

THE ENEMY WITHIN CAMPAIGN

VOLUME 3

PowerTM

Behind The Throne



An adventure for

WARHAMMER
FANTASY
ROLE-PLAY

by Carl Sargent

THE ENEMY WITHIN CAMPAIGN
VOLUME 3

PowerTM Behind The Throne

Adventure and Intrigue in the City of Middenheim

Design

Carl Sargent

Editing and Development

Derrick Norton, Phil Gallagher, Graeme Davis

Interior Artwork

Paul Bonner, H, Tony Hough, Martin McKenna, Russ Nicholson

City Map

Charles Elliott, H, John Blanche

Carrión Up the Reik

Design: James Wallis

Editing: Martin Oliver

Artwork: Russ Nicholson

Cover artwork: Fangorn

Publisher: Dom McDowall

Scanning: Jon Hodgson

Published by Cubicle 7

www.cubicle7.co.uk

Designed in the UK

Ruairi Roddy appears courtesy of himself
and a substantial donation to charity

Produced by Cubicle 7 Entertainment Ltd, under licence from Games Workshop Ltd. All contents of this book are copyright 1988, 1998, 2017 Games Workshop Ltd. All rights reserved. 'Warhammer' and the Games Workshop logo are registered trademarks, and 'Warhammer Fantasy Roleplay', 'The Enemy Within', 'Shadows over Bögenhafen', 'Death on the Reik', 'Something Rotten in Kislev', 'Middenheim', 'City of Chaos', 'Power Behind the Throne', 'Carrión Up The Reik', 'Empire in Chaos' and 'Warhammer City' are trademarks of Games Workshop Ltd, used under licence and with permission by Cubicle 7 Entertainment Ltd.

No part of this book may be reproduced in any form or by any means without prior permission from the publishers. All characters, settings and events are fictitious.

All artwork in all *Warhammer FRP* products published by Cubicle 7 Entertainment Ltd and the imagery contained therein have been produced either in-house or as work for hire. The copyright in the art-work and the images it depicts remains the exclusive property of Games Workshop Ltd.

Most of this book has been previously published by Games Workshop as 'Warhammer Power Behind The Throne' (1988) and 'Warhammer City of Chaos' (1991)

**GAMES
WORKSHOP**

CONTENTS

CARRION UP THE REIK

Adventure Overview	I
Afloat Again	I
Document and Eyewitness	III
Swanning Around	III
Enchanted Evening	V
Loaded	V
The Party's Over	VI
Changing Plans	VII
The Crate	VII
Bad Times In Town	VIII
Heading North	III
River Tales	IX
Dock and Load	X
The Road to Middenheim	X
The Shrine	X
News and Rumours on the Road	XI
Houses of the Holy	XII
Shrine On	XII
A Striking Resemblance	XIII
Into Middenheim	XIV
Experience Point Awards	XIV

POWER BEHIND THE THRONE

Introduction	3
The City of Middenheim	5
The Evil Plot	8
The Todbringer Family	10
The Middenheim Carnival	11

STARTING THE ADVENTURE

Arriving in Middenheim	13
Rumours and Imperial News	14
A Place to Stay	16
The Templar's Arms MAP 1	18

THE CARNIVAL

Minor Carnival Encounters	19
Major Carnival Attractions	22

MAKING ENQUIRIES

General Attitudes	27
-------------------------	----

THE POWERS THAT BE

Using the NPC Cards	32
Josef Sparsam: Chancellor	36
Dieter Schmiedehammer: Graf's Champion	38
Rallane Lafarel: Court Minstrel	40
Katarina Todbringer: 'Princess'	42
Hildegard Zimmerlich: Chaperone	44
The Midden-Marshalls	46
The Wizards	49
Ar-Ulric: High Priest	51
Emmanuelle Schlagen: Graf's Paramour	54
The Ladies-At-Court	56
Siegfried Prunkvoll: The Knight Eternal	59
Allavandrel Fanmaris: Master of the Hunt	61
Gotthard Goebbel: Kommission Convenor	63
Luigi Pavarotti: The Baronial Physician	65
The Law Lords	68

PEOPLE AND EVENTS

Trigger Events	71
First Encounters	71
The Spy	72
You Are Feeling Sleepy	73
Chaos Strikes by Night	75
The Dope Dealer	78
The Pit MAP 2	79

THE TRAITOR UNMASKED

Pawns of the Evil Wizard	80
Lair of the Pawns MAP 3	83
The Court Climax	84
The Palace MAP 4	85
The Traitor Unmasked	88
Wasmeier's Town House MAP 5	89

EXPERIENCE POINTS AND CONCLUSION

Experience Points	93
Standard NPCs	94
NPC Chart and Cards	99
Handouts	109
City Map of Middenheim MAP 6	113

CARRION UP THE REIK

A brief chapter of *The Enemy Within* campaign

INTRODUCTION

This adventure is intended for adventuring parties who have just finished playing through *Death on the Reik* (DotR), the prequel to *Power Behind the Throne* (PbT). It assumes that they have explored the sinister Castle Wittgenstein, have found the letter from Gotthard von Wittgenstein that claims he is up to no good in Middenheim, have escaped before the castle disintegrates into the river, and have managed to recover their boat and sail away.

The letter they have is intriguing but probably not enough to lure them to Middenheim – particularly when they own a valuable trading ship and the bright lights of cities like Marienburg are beckoning. This adventure is designed to persuade them to go to Middenheim. ‘Carrion Up the Reik’ also harks back to the beginning of *The Enemy Within* campaign, and foreshadows events in later volumes.

The shorter the gap between the end of DotR and the beginning of this adventure, the better. Your players should not be aware that they have started on a new quest that will take them in a different direction; the changeover between DotR and PbT should be as seamless as you can make it.

You can also use this adventure if the PCs have not gone through DotR, but have played the introductory adventure ‘The Oldenhaller Contract’ and are working as traders. If the PCs are simply itinerant adventurers who have not been playing *The Enemy Within* campaign, then this short adventure will be of little interest to them and you should go straight to the start of *Power Behind the Throne* itself, 14 pages ahead.

ADVENTURE OVERVIEW

The adventurers dock at a trading town along the river, where they are befriended by an agent from a large trading family.

Unbeknownst to them he is a relative of a former patron of theirs, has recognised them and has been told to get them, by hook or by crook, into the hands of their enemies. He engineers the loss of their boat by sabotage, and while it is being repaired he employs them to transport a crate to an address in Middenheim.

On the journey, the PCs meet a group of priests who bring them up to date with news and the Empire’s tangled religious affairs. As they near Middenheim, the road begins to fill with refugees from that city, all with their own reasons for fleeing. Finally, at a wayside shrine, they help to save an important citizen from a band of fanatics, and learn some information that may be to their advantage.

AFLOAT AGAIN

If the PCs have been doing a decent job as traders then their boat will be loaded with goods from elsewhere on the river. Even if it isn’t, they should have recovered enough loot from Castle Wittgenstein to be interested in the idea of cashing it in, or at least having it valued. They will also need supplies, and probably some time to rest and heal.

Sometime the next day they will reach the next trading-town along the river. If they have left Castle Wittgenstein and gone upstream then it will be Grissenwald; if they went downstream then it’ll be Brandenburg, Stockhausen or Kemperbad; and if they went from somewhere else then you’ll know where they are better than we do. The exact location is irrelevant: what follows can be set in any riverside town.

Wherever it is, the place seems to be in good repair, with a reasonable number of moored boats and barges, and the usual activity on the dockside. Like most river ports, most of the warehouses on the dockside are owned by various trading



families, and the larger ones have an area of the docks reserved for their craft. Some of the warehouses have offices above them.

As the PCs bring the boat into one of the open areas of the quay, they should become aware of two men watching them from outside one of the larger warehouses. Both are well dressed; one is short and young, the other is tall and old, with elegant hands. The two watch the PCs carefully as they dock and moor their boat. It seems as though the shorter of them is doing most of the talking. After a few minutes the taller one walks back into one of the warehouses – one with offices above it, by the look of it. The other comes over to the boat and strikes up what seems to be friendly gossip. Have they come far? Any news from up- or down-river? What's their cargo? Where was it loaded? Are they looking to sell it here – for it would fetch a fair price – or do they have another destination? What's the business like in Altdorf right now? Do they know of a trader named Conrad Silbiger, by any chance, and where he is now? And do they know Nuln at all, as he's looking to hire a boat and crew with connections in Nuln.

If asked for his name, he will introduce himself as Matthias Blucher, a local merchant (anyone who is either a Trader or a Merchant can make an *Int* roll to know that the Bluchers are a large trading family in this part of the Empire). He looks to be on the cusp of adulthood, and he seems friendly and interested – a potential patron or client, in other words – and ends the conversation by suggesting that their captain should talk to Max Wagner, upstairs in the warehouse. "Tell him," he adds, "that I said you're just the sort of people we've been looking for. He'll reward you well."

With a welcome like that, at least one of the PCs will probably head up to the office above the warehouse. It is large and airless, with two clerks sitting at desks, writing entries in large leather-bound ledgers. Max Wagner, the older man from the dockside, is sitting and studying a thick sheaf of papers with heavy wax seals hanging from them. He is about twenty years older than Matthias and about ten inches taller, and where Matthias was informal and friendly, Max is self-important and businesslike. The PCs will probably get the impression that Max is the senior of the two – the wrong impression, but exactly the one that Matthias was trying to create.

Matthias Blucher: Human, Male; 22; Merchant

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	FI
4	37	22	3	4	9	55	1	32	62	62	47	52	43



Skills: Acting; Charm; Dance; Evaluate; Gamble; Haggle; Magical Sense; Numismatics; Public Speaking; Read/Write; Ride; Speak Additional Language – Bretonian; Secret Language – Guilder; Sixth Sense; Specialist Weapon – Fencing Sword; Super Numerate
Possessions: Rich, fashionable clothes; rapier; 10 GC (but his credit is good all over town); silver hip-flask full of strong brandy; usually attended by at least one retainer, servant or employee

Matthias Blucher is the local head of the Blucher trading family. He is young, with a confidence that only power and security can give, and is a master of trading and strategic planning. He is not arrogant or overbearing, but is not used to being disobeyed and has a fearsome temper if crossed. His calm exterior hides an almost total lack of scruples. Money is his king, and he will do almost anything for it.

