficult position. Recently I have been working alongside the Lord Questioner Kriegwitz of the cult of Sigmar, assisting him in tracking down illegal scripts being smuggled into the Empire. Unfortunately Lord Kriegwitz was called east to assist with some urgent temple business.

“He left me in charge of following up some undercover work they had been working on, namely to trace certain items that have been monitored after entering the empire. One book in particular appears to have been taken in by a nobleman of Middenheim, it is difficult to prosecute the highborn without some very strong evidence.”

“In short I need you people to retrieve the book, so I can return it to lord Kriegwitz. In terms of prosecution I’m afraid I will have to await his decision on how best to bring this suspected heretic to justice.”

Standwyk gives the pcs some time to digest this before asking them if they find this

agreeable. He is prepared to offer them fifty shillings a man for the return of the book, without alerting Lord von Johansson as to who stole the book or where it went. If questioned on the identity or whereabouts of Lord Kriegwitz, Standwyk solemnly apologises that he cannot divulge information on the Templar. But assuming they are successful, he will pass on glowing reports to Kriegwitz.

The information that Standwyk will impart to the pcs is that he had the book placed in the library inside a cover of Norbert Hadritts Estate Management, just as the Kriegwitz had suggested. Sure enough the book was checked out of the library a couple of days later, and the real copy of Hadritts work had been untouched for months prior to this. The individual responsible for taking the book was a Lord Boris von Johansson. A minor nobleman with a chequered past but strong family investments and therefore enough wealth and influence to buy himself necessary legal aid to worm out of most of his indiscretions. Therefore utmost care is required when building this case against him.

Calling on Boris.

The exact cover and plan behind the pcs approach to getting the book out from under Lord von Johansson's house is up to the players. His house is in the far west of the Freiberg district. There is a light watch presence of four man patrols every thirty minutes or so. The players should feel free to consider their preferred plan of approach before taking action.

Some of the options the pcs may take include: breaking in and taking what they need, calling at his door claiming to be vermin inspectors (or similar) bluffing entrance on requirements of property inspection, or they may even try

to ask around about Lord Boris before posing as a watch inspection collecting further evidence.

Asking around about Lord Boris can uncover some useful information. All investigation can be done with **average 2D charm or guile checks** to reveal the following information:

Merchants Guild; Lord Boris is a well-respected member of the guild with significant investments in the building industry, specifically stone and slate. (2 Boons) he takes no active role with his investments, some say that this is because he has no idea how.

Scholars; Lord Boris is a likeable man but not a particularly bright one. His qualifications at the Collegium Theologica were helped by his status. (2 Banes) Lord Boris was interested in studying at the Wizards and Alchemists guild but they refused him tuition. This is not true, though Boris has long held a desire for the respect held by Magisters.

City Watch or Worshipful Guild of Legalists; Lord Boris has recently been the victim of a frightful burglary, and a lot of his prized possessions were taken. (2 Boons/Comet) A couple of years ago Boris was investigated following his arrest at a party containing illegal substances and suspected heretical activity. The case never went to trial. (2 Banes) Rumours are he forgot to lock his door, meaning the thieves only had to walk up and open the door.

As the pcs arrive at the house they may make an **easy 1D Observation check** to notice the shiny new lock on the front door. The previous one was replaced after failing to keep the thieves out. This should give the pcs an advance clue even if they haven't asked around.

Should the pcs knock on the door they will find Lord Boris at home before noon and around supper time, otherwise he will be out in the city meeting friends at fancy restaurants or attending prayer at the temple of Verena. If he is out then his aging butler Kulper will answer the door. Kulper will not answer any questions about his employer, if the pcs force access and pass a **hard 3D intimidation check** he will answer most questions about Boris to the best of his ability. Note that Kulper does not know about either the book, or the identities of the thieves. He does know that Boris has aspirations to better himself, hence his visits to the temple of Verena and the Collegium Theologica.

If Boris is in he will be genuinely welcoming unless the pcs display hostile or overtly rude behaviour. Should any of the pcs be of noble or well educated background he will consider it his duty to entertain them, offering them food and drink as appropriate to the time of day. Players who do get inside the house may make an **average 2D observation check** to see that the rooms are missing some of the things that should normally be here, such as marks on the wall where a picture once hung, a study desk with its drawer missing and an empty glass cabinet and bookshelf. A pair of boons also reveals a dirty boot print on one of the Cathayan rugs. Should the pcs ask Lord Boris about the forbidden book, he will strenuously deny all knowledge of its existence. Pcs may make an **average 2D intuition check** to notice that Boris is uneasy with conversing on the subject of the book. A pc may make a **hard 3D guile check** for a crafty tale assuring him that they are working to make all this mess simply go away. Alternatively threats that they are working for the Templars of Sigmar will require a **hard 3D intimidation check**, reduced to 2D if they can support this with relevant holy symbols from the cult of Sigmar.

Should Lord Boris be coerced into revealing his knowledge of the book, he will confide in them that he simply borrowed a few books from the Collegium Theologica library. To his great surprise one of them contained entirely different material to the taxation and values of differing lands that he was expecting. Boris looks genuinely concerned as he explains he put the book in his bookshelf as he thought of a safe way to return this tome to either the cults of Ulric or Sigmar, or the Wizards and Alchemists guild. Ideally without anyone knowing that he had the forbidden material. Boris confesses that some years ago he was accidentally involved in a gathering of people, some of whom were later tried as cultists. He is very fearful that the witch hunters will take the choice to have him burnt as this is the second time he has been connected to these vile philosophies.