Max looks up as the PCs enter and asks them their business; in fact he's been waiting for them to come up. After listening to them, he will ask what cargo they have to sell. Whatever the response – even if it's "Nothing" – he rubs his hands together and exclaims, "Good! Good!" Both of these are things he does a lot, particularly when he's slightly nervous, as he is now. He's a good liar, but these two signs will give him away to a careful watcher.

He explains that his business is eager to get hold of the PCs' cargo, and after sending one of the other clerks down to give it a cursory examination to check its quality, he will agree to buy whatever they are offering at 15% above its usual price (*DotR*, pp101-102). He then – whether or not they have a cargo to sell – offers to hire them and their barge to transport a valuable cargo to Marienburg. "All our own barges are otherwise assigned," he explains, "and all the independent contractors seem to already be under other contracts. But you're definitely available? Good! Good!"

He asks for the boat's owner and captain to stay in the office to complete the necessary paperwork and bills of transfer, while the others should immediately go downstairs to move their vessel onto a new mooring in the Blucher family's part of the dock. If anyone mentions Nuln he will seem puzzled: he needs traders headed downriver, not up.

Max seems in no hurry to arrange the unloading of the PCs' cargo and the re-packing of the boat for its trip to Marienburg. It is late in the day and his dock-workers are busy on other tasks for the moment, so unloading will begin first thing in the morning. The Marienburg cargo, he tells them, is due to arrive here tomorrow afternoon and the loading of their boat will start immediately. It is fine porcelain and therefore fragile, and will take most of the evening to load. The PCs will then set off the following morning.

This arrangement will give them a day to restock the boat's provisions and explore the town. They will be paid 600 GC for the job. Max will try to make them agree to accept payment when they arrive at the Blucher docks in Marienburg, which is the Blucher family's standard terms for independent contractors. He can be haggled into paying 25% up front, but will only hand over the money once the barge is loaded.

Max Wagner: Human, Male; 47; Merchant

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	FI
4	27	24	3	3	7	46	1	34	56	54	40	45	32



Skills: Acute Hearing; Evaluate; Haggle; Law; Numismatics; Read/Write; Ride; Secret language – Guilder; Super Numismatics
Possessions: Slightly less rich clothes than his boss; ledger; 6 GC; bag of snuff; concealed dagger; four walnuts in his pocket

Max Wagner is more than twice Matthias Blucher's age, yet he knows he will never be as good a merchant as his young master. Matthias's art is in dealing and controlling; Max's skill lies in the details of organizing, manipulating figures on paper; earning an extra coin here and there. He has enormous respect for Matthias and the whole of the Blucher family and will do nothing to betray them no matter how uncomfortable he may be with the way Matthias sometimes does business: he is known so much as the Bluchers' right-hand man that he would never find another job if they cut him loose.

Having concluded the paperwork with the PCs – which is all routine – he thanks them for their co-operation and tells them he will see them on the morrow. Meanwhile he can recommend the food and the company at the Swan's Neck tavern on the dockside.

If any of the PCs want to read over the paperwork they've been given, it seems like a routine, boilerplate trading contract, written in standard legal language. A lawyer will confirm this. The Blucher family has hired them and their boat as contractors to carry a cargo to Marienburg. From the moment the contract is signed until the goods are received and signed for at the end of the journey, any damage done to the cargo must be paid for in full by the PCs, except "whereas damage occurring to the boat or the contracted cargo which is demonstrably caused by the party of the first part [the Blucher family] or its employees, or while the boat is in the full custody of the party of the first part or its employees, will be repaired or paid for by the party of the first part within three months of said damage being notified to the party of the first part." You can quote this line as an example of the contract's wording and fairness, although it will become important later on – but we are getting ahead of ourselves.

DOCUMENT AND EYEWITNESS

Despite appearances, the important person in this interaction is not Max but his boss, Matthias Blucher. Although barely into his twenties, Matthias has a merchant's instincts and Blucher blood, and is already the head of the family's trading activities on this part of the Reik. His interest in the PCs is rather more direct than Max has made it sound.

The Bluchers are a large mercantile family, with agents and warehouses in almost every major trading town in the western half of the Empire, and are eager to expand their influence. While they are not actively corrupt or depraved, the scent of money or a good deal will often overcome their finer scruples, and rival merchants are careful not to tread too close to their various spheres of business.

Recently the Bluchers created a useful trade alliance with a family that controls much business in the south-eastern part of the Empire, and cemented it with a marriage between one of the family's up-and-coming younger sons, a certain Matthias Blucher, and a daughter from the other trading family. Her name is Karoline Oldenhaller.

Oldenhaller is a name that the player characters will recognise if they've played the adventure 'The Oldenhaller Contract' from the *WFRP* rulebook. (If they haven't played this adventure, see below). Albrecht Oldenhaller certainly remembers them and the service they performed for him in recovering a certain ring a while ago. As evidenced by his behaviour with the Nurgle ring, Albrecht is not actually a follower of Chaos himself, but his devotion to the fortunes of his family is such that he doesn't mind dealing with cultists, Chaos-worshippers and anyone else who ought to be burnt at the stake. Albrecht, having seen the PCs behave similarly over the Nurgle Ring business, believes the same is true of them, and has even wondered whether they might be Chaos followers.

So when an associate of Albrecht's, a member of the Cult of the Purple Hand, mentioned that the cult was eager to find one of its former members who had gone renegade (see 'Mistaken Identity' in *Shadows over Bögenhafen* (SoB), the first volume of *The Enemy Within* campaign), Albrecht recognised – or thought he recognised – the description as someone he had dealt with not long before. Sniffing an opportunity to ingratiate himself with a powerful organization, he circulated a description of the missing person and their party of itinerant associates to every warehouse and trading outpost controlled by the Oldenhaller and Blucher families, along with instructions about how to deal with them if they are located.



Matthias Blucher has recognised the PCs from his brother-in-law's description and, eager to cement the bond with his in-laws, he'll do everything he can to get them to Middenheim, short of tying them up and taking them there himself. His scheme is simple: make a good impression on the PCs, then when a carefully planned 'unforeseen' disaster prevents the original deal, play the nice guy by paying them a lot of money to take a much simpler job: a trip to Middenheim. The fact that Matthias will end up with the adventurers' boat at the end of all this is just an added bonus for him.

The PCs may smell a rat, but it's likely that they will go along with his scheme: they have already found one lead that points to Middenheim, and the Blucher deal gives them another reason to visit that city. And the money he's paying is better than any other offer they're likely to get.

(It is possible that the player characters in your group did not start their careers with the adventure 'The Oldenhaller Contract' in the *WFRP* rulebook. If this is the case then you will need to substitute the name of a merchant who has previously met or employed the PCs in place of the name 'Oldenhaller' throughout this sequence. One of the trading families from Bögenhafen – assuming Bögenhafen is not a hole in the ground these days – would fit nicely.)

SWANNING AROUND

After the negotiations have concluded, there will still be at least an hour until sundown and characters will be free to explore the town and buy provisions. If the PCs have ended up in Kemperbad, it is described in reasonable detail in *DotR* (pp35-37), and you should be able to use that information to decide whether the PCs can find anything they are looking for, and how much it'll cost them.

The Swan's Neck tavern is set a little way back from the docks, away from the Blucher warehouse. It is a large and well-kept building, with a freshly painted exterior. Inside it smells of rich food and strong wine. The seating is divided into booths around the edges of the room, some with curtains or doors that can be closed for privacy. (There is no charge for using the booths, but having beer or food served to one costs an extra 3d per portion.) There are also two long communal

tables in the middle of the room, with benches beside them. If the layout doesn't give away the tavern's nature, its patrons do: this is a merchants' hangout. And a popular one, judging by the number of people in it, despite its prices (1/- for a pint of beer; 3/- for a basic meal up to 1 GC for a really good feed).

The Swan's Neck is the ideal tavern for gathering news, gossip and information from all over the Empire, and particularly along the rivers. The one place its patrons don't know about is this particular town; and that's exactly why Max recommended it to the PCs.

Even if the PCs were to think about trying to get any information on their patrons, they'd have a hard time making themselves heard over the major news of the evening: what happened to Castle Wittgenstein? PCs would be well advised to keep quiet about what they know, but if they start boasting about their exploits in destroying that evil pit of Chaos (see DotR) then nobody will believe them. At best they will be treated as lunatics, and at worst as annoying lunatics. Annoying lunatics will be thrown out by the tavern's two bouncers/table staff, as will anyone who tries to enter a booth with a closed door or drawn curtains, or who looks like they're about to start a fight.

Depending on how much they socialize, the adventurers may meet any of the following characters in the Swan's Neck:

Alex Eisen: ebullient but boorish merchant. Alex has just sold his cargo for a good price, and will buy drinks for anyone who wants to listen to tedious tales of his dealings. The day after tomorrow he plans to sail down river to Altdorf, where he will moor his boat and then head north to Middenheim for the city's carnival. "You don't know about the Carnival? Fellows, you haven't lived! Makes the Bögenhafen Schaffenfest look like a sideshow! A whole week of entertainment, drinking and wenching in the finest city in the Empire – I'm not much for Northerners, me, they're a dour lot, no sense of humour, but their women don't half go when you get a couple of brandies into 'em. Eh? Eh?"



Others in the tavern know about the Middenheim carnival, and a few are planning to go there. They describe it as a cross between a city-wide carnival and a huge trade fair, the only time the normally dour and bleak Middenheim lets its hair down. Don't lay it on too thick, but give the PCs the idea that if they miss the carnival, they'll be missing a lot of fun.



Otto Gerber: penniless and dour northern merchant. Was travelling upriver when his ship and cargo were snatched by river-pirates, and is now trying to get work as a 'trade consultant'. He will tell the PCs about the Blucher family in exchange for a few crowns, but insists in talking in one of the curtained-off booths. He's dealt with the Bluchers a few times and thinks they're solid tradesmen. Matthias may be young but he runs the local operation brilliantly; he didn't even take a break after his marriage. The Bluchers also deal in weapons, and apparently much of their income is from transporting Dwarf-made weapons from the Black Mountains to Marienburg – although they keep this quiet. Otto suspects that if the word got out, no Elf would deal with the Bluchers again.



Ruairi Roddy: drunk merchant. Ruairi is a robust fellow who has made his fortune trading in horse-hair, knowledgeable on all subjects but expert in few, who enjoys arguing about most of them. "You want to know what did for them Wittgensteins? I'll tell yez. It was them Dwarfs. No. No. All I'm sayin', I was in there five years ago, right, an' I seen this little stunty feller an' he was carrying a shovel. You with me? And Dwarfs, they dig tunnels, right? An' I'm saying – all I'm saying, right – is that they prob'ly dug a big hole. Big hole, right? Dug it under the castle so it fell down. Stands to reason. You with me?" If they are not with him, Ruairi will treat them with disdain and go looking for a better foil for his wisdom. He will return later, even more drunk. "That castle, right? I been thinking about it. An' I know what done it, right? Them beast-men. No, stay with me. Cos – all I'm saying – you hear about beast-men, but you never hear about fish-men. Do yez? There's gotter be fish-men. All I'm sayin' is it stands to reason. So them fish-men done it. By nibbling at the bank, right? Stands to reason..."

Thierry Ostend: argumentative trader. Thierry lives to argue, and he's good at it. Nothing completes his evening better than winding up some out-of-towner with talk of crossbow-control in Altdorf and the implications of the Emperor's declaration that mutants should not be burnt. What's really annoying is that he can debate from any side of the argument, never admitting that he's wrong or that he's changed what he was saying. In short, he is infuriating. Ostend is one of Blucher's local carriers, and has been asked by Max to keep an eye on the PCs, to monitor who they are talking to and what they are asking about. He will report to Max at the docks early the next day. Other merchants in the bar know he's a man close to the Bluchers' ear, so they will talk to him although few of them like him. He will later be seen arguing ferociously with Ruairi Roddy.



Franz Bismarck: minor merchant. Has come from Marienburg and is interested in news the PCs may have from upriver. Marienburg, he says, is in a price-war, with merchant factions undercutting each other. Therefore few new goods are coming into the city, as river-traders know they won't get a fair price. If the PCs tell Franz they are taking a cargo to Marienburg for the Bluchers, he'll be curious: he asked a Blucher clerk this morning if they needed a carrier to Marienburg, and they said no.

Other merchants regard Franz as small fry – he's an independent carrier with one 20-foot barge – but essentially sound. He's not the sort to stir up trouble.

The evening will pass quietly, with no fights unless the PCs start one (and if they do the two bouncers will wade into action – use the profile for Thugs on p96 – while the rest of the staff run out to fetch the Watch). The trip back to the dock is uneventful, and the boat does not show any signs of having been disturbed.

LOADED

The next morning starts unexpectedly early, as the PCs are woken by sounds of banging outside their cabin. A moment's investigation shows that dockers are unloading the boat's cargo, moving it into one of the Bluchers' warehouses. Attempts to stop the work will not have any effect. If violence is threatened, all the work on the entire dockside comes to a sudden halt. Whatever happens and however much fuss the PCs cause, it will be sorted out by Klaus, the foreman, who is supervising the work from the quayside.

Klaus is a very large man. There are rumours around town that he may be part ogre, and he hates those rumours because he suspects they may be true. His motto in life is to speak softly; he doesn't need to carry a big stick because he's big enough not to need one. When he talks, people listen. He will explain – quietly – that the contract that the PCs signed with the Blucher family mean that for the duration of the contract all loading and unloading must be done by Guild-accredited workers, and that means his men. Why don't the PCs relax and explore the sights of this charming town for the rest of the day? Loading ought to be finished by midnight, and it would make his job easier if they didn't come back until then. If any harm comes to their boat, the Blucher family will pay for it.

If the dockers are allowed to do their job, the barge will be unloaded before noon. The new cargo arrives by cart in the late afternoon and loading starts immediately – with care, as all the crates are marked 'Cathayware: fragile', nailed shut and packed with straw to protect the contents. In fact they contain low-grade glazed pottery, not the fine porcelain that Max had described.

If the adventurers don't get Klaus's hint and insist on hanging round or helping out, the dock-workers will down tools and stand around until Max arrives a few minutes later. Max will immediately want to know why the boat isn't unloaded yet. Klaus will point silently at the PCs. Max will be apoplectic with rage. The Blucher family has bought their cargo for an excellent price and trusted them with an important voyage to Marienburg. Are they grateful? They have signed a contract stating that their boat is in the care of the Blucher family while it is docked here. Are they professionals? They're not behaving like ones. The Blucher family is losing money for every second the unloading crew is idle: the PCs had better stand aside or find a lawyer fast.

If the PCs still refuse to co-operate, Max will throw up his hands. Very well, he says, unload the cargo yourself, and load the new one yourself too. The dock-crew's wages will be deducted from your fee, and if the boat is not ready to leave at dawn tomorrow then the standard charges for late departure will also be deducted.

The dockers will smirk and sit around, drinking, smoking, playing cards and watching the PCs as they sweat and heave. PCs will not be allowed to use any of the dockside cranes, hoists, lifts, ropes, sacks, barrows or anything else. Nor will they be allowed to sail off (Klaus will see to that): their cargo belongs to the Bluchers and isn't going anywhere. They will get the unloading finished just as the new cargo arrives, and the loading will not be completed until the early hours of morning. Shortly after they retire for the night, exhausted, someone on the dock will throw a lit oil lamp into the boat's hold – see page (VI).

On the other hand, if the PCs agree to co-operate, Klaus begins to bark orders to his crew. Then, struck by a memory, he fishes in a jerkin pocket, pulls out a piece of parchment and hands it to them. It is an invitation to a party that evening, at Matthias Blucher's townhouse, in honour of the first anniversary of his wedding to his wife Karoline. Courtly attire is

Klaus: Human; Male; 34; Dock-gang foreman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fl
4	42	23	5	5	10	32	1	34	43	29	26	32	18

Skills: Consume Alcohol; Read/Write; River Lore; Row; Specialist Weapon – Fist Weapon; Street Fighting; Strike Mighty Blow; Strike To Injure; Very Strong

Possessions: Leather jerkin; length of twine; piece of chalk; nasty scowl; smell of ale



Klaus runs the Bluchers' dock-gang, supervising all the loading and unloading of boats, and making sure that people do what the Bluchers want.

The dock-workers look up to him with a mixture of fear and respect, but mostly fear. As well as making the dockside his personal kingdom, he is sometimes asked to talk nicely to people, to persuade them to change their minds about something. While he doesn't go looking for trouble, he's never too upset when trouble comes looking for him.

If the PCs give him any trouble then he'll be happy to make life uncomfortable for them – physically – but if they're friendly and buy him ale or sausage at one of the local inns then he'll be friendly. And vice versa: Klaus doesn't put a lot of stock in loyalty, except to the Bluchers, and that's only because he's never really thought about betraying them.

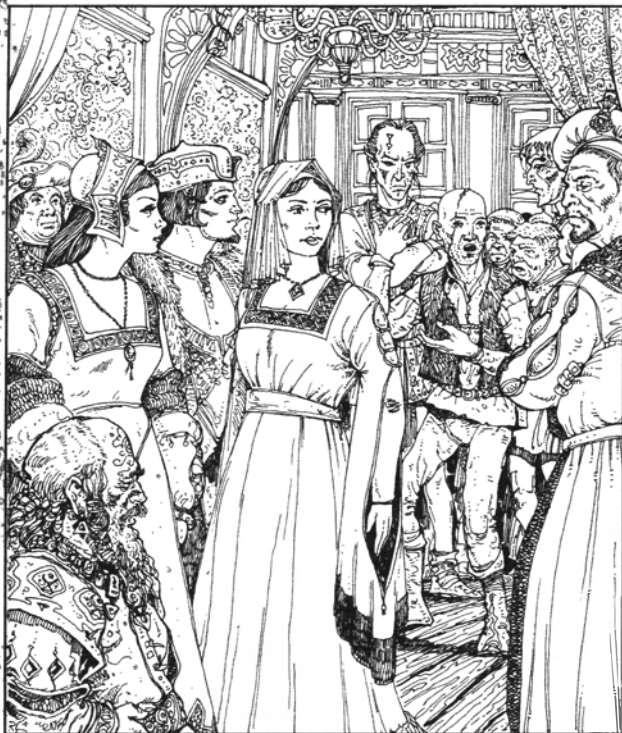
requested. PCs may have to scurry around town finding fine clothes to wear and, for those who have been properly brought up, fine presents to give. Others may wonder why a nondescript boat crew has been invited to such a prestigious event. What will be obvious, if the PCs talk to any other merchants during the day, is that an invitation to the Blucher party is a very hot ticket indeed.

ENCHANTED EVENING

The day passes uneventfully. PCs will be free to explore the town, buy anything they need and see if they can find out any news – which is mostly about the fall of Castle Wittgenstein, plus gossip about the Bluchers' party that night. It seems that the guests will include many of the town notables and several people from out of town. Boats carrying guests and food arrive at the docks throughout the day. Gatecrashers are not expected; nobody would dare gatecrash a party like this.

The invitation is for 7 o'clock, which means that nobody posh (anyone with *Etiquette*) turns up before 8 o'clock. The Bluchers' townhouse is a grand mansion at the far side of the town limits, in about four acres of grounds. The adventurers will be let in by a liveried footman. Anyone wearing work-clothes or what is obviously armour or weapons will be turned away, although dress weapons such as a rapier or anything worn as part of a uniform will be allowed. Names are checked against a list, and the guests are shown through an ornately decorated hallway into the reception area. Their names are announced by another servant as they enter.

By nine o'clock there will be about a hundred guests in the room, and at least twenty servants with trays of food and wine. Musicians play courtly dances from a gallery. Everybody is dressed to the nines. If the PCs felt outclassed in the Swan's Neck, they will be seriously out of their depth here: these aren't the people who own the boats and the warehouses; these people own those people.