If asked about the robbery Boris will sheepishly admit that he has been burgled a few days ago. They took a lot of his family heirlooms and trophies, and bizarrely most of his book collection and all of his correspondence, hence the empty glass cabinet and bookshelf. He has already reported this to the watch and hopes that they will find some of the more sentimentally important items that money simply cannot replace. A few of the items he is particularly keen on getting back are;

- A valuable Nipponese vase that his grandfather bought on a trip to Marienburg fifty years ago.
- A collection of war medals earned by his great-great-great-great uncle during the last incursion of chaos.
- Boris's collection of letters from Kholler, concerning the developments of his experimental engineering in Delberz.

Boris is willing to offer a generous reward of thirty silver for each piece that is returned to him. He would appreciate their silence on the matter of the book, but offers no coin for it unless the pcs try to extort some from him. Lastly he asks the pcs for a contact address to share any information the watch may come up with.

A Double Murder.

This news should happen the morning after the pcs have investigated Lord Boris. They can find it out while taking breakfast at the inn they are staying at. The waitress serving them can be overheard gossiping with the table next to the pcs that the cult of Sigmar is in outrage that two of its loyal disciples have been murdered the previous evening.

An **easy 1D charm or guile check** will be enough to persuade the young waitress to spill the gossip to the players.

“Oooh aven’t you heard my dears, two of them holy men from the temple of Sigmar was done for last night. What are the chances eh, two in the same night? I smell somethin’ fishy going on you mark my words”

“One of them was just a young novice so he was, shot in the back coming out of a restaurant, Kochs I think it was. Such a shame. The other, he was an older man, got done in by some foul power I heard, outside a cathouse no less. The Scarlet Flower down in the Altquartier. Now I heard that he was found by a watch patrol and the Sigmarites are all up in arms sayin’ it was a set up and its some cultists what are tryin’ to make them look bad. The watch was asked to keep quiet but my cousin Harry, he run a bakery see, he heard this when they came in to pick up some fruit buns at dawn. Course you didn’t hear anything from me right...”

The waitress can direct the pcs to her cousin Harold Bacher, however he knows little more than the waitress has already said and either can give directions to the Scarlet Flower brothel or Kochs restaurant.

Act 2.

The scenes in this act are listed in a likely order but depending on the pcs choice of investigation may occur in various sequences. Hopefully they will identify the Shadow Princes crime gang who are involved in much of what is going on, and therefore be able to trace some of the people operating behind the scenes.

Stolen Property.

The pcs should be encouraged to come up with some interesting methods to investigate the missing property of Lord Boris. It is worth remembering that these are likely to be moved via the underworld. Fences and criminals in the slums of the Altquartier and Southgate districts will be able to assist the pcs, providing they come up with a decent cover story. If they appear to be working for the city watch or the cults of Ulric or Sigmar, then mouths will close and everyone will suspiciously claim they have no idea what they pcs are talking about, claiming they are honest and god fearing citizens.

Providing the pcs look like the kind of people who might be after stolen valuables, an **average 2D charm or guile check** (modified by fortune dice for creative ideas and generous bribes) or a **hard 3D intimidation check**, will be enough to reveal somebody saw something like the objects described at Pfandleihers Pawnbrokers. A failed intimidation check with banes results in the pcs offending a local racketeer, who has half a dozen of his men teach these upstarts a

lesson, use Ruffian NPC profiles. The thugs begin with the subdue action card, but should any of the pcs draw weapons they will respond in kind using daggers and the reckless cleave action. A chaos star on any of the investigation checks results in word filtering back to Bandpater that someone was asking about the stuff he got hold of recently.

Pfandleihers Pawnbrokers is a small grimy shop in a dark alley in the Southgate district. It has four separate locks on the front door (all between 2D and 3D difficulty to pick), and stout bars over the window. Inside the building a small shop floor is full of a mix of items stacked on shelves or piled in boxes. The less desirable objects now gathering dust that the owner can't be bothered to clean. The more valuable merchandise is kept on the shelves behind the shop desk.

Also behind the shop desk during trading hours is Hans Pfandleiher, who has taken over the business from his grandfather a couple of years ago. Keen to impress the locals he has thrown his lot in with Bandpaters Shadow Princes. Hans is a thin man with a dark goatee beard and slightly tatty spectacles. He lacks his grandfathers speed and accuracy in assessing valuables worth, instead relying on extortionate quotes (20-40% of actual worth), and bargaining from there. Hans keeps a loaded blunderbuss behind the desk to ward off would be robbers.

An **easy 1D observation check** will allow the pcs to notice a small collection of shiny war medals behind the counter. While not necessarily identifiable as Lord Boris's, any examination of the engravings on them dates them at two hundred years ago. Should the pcs question Hans about where he got these he will evasively claim a student came to sell his inheritance to fund his college fees. A **hard 3D intuition** check will notice he fidgets while

saying this and keeps glancing at something under the counter.

Hans certainly does not want to sell out the vicious Victor Bandpater, but if he is outnumbered by dangerous looking pcs any show of force is a bluff. He may make threats to the tune of "don't touch me or the Shadow Princes will get you!" Either way a little negotiation should reveal that Hans got the goods from the Shadow Princes, he will not reveal Bandpaters name unless the pcs pass a **hard 3D intimidation check**, as that's a sure death sentence eventually. Hans has not seen any of the written material as that was never delivered to him. If the pcs ask how to contact the Shadow Princes, Hans will eventually advise them to ask at the Drowned Rat.