The adventurers will recognise nobody except Matthias Blucher, who is talking to someone who's wearing mayoral chains of office. The finely attired young woman next to him is surely his wife: PCs may (I test) think she reminds them of someone, but they can't think who. If this is Kemperbad then Count Otto Boormann, the Imperial plenipotente (see *DotR*, p36) is also present, seemingly enjoying himself. After a few minutes Max appears, greets them, and makes an effort to introduce them to a few people – Jacques and Henri, two Bretonnian paper-merchants; Roberto from Tilea, the renowned world traveller and trader; Dirk, a brilliant young entrepreneur from Carroburg; Miguel from Estalia, looking for new business prospects – but the conversation tends to dry up when people discover that the PCs do nothing more than sail a trading vessel.

After about half an hour one PC will spot someone across the room, who seems to be having as bad a time as they are. If they don't introduce themselves, he will come over to them and introduce himself as Rudolf Meier, a merchant from Nuln, who is travelling to Marienburg, looking for business. His own firm, he admits, was driven out of business earlier this year by cousins of Frau Blucher, and he is venomous about it. "Look at them – Herr and Frau Blucher on this happy occasion, like Bretonnian cheese wouldn't melt in their hands. Cut-throats, both of them. I lost my livelihood because of that marriage: as soon as the rings were on, cheap Bretonnian wine started flowing into Nuln as if a dam had burst. I tell you the Bluchers and the Oldenhallers –"

Oldenhallers? the PCs may ask. (Substitute another name for 'Oldenhaller' if appropriate.) Rudolf warms to his theme: "Karoline Oldenhaller, yes. She was an Oldenhaller before she married Blucher. That was probably the best business deal the Bluchers ever did."

"Does she have a relative named Albrecht? "Her brother – the swine who drove me out of business. Why? Do you know him?" Rudolf will be interested in any information the PCs may have on Oldenhaller but can tell them little of use: he hasn't seen the man for six months.

The party continues until shortly before midnight, when coaches are called for and everyone leaves. Nobody will have

any particular comments to make about Karoline Blucher (née Oldenhaller) or her family: the marriage was a smart bit of business, for sure, but isn't that what trade is all about?

THE PARTY'S OVER

Whether the PCs leave the party sooner or later, as they make their way back to the docks, they will see a glow on the skyline, masked by the buildings. Something is burning in the distance. As the wharves come into sight, they can see that it's a boat. Their boat. People are clustered around it, using buckets and stirrup-pumps to douse the blaze.

It will take about ten minutes to extinguish the fire, or less if the PCs use suitable magic. The boat is afloat but the damage is considerable: the main hold and the cargo are burnt out, and the mast is so badly damaged it must be replaced. Flames have ripped through the living quarters at the front of the boat, and many of the PCs' personal items stored there are ashes, cinders or melted, twisted metal. (To determine what was lost, a PC may choose one item at a time and roll a D6: on a 1-4 it was saved and they can choose another item and roll for it; on a 5-6 that item and all others not yet rolled for were torched. Characters with the *Luck* skill may not modify any rolls, but can reroll their first 5-6 result.) Ironically, one of the few things unscathed is the PCs' copy of the trading contract that they signed with Max the day before.

The dockers and loaders are confused about what happened. Someone knocked over an oil lamp, they say, but nobody knows who it was – or nobody will admit it. Klaus the crew boss is around, his face blackened by smoke, asking the same questions as the PCs and getting no better answers.

It was arson, of course. A trusted employee, acting on Max's instructions, threw an oil lamp behind some of the crates the hold at a moment when nobody else was on board, and made himself scarce before the flames took hold and were noticed. It was a well-planned operation: this wasn't the first time Max has been asked to arrange something of this sort. None of the dock crew know about this, or if they do then they know better than to say anything. Even Klaus is in the dark about this one; the Bluchers know better than to trust all their dirty work to one person.

About half an hour after the fire has been put out, Matthias Blucher will arrive at the docks, a travelling coat over his fine clothes, accompanied by a couple of tough-looking servants. He surveys the damage with horror, quizzing the equally shocked Klaus about what happened. How much has been destroyed? Was anyone killed? Any signs of sabotage? Who was responsible? Well, Klaus must find out.

After a few minutes of this he will turn to the PCs and begin apologizing. It is a tragedy. Yes, nothing short of it. No, the PCs should stay the night at the Swan's Neck and tell the innkeeper to send him the bill. And they must come to his office tomorrow morning. He will make arrangements. Now, he has much he needs to sort out, so if they'll excuse him...? He sets off back to his house.

The Swan's Neck is still open, and the PCs will be able to get rooms there without trouble. The patrons in the bar will be sympathetic about the loss of their boat, and will want information on the Bluchers' party – who was there, who was talking to who, what spices were in the canapés. If asked about the fire, they can't help, but someone mentions that this town does have a bad reputation for fires in the docks, although this is the first time that a Blucher property has been hit.

Later in the evening, Thierry Ostend sidles up to them. He has no useful information about the burnt boat, but wants to talk about Middenheim. Have the PCs ever been there? What do they know of the place? If asked why he wants to know,



he'll shrug his shoulders: he's been thinking of going to the Middenheim Carnival in a couple of weeks. It's said to be the finest city-fair in the Empire, with some great opportunities for making deals with merchants from all over the Old World.

THE ROAD TO MIDDENHEIM

In the morning Matthias Blucher is waiting in his office to see the PCs. He apologizes again for the fire and can offer no explanation: his investigations have been fruitless. Obviously the cargo has been destroyed, so the trip to Marienburg is off, but he feels bad about leaving the PCs without a job.

Accordingly, there is another mission he would like them to undertake. He had been waiting for a trusted agent of the family to do it, but given the circumstances... It's an overland job to Middenheim, carrying and guarding a small cargo. He will pay them half the rate that was agreed for the Marienburg job – 300 GCs, half now and half on their return. As for their boat, he's very sorry but it's not his responsibility.

At this point one of the PCs should remember the small print in the contract, and Klaus's mention that their boat is insured by the Blucher family while in their employ. Blucher seems taken aback, calls for a copy of the contract, and studies it carefully. "Yes," he says after a minute or so. "Yes. I had forgotten that. Very well. I will see to it that your boat is repaired. The work will take at least a month. Spend some time in Middenheim, enjoy the carnival, and it will be ready by the time you return."

The mission to Middenheim appears straightforward: they are to transport a single crate and a letter to a house in the city. Blucher will pay them a third of the fee up-front and they will receive the balance on delivery. The two items are both sitting in a corner of his office, and both are covered with wax seals which will make them hard to open without the intrusion being noticed. The crate is roughly cubic, packed with straw, and weighs about 100 lbs. The job, like the Marienburg run, is urgent: the crate must be delivered before the carnival begins, and the PCs should start on their journey immediately. Blucher makes it clear that the contents of the crate are confidential, but they are fragile and must be transported with great care.

Blucher hadn't forgotten the insurance at all. Although he does not know what awaits the PCs in Middenheim, he is a shrewd man and is not expecting them to return. The boat will indeed be repaired – and added to the Bluchers' own fleet. The way he sees it, he is getting a boat which, with a bit of repair, will be worth four times as much as the money he's giving the adventurers. A good day's work for him, then.

THE CRATE

The crate and its contents have one purpose: to get the PCs to a specific address in Middenheim, owned by members of the Purple Hand. Max bought the contents at a junk shop yesterday. They are: the scabbard of a sword, once ornate, now badly rusted; a stuffed magpie; a large seashell; a pilgrim's robe covered with badges from shrines all over the Empire; a dog's skull; a plain pewter goblet; and a handwritten book titled 'The Journal of Hieronymus Prosch, 2487-2488' which reveals only that Herr Prosch was a wool-trader, drank too much and was having an affair with his wife's serving-maid. Add other items if need be.

The letter is addressed to 'Herr Scharlach, Hoffen Strasse, sign of the Crossed Keys, Middenheim' and is in Matthias Blucher's handwriting. It reads: "Gentlemen, I am sending you the [six] items which were described some months ago by a member of your society to my brother-in-law Albrecht Oldenhaller of Nuln, which your society was said to be most desirous of recovering, and which have fallen by chance into my hands. There is no charge, but please remember this service my family has done you. With most sincere greetings, Matthias Blucher" The number given in the letter may not be six; but it must be same as the number of PCs in the party. And the crate should contain one item more than that.

It should be clear from this letter – which, despite the seals, the PCs are sure to open and read at some stage – that someone connected to Oldenhaller wants the PCs to go to Middenheim. While they might guess that the Purple Hand is involved somehow, they cannot be sure, and not even Max or Matthias can tell them because they don't know either. They're just following orders.

HERR Scharlach
Hoffen Strasse, sign of the Crossed Keys
Middenheim

Gentlemen,

I am sending you the six items which were described some months ago by a member of your society to my brother in law Albrecht Oldenhaller of Nuln, which your society was said to be most desirous of recovering, and which have fallen by chance into my hands. There is no charge, but please remember this service my family has done you.

With most sincere greetings,

Matthias Blucher

BAD TIMES IN TOWN

Things are unlikely to go as smoothly as described above, of course. Adventurers being adventurers, there is likely to be a little housebreaking, torture, extortion and bloodshed in this otherwise peaceful town, and this may disrupt the plot. There are also other small pieces of evidence and clues which the PCs may find if they look hard enough. Here is a brief run-down of them.

In the drawer of Matthias Blucher's desk in the warehouse is the torn-off bottom half of a letter signed by Albrecht Oldenhaller. It reads: "...not our business why they are so eager to talk to these people, but they have helped me in the past and I believe they could provide useful business and information to our families. Should you locate these people, they are to be sent to Hoffen Strasse at the sign of the crossed keys in Middenheim, for the attention of Herr Scharlach. Thanks for your help and vigilance in this matter. With sincerest regards to you and dear Karoline, Albrecht Oldenhaller." The second sheet, with the descriptions of the player characters, is not to be found: it has been destroyed.

The top half of the letter is lying on the desk in Blucher's study in his townhouse. It is dated three months earlier and reads: "Council offices, Nuln. Dear Matthias, I have been recently contacted by an associate who represents a powerful organization I may not name, who is eager to find a group of itinerant ne'er-do-wells with whom I recently had some dealings. I have described them on a separate sheet of paper, which is enclosed. This is a low-profile matter and pays nothing but could be advantageous for trade in the future. I must ask you to consider that it is not our business why they are so eager to talk to these people, but they have helped me in the past and I believe they could provide useful business and information to our families. Should you locate these people, they are to be sent to Hoffen Strasse at the sign of the crossed keys, in Middenheim, for the attention of Herr Scharlach. Thanks for your help and vigilance in this matter. With sincerest regards to you and dear Karoline, Albrecht Oldenhaller."

In town, the Blucher family are generally liked, and have a reputation as shrewd businessmen. If the PCs ask how shrewd they are, a few coppers in the right palms will lead them to Hans Bach, once a merchant, now a drunken beggar. He will slur a story of having his business ruined by Blucher through a series of unpleasant dirty tricks because he once insulted Blucher's sister. If asked about this, other merchants will cautiously back up his story.

Matthias and Max will respond badly to bullying, becoming bristling and abrupt. They will keep up the pretense that they are doing the PCs a favour, and will threaten to terminate the deal and take the party to court for breach of contract, breach of trust, taking money by deception, piracy, witchcraft and various other crimes. Max is unbribable: he is the epitome of the loyal employee. And Klaus, although bribable, knows nothing of relevance.

If Matthias is abducted, tortured or physically injured, the Watch will be sent after the PCs within half an hour of their action. Matthias is an important man in the local community, his absence will be noticed, and if he or his family wants the Watch sent after someone, then that's what happens.

Thierry Ostend, on the other hand, is not loyal at all, is eminently bribable and responds well to torture. He will admit that he was asked by Max to keep an eye on the PCs, to report who they were talking to and what they were saying, both at the tavern and at the party. He was also supposed to convince them of the delights of the Middenheim carnival. That's all he knows, but that should be enough to confirm at least some of the PCs' suspicions.

It's possible that as a result of their questions, the PCs will decide that Middenheim is perhaps a dangerous place for them to visit, and that they're walking into a trap. Actually they're not: the Purple Hand don't know that they're coming, and have their minds on other burning matters at present. And the description in Albrecht's letter should sound like a nest of cultists just waiting to be rooted out. Besides, if the PCs don't go to Middenheim, their boat won't be repaired.

Council offices, Nuln.

Dear Matthias,

I have been recently contacted by an associate who represents a powerful organization I may not name, who is eager to find a group of itinerant ne'er-do-wells with whom I recently had some dealings. I have described them on a separate sheet of paper, which is enclosed. This is a low-profile matter and pays nothing but could be advantageous for trade in the future. I must ask you to consider that it is not our business why they are so eager to talk to these people, but they have helped me in the past and I believe they could provide useful business and information to our families.

Should you locate these people, they are to be sent to Hoffen Strasse at the sign of the crossed keys, in Middenheim, for the attention of Herr Scharlach. Thanks for your help and vigilance in this matter. With sincerest regards to you and dear Karoline,

Albrecht Oldenhaller.

It's also possible that the PCs will not do any investigation at all, and will get the idea that Matthias Blucher is a jolly nice chap who's doing them a favour. In which case, don't feel obliged to tell them otherwise. They'll find out eventually.

Heading North

The quickest way from the PCs' current location to Middenheim is almost certainly going to be via Altdorf, and the quickest way to Altdorf is by river. Conveniently there is a barge leaving for there later the same day: the Blue Salmon, owned by Alex Eisen, whom the PCs may have met in the Swan's Neck. He has a cargo of cloth and is planning to sell it in Altdorf, where he will moor his boat and then head overland to Middenheim. The Blue Salmon is large, with a crew of five, and promises to make good speed: the journey should take no more than seven or eight days. Accommodation is a little cramped, but not unbearably so, and there is room in the hold for the crate. The fee to Altdorf is 4 GC per person.

Max will bid the adventurers farewell, giving them the first third of their fee (100 GCs). Just as the boat is about to cast off from its moorings, three men wearing the robes of priests of Sigmar rush onto the dock. "Altdorf?" one of them shouts and, receiving an "Aye!" from the crew, they come on board, negotiate briefly with Alex, and become passengers on the voyage. This will mean that the cabins will have to be rearranged, and two people will have to sleep on the deck or the riverbank each night. The crew refuse, and if the PCs also refuse then the two younger priests will agree. They will insist on the strongest terms that the eldest of the priests be given a berth, if not a cabin to himself.

The priests are convivial and easy to get along with. Their leader, Father Marcus, is a man in late middle age, tall and slightly gaunt, with the remains of a Middenheim accent. His companions, Father Martin and Father Rolf, are both in their twenties and have the solid torsos of men who have worked hard all their lives. Both, perhaps surprisingly, carry swords.

All three have backpacks containing some food and water, a blanket and a formal set of robes.

The holy Father will tell anyone who enquires that they are from a monastery near Dunkelberg, where he has devoted his life to the study of the early Sigmarian church. They are going to Altdorf, they say, to undertake some research at the library of the Great Temple of Sigmar there. Martin and Rolf have never been to Altdorf, are quietly excited about it, and will ask the PCs many questions about the city when Father Marcus is not around.

If questioned, they will mention that Father Marcus is actually the head of the monastery, a very senior priest. Priests of Sigmar may roll against their *Int*: if successful, they have heard of Father Marcus and know that despite his humility and poor clothes, he is one of the ten most highly regarded Sigmarian scholars in the Empire.

RIVER TALES

The journey to Altdorf will take a week, more with bad weather. It is basically trouble-free, although you should feel free to add any encounters that you think would spice up the trip – anything from storms to an attack by river-pirates. Use the tables on page pp92-100 of *DotR* if you like.

As the journey progresses, Father Marcus, who spends much of his time below decks with a large book, will find out which of the PCs are worshippers of Sigmar, and will begin to open up to them about the actual reason for their journey. It seems he is concerned about the fact that members of his faith are travelling to Middenheim. In fact, he reveals, the three of them are not going to Altdorf just to study. Actually he has recently been summoned by the Grand Theogonist to a meeting of Sigmarite scholars, to discuss the matter of the so-called ‘Sigmarian Heresy’ (see *SoB* p22).

According to reports he has heard, trouble has flared recently in the northern part of the Empire, with breakaway Ulric cultists declaring that Sigmar worshippers are not only heretical but downright blasphemous in the eyes of their god. He’s not sure what has provoked this, but he knows the Grand Theogonist is concerned that it may develop into open conflict between the two faiths. Given that the PCs may well be Sigmarites who will be venturing through areas that may be increasingly hostile to them, he felt it was only right to bring the matter to their attention.

Much of this will probably be gibberish to the PCs, particularly as Father Marcus assumes that all Sigmarites know as much about the cult’s history and factions as he does, and he feels that explaining details is somehow condescending to his listeners. However, they should be left with the impression that there’s trouble up north, and it involves Ulric cultists. Anyone brought up in the Empire will already know of the tension between the cults of Ulric and Sigmar, and any Sigmarite priests or natives of Middenheim will know that the Grand Theogonist visits the High Priest of Ulric a year.

The only other thing that the adventurers will learn on the trip is that Alex Eisen is a complete boor who thinks his voice espousing his opinions is a sweeter sound than any music. He is also a racist with a deep distrust of all non-humans, and will secretly confide in a human PC that he “wouldn’t have taken ‘em on board if you weren’t working for the Blucher family. Frankly I don’t know how you can stand travelling with them – nasty, smelly inhuman things, always prying and poking their noses in. Don’t you find? And Dwarfs have such horrible dead eyes. Like looking at balls of polished stone. I tell you, Middenheim will be a breath of fresh air after the South.” All in all, the PCs may decide that travelling to Middenheim with him would be a uniquely unpleasant experience, and that they should make their own way there.

On the last day of the journey, as the buildings of Altdorf begin to loom in the distance, Father Marcus seeks out the person who has struck him as the most devout Sigmar worshipper and takes them aside for a private conversation. If there are no Sigmar worshippers then anyone who has appeared devout and trustworthy will do. He asks them a favour.

On the road to Middenheim, he says, about fifty miles from the city there is a remote shrine known as the Place of Shining Rock and of unusual significance: it is sacred to both Ulric and Sigmar. It is said to be the site where the god (whether Ulric or Sigmar depends on which you worship) had come to rest after a battle against the forces of Chaos. Weaponless – this was before Sigmar received his hammer, and Ulric had lost his sword in the previous battle – he was ambushed. The god picked up a strange rock to shield himself from his attackers. One of their blows miraculously shattered part of it into a long sharp shard and, using it as a sword, he killed five hundred of his enemies before they fled. A shrine was built around the rock, where it remains. (Any Sigmarite or Ulrican from Middenheim, or any Sigmarite, Ulrican or Middenheimer who makes an *Int* test will know of the shrine.)

Father Marcus spent some of his time as a novice serving at the shrine, and when he left he took with him a tiny shard of the stone. As his life has passed he has felt more and more guilty about it, and had resolved to make a pilgrimage to return the shard to its rightful place. However, with the current crisis he does not feel he will be able to make the journey. Would the character be prepared to return the shard for him?

Father Marcus: Human; Male; 57; Sigmarian priest (Cleric – Level 3)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fl
3	17	13	2	3	5	26	1	28	36	68	31	49	52

Skills: Arcane Language – Magick; Cast Spells: Petty Magick; Battle Magic 1, 2, 3; Etiquette; History; Identify Undead; Magical Awareness; Magical Sense; Manufacture Scrolls; Meditate; Public Speaking; Read/Write; Scroll Lore; Secret Language – Classical; Theology

Possessions: Ragged robes; backpack with supplies and a set of smarter robes; pouch with shard of black stone; 5 GC; staff used as walking-stick



Father Marcus looks and speaks so much like a stereotypical absent-minded priest that it’s sometimes hard to remember he is one of the greatest scholars of Sigmarian history in the Empire. He spends most of his life running a large monastery near Dunkelberg, where the Grand Theogonist is an occasional visitor: the two are friends, and Yorri XV trusts the judgement of the older man.