Retrieving the property can be done either by paying Hans optimistic asking price of 3 gold and 50 shillings for the vase and medals, though he could be bargained down to two gold coins. Boris will happily reimburse the pcs but they may not know that. It should be noted that Hans has received no written material, suspicious players may take an **easy 1D intuition check** to confirm that. In the likely event that the pcs simply want to walk out with the items Hans will protest vociferously and glare at them, but providing he has already been intimidated, he will do nothing to stop them. That is until they have left, at which point he will report them to the Shadow Princes and pay for a hit to be taken out on them. At some point over the next day the pcs should be ambushed in a dark street by twice their number in thugs, use the Ruffian profile (CG p.98) with Subdue and Reckless Cleave actions. This should be a testing and frightening fight, leaving them with a certain amount of fear for the powers of the crime lords of the city.

Murder scene at Kochs.

The body has long since been removed by the time the pcs come to investigate the area.

Asking either inside the eatery or some of the locals will reveal that the body was found with a crossbow bolt in his back. A successful **easy 1D charm or guile check** also reveals a second body was found later in a nearby alley with his throat slit, a pair of boons on this check will identify the second body as a Brad Juntner, a known street thug from the Southgate area. If the pcs would like to have a look at the body an **easy 1D folklore check** identifies that it is customary for important bodies to be taken to the temple of Morr in Morrspark to be prepared for burial.

Going to the temple of Morr to find out who this novice was is fairly easy. The Morrian priests are not under any orders to withhold information on this one, and Father Gorman informs them that this poor soul was a Helmut Daschen, a devout child of Sigmar. Helmut had no connections to crime or money, and the reason for his death is a mystery to the temple.

Murder Scene at the Scarlet Flower.

The scene at the Scarlet Flower in the Altquartier is far more suspicious. The bordello house looks like a dimly lit café from the outside, and in the main room inside. The staff are all female however, and carry themselves in a flirtatious manner even for city wenches. Most notably is the presence of four Sigmarite guards a dozen yards up the road, keeping a close eye on those who go in and out of the building. This is in an area that is barely frequented by the watch, let alone soldiers from the cults. Unless the pcs do something to distract the guards they will enter shortly after the players, and assertively interrupt any questioning regarding the death of the priest. The pcs will be told to leave or

face arrest with no satisfactory explanation. An **average 2D intuition check** reveals the nervousness of the girls working here.

Providing the pcs find some way of distracting the guards, or sneaking through a back alley or skylight, they can continue to investigate with the girls in peace. They are initially unwilling to talk through fear, representatives of Sigmar have already begun investigations regarding the presence of a sorceress among the staff, but pcs who convince them that they are not part of the cult of Sigmar or the watch may get Madam Berghuass to open up with an **easy 1D charm check**. It appears that the priest who was murdered here was a regular, known to the girls as Sick Silas, and though he paid well he was never welcome. His threat of closing the place down, as part of an urban moral crusade, was the only reason they continued to do business with him. A pair of boons on the check also reveals he liked to hurt the girls, a lot. This reached a high two weeks ago when instead of the usual bruising, they found poor Gunhilde's battered body dead in her room. Nobody would believe them that a respected priest had done this so they were forced to remain silent.

Should any pc ask, either now or later, if a tall dark man resembling Deil Frinks was present recently, Berghauss can confirm that he was, she also comments that he was a kind and generous man.

Any pc caught snooping a second time will be arrested and may face charges of contaminating an investigation from the cult of Sigmar. This will usually be a stern questioning, possibly threats of torture, before release with a fine appropriate to the social standing of the character.

The Temple of Morr.

The temple of Morr is a simple dour building on the edge of the Morrspark, the graveyard for those who can afford it, in Middenheim. About half a dozen priests run the facility, supported by the same number of grave wardens and affiliated labourers. It is common practise for corpses discovered by the watch to be sent here for examination and preparation before the burial rites.

If the pcs investigate the bodies here they will be met by a Father Gorman. High priest Reiner Stark is far too busy dealing with the operations to have time for the pcs at this stage. He will be happy to talk about the recent issues affecting the temple;

“I do apologise for the poor reception you have received here, things are most difficult at present. The high priest Stark is in careful negotiations with the priests of Sigmar about the body of a Silas Durtner we found killed in the street. Durtner was taken to the morgue as fitting for a respected member of the community, but his body disappeared that night. Obviously this is very embarrassing and we have had Gilbert and Edgar, the grave wardens on duty that night, confined to quarters. Neither of them have admitted to seeing anything unusual, neither has Father Frugelberg who was on the night watch that night, and I cannot see a reason for any of them to lie. The body of the young lad is here, but unfortunately Durtner's is not.”

After a thoughtful pause he adds.

“Oddly enough Durtner's body did appear to have aged more than his apparent age would suggest. Of course without his mortal remains we cannot really investigate further, you are welcome to look into this for yourselves.”

Again if the pcs enquire, an **average 2D charm or guile check** and they will find that Magister Frinks has been a regular visitor to the temple until about four or five days ago, a pair of boons on the check also reveals that Stark gave him a set of keys to the temple during his help in resolving the unfortunate business of that necromancer.

Finding Durtner.

Quite simply, Deil slipped out in some borrowed Morrite robes with the priests body wrapped in linen, he then drove the Morrian funeral cart out to Morrsgate along with a couple of other bodies of folk too poor to afford a plot in the garden of Morr. He cast it from Morrsgate along with the other bodies, though he first selected one other corpse to dismember for the necessary trade arrangement. With all the bodies safely rotting at the base of the Fauschlag, Deil returned the cart and left before sunrise.

Should the pcs interview the two grave wardens they will find Gilbert a massive man but sadly the gods did not bless him with wits. Gilbert is happy with his work and a little confused about being told to take time off, he has no idea what happened that night at the temple and is of little use to their investigation. Edgar is a middle aged man of average size, slightly concerned at his predicament and the obvious rage of the cult of Sigmar. Edgar will tell the pcs that the night passed as normal, the only person who left was Father Frugelberg with the souls to be sent to Morr from the Morrsgate, and he returned just before dawn.

Should the pcs interview Father Frugelberg they will have to wait till he returns to the temple that evening. Frugelberg is an old man who is a little sour about being overlooked for the role of high priest after Zimmerman passed on ten years ago. His answers are

short and he is irritated about having to repeat the answers he gave to the cult of Sigmar. An **average 2D charm or guile check** will get him to confirm he conducted funeral rites for the departed just after dawn before the Sigmarites arrived demanding to inspect the bodies, upsetting some of the friends and families who had arrived to mourn their loved ones. If asked on his activities during the night he will say that he spent most of the night reading by candlelight in the study on the upper story of the temple, he left the actual watching to the grave wardens.

An Ill Omened Letter.

Lord Boris Johansson contacts the pcs to plea for their further assistance. He sends a messenger to ask them to join him at the earliest possible opportunity. Once they arrive he hurries them into his sitting room and tells them he has received a letter of blackmail regarding the missing book. He will hand them the letter if they wish, which reads as follows;

Lord Boris,

We have recently come into possession of some goods from your home, most notably your prized book on estate management and a diary noting your indecision on how to deal with this script. I presume you would find it inconvenient for such documents to find their way to the temple of our most holy lord Sigmar, you have of course heard of the recent embarrassment affecting the cult? Not to worry, I am sure they wouldn't wish to put a nobleman on the righteous fires of purity, would they...

In the event of us returning said goods to yourself, we would deem it a suitable reward for you to put some of your holdings for sale at a reasonable price. Clients of ours have wishes to purchase the deeds to the Immelscheid stone and slate mines. It would be good of you to contact the merchant's guild and arrange for these deeds to be put out for offer, our clients shall bid eighty crowns, as soon as the bid is accepted you shall have the items returned to you.

You have one day,

Boris is in a complete fluster and fears for his life. He will offer the pcs 3 gold coins a man if they can get him out of this, though a successful **average 2D guile check** could double this amount. In addition helping Lord Boris would ensure the pcs have a peer of good influence if not reputation for future activities.

A Meeting with the Big Boss.

The pcs should by now have some idea of how to contact the Shadow Princes from an earlier visit to the pawnbrokers. Otherwise asking around the slums as before and an easy 1D charm or guile check will direct them to the Drowned Rat, with the usual hazards of failure. Visiting the Drowned Rat is a dangerous experience and should the pcs turn up looking like a bunch of overblown dandies they may well get turned over for their purses before they even manage to ask any questions. Once there they can negotiate a meeting with one of the Shadow Prince enforcers, a large hairy man in his early forties called Knut. Knut is accompanied by two similarly myopic minders, he picks his nose regularly while he talks to the pcs. Pcs may also notice Knut and the minders all have a black 'SP' under a simple crown tattooed onto their necks.

Knut doesn't know where the stolen property came from, and he is not interested in being intimidated. He wants to know who the pcs are, why they want to speak to his boss, and what they are doing in the city generally. Once he has this information he will tell the pcs to wait here while he goes to speak to his boss, he and the minders get up and leave.

Now is an opportunity for the pcs to get a jump on the gang by following Knut as he goes to see Bandpater in a nearby tenement block. The gang have an office used by Bandpater at the top of a five story dilapidated building, the

remaining four floors contain three cramped apartments around a single stairwell, and a dingy scullery in the basement. The doors are all of poor quality and require only an **easy 1D skulduggery check** to open. A gang member stands opposite the building keeping watch, a **hard 3D observation check** can identify the tattoo on his neck.

If the pcs wait for Knut's return he will tell them that the boss is happy to meet them but they will need to be hooded for a short walk, to keep the location concealed, and no firearms are allowed. The pcs will be searched prior to being taken to meet the boss. Providing the pcs agree to this they are led to the same building, though this time they travel to the basement of the Drowned Rat and through a hatch into the sewers before emerging into the scullery of the tenement block. The pcs will be aware that they are in a building with at least five floors as they climb the stairs in the dark. The hoods are removed after they enter Bandpater's office.

The room is long and narrow with a desk in the centre and a rickety door on the far wall. The ceiling is steeply angled on both sides and shows a couple of holes in the slate roof, with buckets underneath to catch any rainfall. Behind the desk is a man silhouetted by the lantern placed strategically behind him. Half a dozen rough looking men armed with swords and crossbows stand guard around the pcs. The door shuts ominously behind them and one of the guards stands deliberately in front of it.

There is a moment of silence before the gruff voice behind the desk speaks.

"So, you are here about some documents. I confess I do not have them with me right now, the buyers already have possession of these items. I am however a sensible businessman, if you can offer me a reasonable

incentive, I may be able to advise you where to look if you are very keen to get your hands on these things. I am given to understand one of them is highly... restricted reading."

The pcs have an opportunity to bargain with Bandpater now. He is not interested in selling out his well-paying clients for anything less than 3 gold crowns, though he would prefer 5. He will not discuss the assassination of the priest of Sigmar at this stage that would bring far too much heat for his liking. It is unlikely that the pcs will want to pay the man, and that is fine also. They may well use this to set up a sting operation in the future, any agreements on purchase can be made with a future meeting at the Drowned Rat to issue the transaction giving the players the chance to prepare. Should the pcs use Lord Boris's wealth to finance the arrangement that is also an acceptable solution too.