Father Marcus has a sharp and incisive mind, but having spent so long with other Sigmarite priests and scholars, he tends to assume that everyone knows almost as much as he does, and as he expounds on his pet subjects he can often become incomprehensible to lay-people. This can make him seem vague or distant to those who don’t know him well, but he bears no ill-will to anybody, and it is difficult to dislike him. His two companions, Martin and Rolf, clearly have enormous admiration for him, bordering on awe. For anyone seeking influence within the Empire, or an understanding of its politics, Father Marcus is a useful person to have as a friend.

If the PC agrees, Father Marcus will thank them profusely, bless them repeatedly, ask them to pray with him, and finally give them a small leather pouch with the shard in it. The shard is about an inch long and made of some unidentifiable black stone which gleams dully. One edge is very sharp, and will draw blood if handled carelessly. It has no special powers or monetary value, and only someone who has visited the Place of Shining Rock will recognise it or know what it is.

Father Marcus will also give them a letter to pass on to the senior priest at the shrine, Father Karl. He explains that there are always four priests at the shrine, two each from the temples of Sigmar and Ulric in Middenheim. The letter, if opened, contains nothing but fraternal greetings and good wishes.

DOCK AND LOAD

The Blue Salmon docks at Altdorf. Alex sets off to find a buyer for his cargo, the three priests bid them farewell and head off in the direction of the Temple of Sigmar, and the PCs are left to their own devices.

The crate is too bulky to be carried by a single horse, so they will probably have to buy a cart. There aren't many cart shops in the capital, but around the docks or the main marketplace they're sure to be able to find someone down on their luck. If they balk at the expense, have a friendly NPC remind them that they can always sell it at the other end of the journey and make back their money.

If the adventurers decide to stay in the capital for a while, to see old contacts and re-equip, Altdorf is described and mapped in SoB, on pp50-51 and Map 3. They should be able to find almost anything they would want to buy here. The city seems essentially unchanged: one of the Colleges of Magic has sustained a nasty fire in the last month but otherwise things are much the same. You may want to insert some of the news and rumours from page 9 of DotR. The only piece of relevant news that they may learn is if anyone makes any enquiry about the Grand Theogonist: any Sigmarite priest in the city will know that he is not in Altdorf at the moment, but is expected back soon – within the fortnight, at least.

THE ROAD TO MIDDENHEIM

The road to Middenheim is well travelled, particularly at this season but that doesn't make it well-maintained or safe. Most of it runs through the Drak Wald forest, and the fact that it's the main trade route between Altdorf and the north-east of the Empire draws thieves and bandits to it like wasps to rotting fruit. The PCs, being a bunch of blokes with a cart, will be a natural target for such people and therefore they may want to think about hiring extra guards, or accompanying another party of travellers for the long trip. It's not too late to find Alex Eisen and join him for the long journey.

The road to Middenheim is about 250 miles long, and at a rough estimate will take at least a week to cover, possibly more, assuming that the weather stays fair and there are no hold-ups. You are welcome to throw delays at the party if you want, but try to avoid anything that will sidetrack them too far or injure them too much – after all, there's no point in killing them off at the start of an adventure or halfway through a campaign. You should also give some thought about when the Middenheim carnival will be starting (it's supposed to be a spring event, but that's flexible – see page 11), and how many days beforehand the PCs should arrive in the city. You may want to create a delay, or drop in a diversionary adventure here to hold them up for a few days or weeks.

The adventurers will regularly meet people along the road. Some are heading towards the great city on the rock, but a surprising number are coming away, driving carts laden high with luggage, and belongings. They are of three main types:

wizards, Dwarfs and some priests, and all are fleeing the oppressive taxes that have been introduced in the last month (p9). The closer the PCs get to Middenheim, the more refugees they will pass – not an enormous flood, perhaps only ten or so a day, but enough to be noticeable. From time to time they will also pass overturned carts and bloodied corpses, signs that bandits, greenskins or things of Chaos are about.

Be careful not to overemphasize the refugee situation. It isn't a mass exodus; in fact it's not even half of all the traffic on the road. Nonetheless, the PCs should get the impression that something is wrong in Middenheim, even if they don't realise it will have anything to do with them.

THE SHRINE

The party will reach the Place of Shining Rock the next day. The road is still passing through dense woodland but there is a clear side-turning, with a large white boulder to mark it. On one side of the boulder is carved the symbol of Ulric; on the other is the symbol of Sigmar – or what remains of it. It is defaced, as if someone has swung at it several times with a hammer or mace. A Dwarf or Stonemason can tell that it has been done recently – within a week.

Half a mile down the turning is an open area of flattish rocky ground, an acre or two across. In the middle of it is a simple yet elegant building. It is larger than a normal wayside shrine, and in fact not unlike the temples typically found in larger villages: about forty feet long, and rising at one end to a low tower. A river runs along one side of the area, and beyond it the forest continues. On the edge of the clearing, next to the river and about seventy yards from the shrine itself, is another building: smaller, lower and more functional, with shuttered windows.

The area is not empty. Six men and seven horses stand around, as if waiting for something or someone. Both men and mounts are armoured, and wear the insignia of Knights of the Order of the Fiery Heart, Sigmarite Templars (SoB, p28). As the PCs approach, they come to attention warily. One steps forward and asks them what their business is.

The Templars are here as the escort of the Grand Theogonist, Yorri XV, the most senior priest of Sigmar in the world. As the adventurers may have gathered or worked out from rumours, he has been visiting the High Priest of Ulric in Middenheim for an emergency meeting to discuss the recent resurgence of belief in the Sigmariian Heresy and the danger posed by the Sons of Ulric, before the conference in Altdorf takes place. The visit, while not exactly secret, has been kept low-profile.

Now on his way back to Altdorf, Yorri has stopped at the shrine, partly to pay his respects, to make offerings and pray, and partly as a gesture of appeasement to show that there is no tension between the two religions as far as he is concerned. The Place of Shining Rock is an important symbol of the way that the two faiths can hold conflicting beliefs without arguing about them, and he hopes that visiting the shrine will help in some way to restore harmony between the Sigmariians and the Ulricans – if not in the form of a divine answer to his prayers, then at least some good reactions once news spreads that he has made offerings here.

Even though the news of this stop-off on the Grand Theogonist's journey has been kept quiet so far, the Templars who are escorting him are aware of the potential threat of ambush, especially from rogue Ulricans. Therefore they are extremely wary of strangers, heavily armed ones in particular, and they are reluctant to discuss their business here.

If the PCs say they are pilgrims or that they wish to enter the shrine, two Templars will move to block the main door. Their leader explains that a private ceremony is presently going

NEWS AND RUMOURS ON THE ROAD

If the adventurers decide to talk with any of the refugees, use the descriptions of Rolfus Haffenvest or Hugnur Brimbeard on page 13 – and then remember not to use these characters as the PCs enter Middenheim itself, or if you do then make up new names for them.

The people on the road are not locals, they are either travellers heading to Middenheim or refugees heading away. Therefore the news they have heard is either from the city or general Empire gossip – they don't know anything about the area they are travelling through, and little about the resurgence of the Sigmarian Heresy. The inhabitants of any local villages, on the other hand, do know the local news and rumours, but are far too stupid to understand anything as complex as the Heresy. The only exceptions are any priests of Ulric or Sigmar, who do know about the Heresy – but who may be wary of saying too much to someone they've just met.

Below are three sets of rumours and news: one for general travellers from Middenheim; one for locals; and one for priests who are questioned specifically about the Heresy and its implications. Before choosing a rumour, consider what sort of person the PCs are talking to, what sort of news or stories that person will know, and what they think the PCs will be most interested in hearing.

TRAVELLERS FROM MIDDENHEIM

The news uppermost in any Middenheimer's mind is the new taxes: the Scroll Tax, the Temple Tax and the Dwarf Tax. These are denounced as (a) unfair and (b) too high – except for a few people who seem to think the tax on Dwarfs might be a good idea. Once they've spent a few minutes bellyaching about taxes, they will talk about other matters. You can also use the news and rumours on pp14-15.

1. There were witch-hunters up from Altdorf the other week. They burnt seventeen people at the stake for being Chaos-worshippers and witches. Seventeen! Why do the Graf's people need Southerners to do this – aren't they able to root out followers of Chaos themselves? Or mayhap there's a reason they don't want to, eh? People don't call it the City of Chaos for nothing, you know.

2. Someone from the Emperor's court is in Middenheim at the moment, and they're being very secretive about it. It's someone high up, and I hear tell it's the Grand Theogonist. There's a detachment of Sigmarite Templars in the city at the moment, who are supposed to be his bodyguards. It's well known that he visits the city at least once a year to meet with the High Priest of Ulric, so why everyone is being so secretive about this visit, I have no idea.

3. There's a lot of new taxes being introduced all at once, and that usually means only one thing – war! The Graf is filing his coffers so he can hire troops and mercenaries. I heard he's deathly afraid of the Chaos Dwarfs from the east... but I think it's more likely he wants to invade Nordland and take Salzenmund.

4. They say there's beastmen been seen around, close to the city. Eating the corpses dropped off the Cliff of Sighs, I'll be bound. What does the Graf do about it? Nothing.

LOCALS

1. Awful bad we've had it with wolves this year. They've had a third of my flock – aye, and one of my dogs too. Bold as brass they is now. Big packs of them, even in daylight.

2. Granny Kleinapfels had a dream the other night. She says she saw a great wave of darkness and redness rise out of the north and sweep down to cover the whole of the Empire, to Altdorf and beyond. And you want to watch out when Granny Kleinapfels dreams.

3. Urk Ödenatter caught a fish in the millpond the other day – down near where the sukebind grows and the water-voles nest. He said it had whiskers on its face and it spoke like a man, saying the farm would have cold comfort this winter. He never seen nothing like it before, and threw it back. Aye, Chaos is everywhere.

4. Saw some soljers goin' toward Middenheim a fortnight back. Not many but smart, they was: shining armour, white horses and banners, like knights in a fairy-story. And they all had a great burning heart on their flags and armour. Never seen nothing like that before.

PRIESTS

1. Ah, the heresy. What with all the fuss about the new taxes, nobody in Middenheim seems to be paying much mind to it. It's a group of fanatics called the Sons of Ulric. Nobody's sure where they started but they seem to be attracting a lot of followers, from what I hear.

2. Most of the renegade Ultricans are out in the forests, living off bark and bugs, lizards and leaves. I've heard tell that they have sympathizers in all the northern towns and cities, but most of their support comes from superstitious peasantry. They believe that Ulric bestows on his true followers – meaning the heretics – the ability to become wolves themselves! Can you believe that?

3. [*Ulric priests only*] This sort of thing blows up every twenty years or so; and usually it either dies away on its own or the Sigmarites over-react and send up some Templars to crush the so-called heretics. But the word is that the movement's got some real momentum behind it this time – and a real leader too. It'll take more than a few Sigmarite knights to crush the Sons of Ulric.

4. [*Sigmar priests only*] Officially the heretics don't get support from the temples of Ulric. Officially, that is. But the roots of the worship of Ulric are steeped deep in blood, and no matter how many times the High Priest denounces the heresy and declares that his god has no argument with Sigmar or his followers, there are a lot of priests who think otherwise. The North has hated the South for centuries, and now finally they have a cause to rally around.





on, and they will have to wait their turn – no more than an hour or three. No amount of questions will reveal who is inside, or what the private ceremony is, or who the Knights are. All the Templars are polite but unhelpful, and will refuse to return the shard to the shrine or deliver the letter for the PCs. If any move is made to force a way into the shrine, the Templars will interpret it as an attack on the safety of the Grand Theogonist, will draw swords and will fight to the death or until some kind of truce or cease-fire is called.

HOUSES OF THE HOLY

The party may decide that the priests will be more help than the Templars, and may go over to their dwelling. It's at the edge of the clearing, a single-storey wood-framed structure with a steep planked roof and a chimney. All six windows have shutters on them, which are closed and barred from the inside. There is no answer to a knock on the door, but anyone listening closely (*Listen* test vs Soft sound) can just hear a scuffling sound coming from inside, which ends in a thump.

The door is stout (T3) and takes 10 points of damage before it caves in. Doing so will attract the attention of the Templars, and two of them will run over, swords drawn, to 'persuade' the characters to stop. They will arrive in two rounds. Trying to force the closed shutters open is easier (T2, D5) and more discreet; the Templars will take four rounds to notice this activity, and another two to come and stop it.

Inside, the single large room of the house is carnage. Its simple furniture has been turned upside-down or smashed. Two bodies wearing the robes of Sigmarite priests lie on the floor, skulls smashed. Two more figures, Ulrican priests by their clothes, are tied to the remains of beds, gagged and struggling. But the PCs will have only a second to observe this. As soon as anyone enters the building, four figures leap from the places where they have been hiding out of sight, and attack. There is only a moment to see that they wear wolfskin cloaks and have wildly painted faces before battle is joined.

Any sign of conflict outside the building, or any loud shout for assistance will bring two of the Templars running over. It will also bring another eight of the Sons of Ulric, two of them

magic-wielding clerics, from the edge of the forest fifty yards away, where they have lain concealed, waiting for a signal. Four – the closest four – will run towards the building, arriving in one round, and the other four head for the shrine. It will take the Templars two rounds to arrive at the building.

SHRINE ON

Alternatively, ten minutes after the party of adventurers first arrives at the shrine, no matter what they spend their time doing – waiting, talking, fighting, investigating the priests' dwelling or triggering the ambush by the Sons of Ulric – there is a muffled explosion and every glass window in the shrine is blown outwards (anyone within six feet takes 1 Wound from flying glass). If the party have found the slaughtered priests earlier, then the explosion comes three or four rounds after the combat has started.

The whole thing is a trap by the Sons of Ulric. Working on information that the Grand Theogonist (to them, the Great Heretic) would be visiting the shrine, they are attempting to kill him. If successful, the act will throw the cults of Sigmar and Ulric into outright war – which is exactly what they want. The ambush is only a diversion to keep the Grand Theogonist's bodyguards away from the shrine, while four Sons of Ulric disguised as the local priests attempt to assassinate the Grand Theogonist as he prays inside.

Both sides – Templars and Sons of Ulric – are fanatics, and will fight each other to the death. The Ulricans fight like men possessed, snarling and yelping. The Templars, by comparison, are like machines, shouting coded instructions to each other, only grunting with pain at the harshest injuries. The Templars are clearly trying to move towards the door of the shrine, and the Ulricans are trying to stop them getting inside. Noises of great battle still resound from within the shrine.

The door of the shrine is made of heavy wood (T4, D15). Inside is devastation. The shrine is all but destroyed. Stone and glass litter the floor. Flames flicker on wall-coverings. The body of a man in priests' robes lies smouldering in front of a large black stone, about the size of a fat Dwarf, which can only be the Shining Rock. Three others move warily around

Knights of the Order of the Fiery Heart (6 Templars; Human males; ages 25-35)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	FI
4	70	55	5	5	15	70	3	59	59	50	65	60	59



Skills: Disarm; Dodge Blow; Etiquette; Heraldry; History; Read/Write; Ride; Secret Language – Battle Tongue; Secret Signs – Templar; Specialist Weapons – Horseman's Axe, Flail, Lance, Sword; Strike Mighty Blow; Strike to Injure; Strike to Stun; Theology
Possessions: Ornate Full Plate Armour; Horseman's Axe or Flail or Sword; Dagger; Armoured Warhorse; Shield; Holy symbols of Sigmar; Provisions; 30 GCs

The Knights of the Order of the Fiery Heart are the Empire's elite holy knights, ruthless warriors utterly dedicated to doing great works in the name of Sigmar. These six have been picked to guard the Grand Theogonist. They are coldly efficient, and suspicious of everything except each other and the man they are guarding.

In combat the Templars are like a well-oiled machine: they all understand how to work and fight as a unit, and trust each other absolutely. They will do anything they can to save the Grand Theogonist's life, including giving their life for his, but they will not die stupidly or pointlessly. If the PCs save them or their charge, their icy facade will break and they will become grateful allies.

another man in heavy and ornate robes, with a tall carved staff: the Grand Theogonist, for anyone who might recognise him. Energies flicker around him, some kind of protection barrier. All four are singed, and all are chanting.

At the moment the PCs enter the shrine, the Grand Theogonist is protected by an Aura of Protection, and is about to cast a Mystic Mist. The Sons of Ulric are preparing a Lightning Bolt Dispel Aura and Cause Fear. None of the priests want to damage the inside of the shrine, but it may be too late for that.

The result of the conflict is almost a foregone conclusion: the Grand Theogonist has been able to hold his own so far, and the PCs and the Templars will turn the tide of the battle. It is only once the last of the heretics are dead and the man in the heavy robes is expressing his gratitude that the adventurers will learn whose life it is that they have helped to save.

If it looks like the Grand Theogonist is going to die, then use fudged dice rolls, GM fiat and *dei ex machinae* to save him. Part of the shrine's roof collapses, crushing his enemies or, more dramatically, a stray missile hits the Shining Rock, sending sharp shards flying out to blind the attacker. It is dramatically very important that Yorri XV does not die yet.

A STRIKING RESEMBLANCE

The Grand Theogonist will be very grateful, shaking each of the PCs' hands and asking their names. As soon as he sees the adventurer who bears the resemblance to the late Kastor Lieberung from 'Mistaken Identity' (SoB), or if you have not played that adventure then one of the human PCs chosen at random, he stops, peers closely at the character's face and laughs out loud before summoning one of the Templars over, to ask if the PC reminds him of anyone. The Templar nods and laughs before returning to his horse.

Sons of Ulric (8 Outlaws; in ambush around the clearing)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	FI
4	49	35	4	3	7	40	1	34	39	31	28	36	42

(5 Clerics – level 3; three in shrine, two in ambush)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	FI
5	42	43	6	6	10	58	1	72	64	50	63	75	57

Skills: (Outlaws) Concealment Rural; Disarm; Dodge Blow; Frenzied Attack; Scale Sheer Surface; Set Trap; Silent Move Rural; Spot Trap; Strike Mighty Blow; Strike to Stun; Ride; Animal Care. (Clerics) Arcane Language – Magick; Cast Spells – Petty Magic, Clerical 1, 2, 3; Identify Undead; Magical Awareness; Magical Sense; Manufacture Scrolls; Meditate; Public Speaking; Read/Write; Scroll Lore; Specialist Weapon – Sword; Theology

Possessions: Wolf-skin robes (1 AP – head/body); sword; leather pouch with spell components; symbols of Ulric; face-paint. Clerics carry rods of office but no sword.

Spells: Petty: Sleep, Magic Flame, Protection from Rain, Zone of Silence; Battle 1: Fire Ball, Hammerhand, Wind Blast; Battle 2: Cause Panic, Lightning Bolt, Mystic Mist; Battle 3: Cause Cowardly Flight, Dispel Aura, Magic Bridge
Magic points: 34; those inside shrine are now on 20.

These Sons of Ulric are more fanatic than most: a suicide squad of volunteers and high-ranking clerics, sent to take out the most powerful priest in the Empire. Like the Templars, they are prepared to die for their cause, and will rather kill themselves than submit to capture, let alone torture. But they will not sacrifice themselves needlessly or stupidly. In game terms, the Sons of Ulric will not flee from combat unless forced to do so by magic. The Clerics in the shrine have each taken 3 wounds so far.

The Grand Theogonist, Yorri XV (Human male, Cleric of Sigmar – Level 4)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	FI
5	40	32	5	6	10	61	1	73	81	64	67	73	66



Skills: Arcane Language – Magic; Cast Spells – Petty Magic, Clerical 1, 2, 3, 4; Charm; Cure Disease; Dodge Blow; Etiquette; Heraldry; Identify Undead; Law; Magical Awareness; Magical Sense; Manufacture Scrolls and Potions; Mediate; Public Speaking; Read/Write; Scroll Lore; Specialist Weapon – Double-Handed Weapons; Strike Mighty Blow; Theology
Possessions: Heavy robes (1 AP to body and arms), staff
Magic points: 53 (now on 35)

The Grand Theogonist is fighting defensively, having taken 5 wounds. As with Ar-Ulric (p51), he has any spell you think he needs for the fight. He will be described in more detail in **Empire in Chaos**, the forthcoming final part of *The Enemy Within* campaign.