It is entirely possible the pcs will just assault the gang right from the initial meeting, or even after tailing Knut after their initial introduction to the Shadow Princes. In all cases the confrontation will follow roughly the same procedure as soon as it reaches the upstairs office.

After rolling initiative, set up a seven space progress tracker, with an event marker at the third and seventh spaces. During the first round of combat one of the guards blows a horn loudly. At the third event Knut and his two minders arrive in the room unless someone has managed to secure the door, and Bandpater makes his withdrawal through the far door into his safe room. At the seventh space four more Shadow Prince gangers arrive from the Drowned Rat. The gang will fight until half their number are crippled or dead, at which point the others will withdraw to get more reinforcements. At this point reverse the progress tracker starting at the seventh space. This is the amount of narrative turns

the pcs have to get the information they want from Bandpater. The boss does not want to let these upstarts in and would prefer to negotiate from behind a closed door (this gives two misfortune dice to any attempts to influence Bandpater till the door is opened). The door lock is better than the others in the building, and requires a **hard 3D skulduggery or athletics check** to open. The safe room beyond has a few crates and barrels, on one of which sits an annoyed Victor Bandpater, lots of cobwebs, and a dilapidated window on the far wall. Out of the window is a one story drop to a balcony on the building next door, should the pcs need to escape this way. Pcs may take an **average 2D folklore check** to recognize Bandpater as the wealthy trader of musical instruments.

The pcs may elect one character per turn to make one **intimidate or guile check** opposed by Bandpater's discipline. Any generated banes count as misfortune dice for that pcs next social check during this scene, this should encourage the players to take turns to negotiate. Each successful check allows the pcs to release one of the following pieces of information, depending on their choice of questions;

- The job on Lord Boris was requested by one of the Magistrates of Middenheim, all documents taken were passed on to him. (2 boon's or a second success) A powerful man named Thorsden Untwalde.
- The elder priest of Sigmar killed recently was nothing to do with the gang, just the young lad.
- The hit on the young priest of Sigmar was after an academic named Standwyk made known an interest in acquiring certain body parts of a priest. (2 Boon's or a second success) One of the gang knows a man who

has secure access to robbing the deceased.

- Hughbert Stardle, an educated fence, is the only ganger who knows the identity of this man on the inside of the temple of Morr. Bandpater can arrange a meeting with him if the pcs promise to let him live.

Any chaos star generated by the negotiations advance the tracker one place. When it reaches the event marker on the fifth space the pcs may all make an **easy 1D observation check** to hear the banging of many footsteps charging up the creaky wooden stairwell. At this stage they have just two turns before the rest of the gang arrive at the end of the tracker. When this happens it should be clear to the players that they must get out or either die or surrender. If they have started their escape before this point they may well duck into one of the slum flats and wait for the gang to go charging past before fleeing out behind them, an **easy 1D stealth check** will accomplish this. It is more likely however that they will need to leave by the window of the safe room. A **hard 3D athletics or coordination check** will see a pc safely across to the balcony. Any banes will generate fatigue, and a failure see's the unfortunate character land hard on the wooden floor with a critical wound. Should the pcs total three or more chaos stars between them then the whole wooden balcony comes away from the rotten beams it is attached to and crashes down to the similar balcony on the story beneath. All the pcs must make an **average 2D resilience check** or take one wound, this time a pair of banes sees some of the pcs equipment come loose and spill onto the cobblestones below. Again should the pcs total three or more chaos stars, this balcony too comes away with the same effect as before, this time crashing to the floor. The gang will let off a couple of shots at the

freefalling pcs as they exit but none find their mark (though feel free to roll some dice if you wish to put them on edge). Bandpater, assuming he is unharmed, shoves them aside and can be seen watching the pcs leave with a somewhat appraising expression. The pcs can finish their escape by either going through the slum tenements that the balconies are attached to, or climbing out of the wreckage of various balconies on the street. All being well they will need to hobble off to some physicians and rest after this encounter.

Investigating Untwalde.

Providing the pc's have identified the mysterious figure who arranged the burglary on Lord Boris house, they may well wish to look into this Thorsden Untwalde. **Successful 2D charm or guile checks** at the following places can reveal the relevant information, though add some misfortune dice should the pcs present themselves in an otherwise inappropriate manner.

Guild of Worshipful Legalists or the Middenheim Courthouses; Herr Untwalde is a very prominent and respected magistrate who has represented many of the upper classes. On the forthcoming retirement of Law Lord Gernardt Strumming, it is likely that Untwalde will be promoted to this status. (2 Boons) It is likely that this will improve his already growing commercial and business interests.

Kommission of Commerce, Trade and Taxation; Untwalde is pursuing an equality bill for trading rights. The dwarfs have been getting away with marked up prices and generous import tithes for far too long. This will aid investment in the current housing shortage. (2 Boons) When he needs to file his tax reports he usually does so with Gunther Spann, a young and promising clerk.

Merchants Guild; Untwalde is a member of the guild, and has considerable investments in local trade. He has been particularly successful with the growth of his investments in the Cold Steel Forges franchise of smiths and armourers within the city. (2 Boons) He has a good friendship with the head of this trading company, a wizard called Gareth Zessler.

Any chaos stars generated on these tests indicate that word has filtered back to Untwalde via loyal, or paid, informants, and he becomes aware of the identities they are using as well as possibly their relationship with Lord Boris. This may give him advance warning to ensure himself and Zessler are clean should the pcs attempt to bring them down.

The pc's may now have rough identities of all the three men behind the hit on Lord Boris, and quite possibly some idea of the reasons why the blackmail letter has been sent. If they want to do some investigating into the nature of the Cold Steel Forges they will need to be a little more thoughtful as the staff are well briefed to keep quiet, not even a well-placed bribe will loosen their tongues. To get some answers they will need to look elsewhere. One avenue is to find the armourers and smiths not under the control of Cold Steel Forgeries. This will require either a **hard 3D folklore check** to locate one on the street, or a **hard 3D charm check** to negotiate the merchants guild into releasing this information (though guild members reduce this to an **average 2D charm check**).

The other option is to go to the dwarves in the city, who for reasons that should now be clear, have no love for Cold Steel Forges. A visit to either the Chapel of Grungni or the Engineers Guild, and a successful **average 2D charm or leadership check**, with fortune dice for generous 'contributions', will get one of

the mountain folk to recall a dishonourable course of practice that is very nearly worth committing to the Book of Grudges.

However the pcs manage it, should they be able to get some insiders in the metalworking industry to speak out against the aggressive trading company, they will be able to find out one piece of the following information for each success rolled on the previous check.

- Over the last six or seven years much of the steel imported into the city has been reserved for a few armourers and smiths in the employ of the Cold Steel Forges.
- In recent years, independent businesses have been suffering from an alarming rate of faulty goods, causing them problems ranging from a failing reputation fuelled by heavy criticism from the Kommission for Commerce, Trade and Taxation, to aggressive law suits from high level magistrates. In most cases the poor traders have been forced out of business. Dwarfs will comment that foul play is involved, for a dwarf who has served a half century apprenticeship does not make such calamitous errors in their craft.
- The head of the Cold Steel Forges is a gold wizard named Zessler.

Back to the Temple of Morr (optional).

A youth finds the pcs, ideally at their place of board, he carries a summons from Father Gorman. Apparently another body has been found, Markus Voigt, a wealthy Kislevite bodyguard to the ambassador of Kislev in the palace. He bears the same shrivelled appearance that affected the body of Durtner.

Once at the temple the pcs can meet with Father Gorman who first asks them if they have made any progress with the investigations into the disappearance of Durtner. After the pcs have updated him he will take them to the morgue where they will indeed see that a large Kislevite man lies on a stone slab. He has dessicated features and his face is a rictus of pain. A pc who examines the body may make an **easy 1D observation or first aid check** to notice a heavy bruise on the arm, and a slim puncture wound to the side of Voigts breastplate between the ribs. If none of the pcs notice this, then Father Gorman points it out to them. A **hard 3D first aid check**, or **average 2D medicine check** confirms the puncture wound was the cause of death. The wound fits with that of a slender dagger or rapier stab.

Father Gorman also informs the pcs that on this occasion there was a witness. It seems that Voigt had recently been in a scuffle, and called upon the temple of Shallya to send one of their sisters to attend him in his room at the Prospect. Sister Janice was tending some of the warriors bruising when a dark figure leapt out of the wardrobe and cast a spell at the Kislevite. It seems she attempted to call on her Goddess for aid and the dark figure struck her with his sword, before slipping past her. She says she knocked her head and did not see what transpired after, but is fairly certain the dark stranger left by the window, as it was wide open when she awoke. Sister Janice is recovering from her wounds at the temple of Shallya now, should they wish to question her further.

Father Gorman also seems slightly puzzled for a moment, he mentions that he was certain that when the body was brought in last night it was wearing three rings, one of which held a large ruby.

If the pcs follow this up, they can confirm the story with Sister Janice at the Shallyan temple, but she knows little else. She is in no doubt that magic was used but cannot determine what nature.

Act 3.

Tracking Standwyk.

This may occur during the second act, which is fine as it shouldn't impact on the rest of the story. The pcs will likely want to know why their employer, who apparently wanted a forbidden book returned to him, to return to a Templar of Sigmar, has now been reported as soliciting for the body parts of a priest.

They will have no problem finding Standwyk, after all he is still hopeful that they will be returning his book. When they confront him about their findings with the Shadow Princes he will vehemently deny any such activities, claiming it must be a sleaze campaign from a rival academic. A successful **hard 3D intuition check** reveals Standwyk is edging towards his bedroom door while pouring some brandy for the group.

There are a few lines of evidence linking Standwyk to his activities. Persuading Bandpater to give evidence in court will certainly link him to the ritual objectives of acquiring body parts. Bandpater is going to take some convincing on this though, as it obviously incriminates himself in the endeavour. The pc's may be able to convince him with a successful **4D intimidation check**, with fortune dice if they can find a way to capture him and take him away from his gang goons. A slightly more thoughtful option would be to arrange for a pardon from either the Watch Commander of Middenheim, or a high ranking member of the cults of Sigmar or

Ulric, and use this as leverage for testifying against both Standwyk and Untwalde.

Should they think of looking, it is also recorded within the Collegium Theologica records that the previous borrower of Hadritts Estate Management was indeed Standwyk. This will add further evidence of Standwyk's complicity.

Tracking Frinks.

Stakeout.

Tracing Frinks will be tricky but should now be possible. The pcs should know a little about him from Katja Zinicki, and suspect him of stealing from the bodies being held in the temple of Morr. They should also have the option of setting up a meeting with Hughbert Stardle via Victor Bandpater.

Stardle can confirm he has a meeting with the man who has accessibility to wealthy grave robbing, the next day (or whenever suits your story) to collect the body parts. He is to meet the mysterious fellow at the Heavens Lament at eight in the evening. The pcs have the choice of letting Stardle meet with Frinks, to verify his identity before confronting him, or they could use his lost apprentice Katja for the same purpose. Should they wish to, they can ask Katja about what likely magic Frinks is capable of, to better prepare themselves.

Frinks does indeed arrive at shortly after eight. He scans the room, and should any of the pc's be visible and heavily armed or wearing wizardly robes he will certainly notice them and be very wary. Should they be seated with Stardle, he will approach with caution, and take a seat on the same table. Should anyone draw arms or begin any incantation, he will immediately leave the Heavens Lament, if the pc's go after him go straight to **The Chase.**

Interview with a Vampire... Killer.

Deil Frinks is polite to the pc's but his frustration with the class divide, and especially those who abuse their position of privilege. Any obviously wealthy pcs who conduct themselves rudely or condescendingly will be met with a cool reservation from Frinks, add two misfortune dice to any interactions between that pc and Frinks for the remainder of the encounter.

A **successful 3D charm check** made after the initial introductions, reduced to 2D if the pcs have Katja with them, will get Frinks to open up a little about his activities. He will inform the pcs that during his investigations into the works or the necromancer Kristov, he spoke with the souls of some of the corpses at the foot of the Fauschlag under Morrsgate. This raised some interesting details about some of those individuals living in the city, and their depraved actions that were to apparently go unpunished. This was something that Frinks felt uncomfortable with, and took it as a personal mission to right some of these wrongs. He will attempt to explain the rationale behind the two victims the pcs are aware of. If pressed about the impending body parts deal, Frinks will at least have the shame to look a little embarrassed at this. He tries to assure the pc's that he was going to substitute the desired body parts with another corpses. At this Stardle will be a little shocked, but will appreciate he is a small time player in this exchange and will not kick up too much of a fuss.

The Chase.

Should the conversation turn to accusations and threats, Frinks will try to excuse himself and leave. Any attempts to target him or restrain him will result in Deil fleeing the scene, set up a six space progress tracker with events on the second, fourth and sixth spaces,

and a token for Frinks and each of the pcs. Each round without an event move Frinks token on one space and each pc should take an **average 2D athletics** check to keep up. A pass denotes they stay hot on his tail, a pair of boons also allows them to catch up an additional space if they have previously fallen behind.

The chase begins with the participants sprinting west towards the main street leading to the south gate. On the first event space Frinks dashes through the drunken street revellers and deftly vaults on to the back of a Wolfrunner coach. The coachman cries out and fumbles for his blunderbuss, by this time Frinks has leapt from the coach to an overhead bridge between a bordello and a launderette. To follow each pc must make either an **average 2D athletics or coordination check**, dwarfs and halflings add an extra misfortune dice for being short, as does anyone wearing more than two points of soak. Should any pc score two boons they may use any appropriate ranged or spell/blessing action before Frinks disappears over the other side of the launderette roof. Should any pc generate any delay symbols they may not take this opportunity, and should anyone roll a chaos star they are shot for eight damage by the panicked coachmen whose vehicle they are charging over!

The athletics check made on route to the second event space is for running after Frinks across the rooftops towards the Dragon Ales Brewhouse. At the second event Frinks slides down the side of a tiled roof sailing off the edge and landing with a thud in a cart full of used hay and horse manure. Slightly winded he rolls clear of the filth and staggers to a small service door in the side of the Dagon Brewery building. Pcs may opt to follow him with a **hard 3D athletics or coordination check**, in which case each bane counts as a wound and each chaos star as a critical wound

on the landing. A failure results in four wounds and a critical wound as the player crashes into the cold stone cobbles. As before should a pc have a pair of boons available, they may make a ranged or spell action against Frinks at short range before he slips through the service door. More cautious pcs may choose to climb down the guttering for an **easy 1D athletics or coordination check**, but they automatically miss the next athletics check on the chase sequence.

Inside the brewery door is a large dark room, filled with giant metal vats and an overpowering smell of hops and yeast. From the top of the vats copper and tin venting pipes ascend up into the rafters. A maze of maintenance stairs and wooden walkways lead up into the darkness above you. The sound of Frinks footsteps suggest he has already gone up the stairs. On the final event space the pcs corner Frinks on a narrow set of planks between thick oak rafters. If the pcs fell behind by a space or more he will have prepared Reaping Scythe spell. If he has not yet been wounded, here he will make one last attempt to persuade the pcs to let him leave before using lethal force against them. As soon as Frinks is reduced to less than five wounds from his threshold he will disengage and cast Steal Life, other than that his actions will revolve around Dark Hand of Death and his scythe in melee. With nowhere else to run Frinks will fight to the death here. All engagements in the walkways of the brewery are limited to a maximum of three participants, should anyone roll a chaos star they may require an **average 2D coordination check** or fall crashing into one of the beer vats below them.

Should Frinks reach the final event space while no pcs are within two spaces on the chase tracker he will escape into the darkness of the brewery.

GM note: If it suits your story Frinks' appeals to the pcs sense of honour may include an introduction to another adventure, he may have spoken to a departed soul beneath Morrsgate and identified someone of considerable threat to the wellbeing of Middenheim, or another part of the Empire. He could even give just enough information to lead the pcs into the next adventure you have planned for them.

Confronting Untwalde.

Contacting Untwalde will be easy, but pinning anything down on him may be extremely hard depending on the quality of the earlier activities. If the pcs have alerted Untwalde as to their investigations he will have arranged for all documents taken from Lord Boris house, including the book, to be removed from his house. His coachman will have delivered them to Spanns offices in the Komission for Commerce, Trade and Taxation.

The easiest way for the pcs to make contact is to simply call at his large, and well-guarded, townhouse in the Nortgarden district not far from the Prospect hostelry. They can find his address by asking at the city court houses, or at the Worshipful Guild of Legalists or the Merchants Guild. Untwalde has a permanent guard of half a dozen men (use the Soldier npc profile but all have a rank in weapon skill and ballistic skill training) inside his walls and three guard dogs, and the area has regular watch patrols every two minutes. Untwalde also has his personal bodyguard and judicial champion Joachim de Brunner.

If the pcs choose to administer their own justice you can run this as a black ops infiltration scene. They will have to coordinate a timed entry via either the front or rear doors, both require a **hard 3D skulduggery**

check to pick, without alerting the watch patrols. Navigating Untwaldes large house and neutralise his house guard and dogs could be achieved by a mix of stealth checks opposed against the guards observation, with an extra two misfortune for the dogs keen sense of smell, or with fast and silent combat tactics. Lastly, unless they have been truly expert at remaining silent, they will have to deal with Untwaldes bodyguard de Brunner, who's profile is detailed below, at the first story landing outside his masters bedroom with two of the house guards, should the pcs have arrived as a group you may wish to add a couple of dogs to the group.

Joachim de Brunner.

St	To	Ag	Int	Wp	Fel	ACE	St	Wds
5	4	4	3	4	2	5/1/3	R3	16

De Brunner has two ranks of training in weapon skill, and one rank in athletics, coordination and resilience.

Suggested Actions: Mighty Swing, Corps a Corps, Coup de Grace, Thunderous Blow and Improved Parry. (If you don't have Omens of War then Reckless Cleave will suffice)

Talents: Catlike Reflexes.

Joachim is armed with a two handed warsword, and wears a mix of plate and chain giving him a defence of 1, and 4 soak.

Should the pcs have managed to avoid making any noise at all they may well avoid de Brunner and gain access to Untwaldes bedchambers. Once there killing the old man in his sleep represents an **easy 1D weapon skill check**.

Alternatively the pcs may call the watch, in which case the outcome will depend on whether they have alerted him to their investigations already. One of the players will

need to pass an average 2D charm or leadership check, with fortune dice for any social standing, just to get the watch to investigate the matter. Should the watch search Untwaldes house and find nothing due to it previously having been removed they will no longer entertain any of the groups further accusations, threatening them with charges of wasting law enforcements time, or some such. It will also promote Untwalde to keep tabs on their movements within the city. If the watch do find the books and diary from Lord Boris's house they will arrest him at once, and charge him with possession of forbidden lore. Sadly this will also implicate lord Boris, who will be arrested the next day on similar charges.

If Untwalde is awoken during an attempt on his life he will attempt to flee via the trellis carefully positioned outside his bedroom window, while de Brunner holds the pcs up. If he has already removed the evidence from his house then he will go straight to the watch and the pcs will probably face serious charges themselves and may well be declared outlaws and murderers. If he knows they will find clear evidence of his deeds, he will flee Middenheim with whatever funds he can access.

Ultimately it is not necessary for Untwalde to receive justice, and you may wish him to survive any charges of heresy with some substantial bribes and favours being pulled in, to run him as an enemy in future scenarios. Likewise it is a perfectly feasible ending to have him swinging from a noose after the pcs provide the documents and Bandpaters testimony in one of Middenheims high courts. As GM you should feel free to tailor this part of the adventure to suit your group and the story.

Confronting Zessler.

Zessler will be by far the hardest to pin down, he has very little hard evidence to raise against him. He has been very careful to leave his colleagues as the first line of blame should his plans go awry. Unless the pcs can get Untwalde, Spann and Bandpater to testify against him, Zessler will be able to evade any charges by virtue of his wealth and influence. Being as Untwalde is unlikely to admit his sins and Bandpater knows not of Zesslers level of involvement. Should the pcs manage to convince Spann of the error of his ways as well they may have something of a case. In this case Zessler will turn on the offensive and kill one of his previous conspirators. Ideally Spann, as Zessler considers him to be the most likely to talk under pressure, though either will do.

It may be that to get justice, the pcs will have to go outside the law. Zessler is a senior gold magister and breaking into his townhouse in the Nuemarkt district will be a significant challenge, possibly worthy of its own adventure. His doors and locks will have been magically reinforced, the iron stairwell that leads to his rooms at the top of the house is disguised as a segmented metal disc on the floor around a large iron sphere, and is accessible only by using the winds of Chamon to reshape it back to a set of stairs. Burning iron mantraps and steel spike booby traps are concealed about his premises, to protect the valuables he has so greedily accumulated.

Should the pcs give away their intentions to pursue justice upon Zessler, he will likely resort to hiring talented killers to scare them off.

Concluding the Adventure.

The scenario has the option of many outcomes. As GM you should feel free to choose to keep any or none of the various villains and mislead individuals from this scenario as plot links for future adventures. Should you have criminal minded pcs they may well have an opportunity to place leverage on Bandpater to carve out their own crime empire within Middenheim. Pcs of a legal or noble background may decide to spare Untwalde and Spann in exchange for a sizeable return favour, or even to extort a new deal from Lord Boris.

In any case the pcs should have made some powerful contacts through the course of this adventure...