If the adventurer asks about this, the Theogonist apologises. "A joke at your expense. You bear a striking resemblance to – ah, someone we know in Altdorf." The PCs, stirred by memories of 'Mistaken Identity', may ask about Kastor Lieberung. The high priest shakes his head. "I have never heard of such a fellow. No, I was referring to – well, let us just say a person of higher rank than that." He will not say more, and this minor mystery, as well as the real reason that the Cult of the Purple Hand is so eager to find Lieberung again, must remain unanswered until later in the campaign.

If asked about the current situation, the Grand Theogonist will explain a little of what is going on. Judging by this attack, the Sons of Ulric are trying to provoke an all-out war between the cults of Ulric and Sigmar, although it's possible they will only create hostility between themselves and all other Ultricans. "Still, it's a bad business," he says. "Outside of Middenheim, this is not a good place for Southerners right now."

If the two Ultrican priests from the priests' house are released, they will give their side of the story: the Sons of Ulric arrived at dawn, tied them up, killed the priests of Sigmar and stole all their uniforms. It is clear that the Sons of Ulric intended only one thing: the death of the Grand Theogonist, even if it meant their own deaths too. The surviving priests will report what they heard: the Sons believe the Grand Theogonist is a demon in human form who, they claim, aims to destroy not only the cult of Ulric but the whole Empire and possibly the world. The Knights Templar scoff openly at this. The Grand Theogonist looks thoughtful.

Before the PCs leave, the Grand Theogonist begs a moment of their time, writes and seals a letter, and asks them to deliver it to the hands of the High Priest of Ulric. (If opened, it contains a short description of the attack by the Sons of Ulric, and "In the light of our discussions, you may find this information of use. I ride now to inform the Emperor."). He also asks them to visit the temple of Sigmar in Middenheim, and warn them about what has happened. He will not offer a reward, nor respond to any hints about one, although as he is about to mount his horse, he turns back to the group. "I will not forget your help," he says. "If you need aid, then get word to me in Altdorf and I will do what I can for you." A second later he is astride his mount and giving the order to leave. He and his escorts ride away down the track to the road.

INTO MIDDENHEIM

At this point 'Carriion Up the Reik' begins to overlap with **Power Behind the Throne** itself. From here the adventurers will ride into Middenheim (page 13), hear rumours and gossip, and maybe spread a little of their own (page 14), find somewhere to stay (pp16-17), and start the main adventure.

There is still the matter of the Bluchers' crate. Whether or not the PCs have realised that they have been set up, they may still want to investigate Herr Scharlach and his house in Hoffen Strasse – either to make the delivery or to look into this possible hive of Chaos cultists.

Hoffen Strasse runs from the commercial Kaufseit district into the menacing Ostwald slums (page 40), and the Crossed Keys lies almost exactly on the border between the two. It is a four-storey house, with a locksmith's shop on the ground floor. However, house and shop are boarded up: the shutters are fastened and planks have been nailed across the doors, with symbols of Ulric painted on them. The house is empty.

If the PCs ask questions of the house's neighbours or people in the street, one of two things will happen. If they are reasonably discreet and make it sound as if they are merely interested, they will be told the news. If they demand to see Herr Scharlach because they have an important delivery for him, then people will act scared, moving away from them. If

the PCs persist, the Watch may be called and they will have to spend several hours answering awkward questions. However, nobody will recognise the name Scharlach. The family who lived in the house were called Bork.

The actual story is simple. Two Imperial witch-hunters, members of the Reiksguard, came up from Altdorf, arrested everybody in the house and had them burnt as worshippers of Chaos – which, with the exception of the locksmith, they were. The house has been searched, emptied and boarded up. As a result, anybody asking for the former occupants will be suspected of being Chaos worshippers too. The adventurers may draw their own conclusions from this. If nothing else, it should persuade them to open the crate and letter, if they haven't already, and that in turn should give them a good idea about Blucher's motives in sending them here.

And Herr Scharlach? He never existed. 'Scharlach' is one of several code-names used by members of the Purple Hand. For example, if someone ever asks for Herr Verandern, it means they are a cult-member looking for others. To ask for Herr Scharlach means "I have been sent here by another cult member, and I have no idea what's going on."

LOOSE ENDS

Some of the plot-threads in 'Carriion up the Reik', such as the Sigmarian Heresy and the Sons of Ulric, will be unresolved at the end of this adventure. This is deliberate: they will be tied up later in *The Enemy Within* campaign.

Although the news of the attack on the Grand Theogonist and his party will cause some talk in Middenheim, there is little that can be done there. The High Priest of Ulric will convene a meeting of senior Ultricans to discuss the situation, but in the hubbub of the carnival and the mayhem of the events that are about to erupt in the city itself, most people – including Ar-Ulric – have other things to worry about.

As for the Purple Hand, although its numbers in the city have been reduced by recent events, it still has the resources to carry out a plan that threatens to destabilise the whole of Middenheim, and possibly the Empire itself. Now read on.

EXPERIENCE POINT AWARDS

Signing the Bluchers' contract	– 10 EPs per PC present
Reading the small print	– 15 EPs per PC present
Each major NPC who the PCs talk to in the Swan's Neck	– 5 EPs per sociable PC
Letting Klaus get on with unloading the boat	– 10 EPs per PC
Wearing the right sort of clothes to the Blucher party	– 10 EPs per PC
And taking a suitable present	– 10 EPs per PC
Learning Frau Blucher's maiden name was Oldenhaller	– 20 EPs per PC
Using magic to put out the fire	– 20 EPs per PC
Reminding Blucher that he must repair their boat	– 20 EPs per PC present
Piecing together the letter from Albrecht Oldenhaller	– 40 EPs per PC
Realising they're being set up before they leave town	– 20 EPs per PC
Getting the shard of stone from Father Marcus	– 30 EPs for that PC
Each rumour a PC hears from a refugee or local	– 5 EPs for that PC
Checking the priests' house	– 10 EPs per PC
Defeating the Sons of Ulric	– 20 EPs for each one killed by a PC
Opening the crate & letter before going to Hoffen Strasse	– 25 EPs per PC

❖❖ POWER BEHIND THE THRONE ❖❖

Introduction

Welcome to **Power Behind the Throne**, the fourth adventure in the epic **Enemy Within** campaign. After trailing the forces of Chaos halfway around The Empire the characters will find themselves in the great Fortress-City of Middenheim, second largest of The Empire, home to the mighty Cult of Ulric, and host of the greatest Carnival known to the Old World. For over 2500 years Middenheim has endured; it has overcome plague and defeated besieging armies, but can it survive corruption and treachery from within?

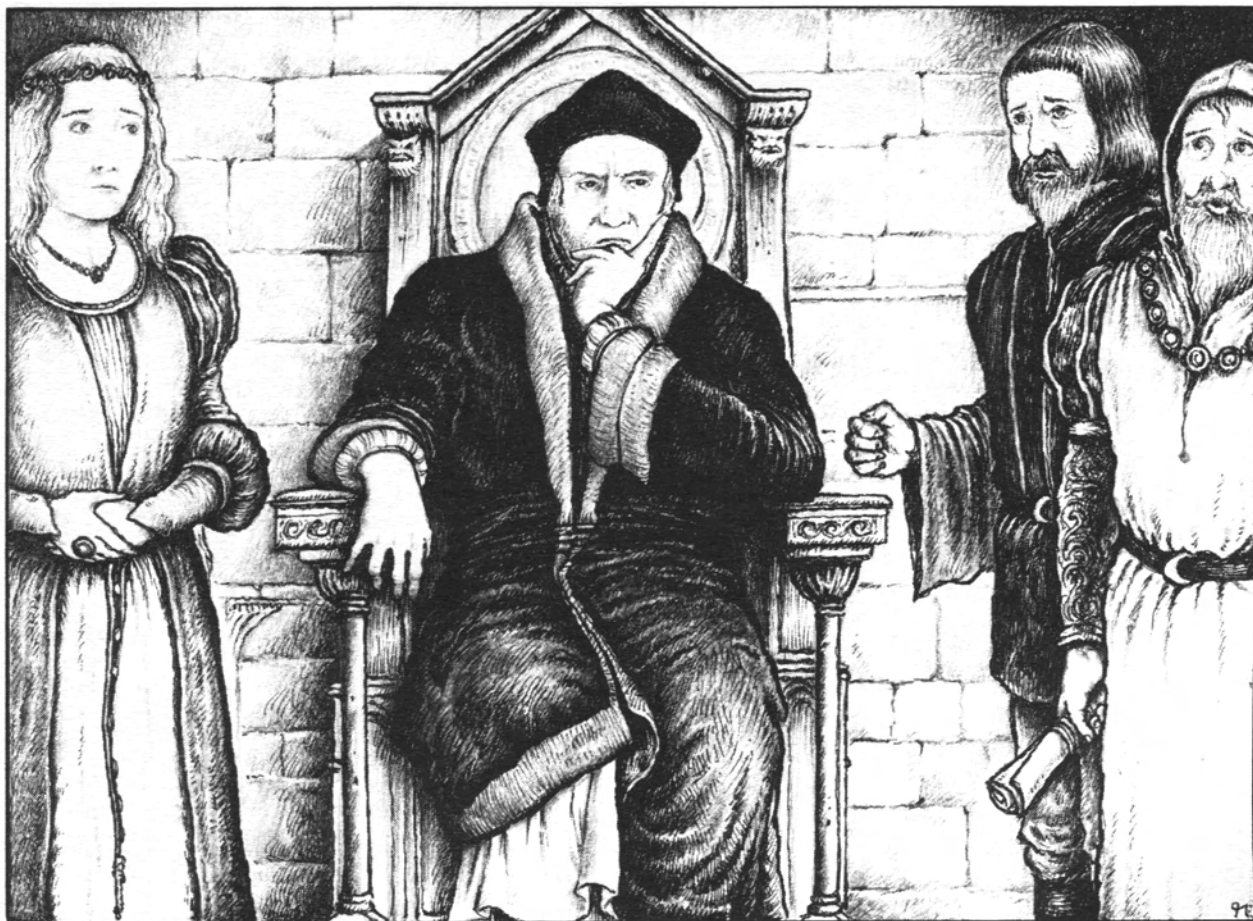
The adventure is set during Middenheim's famous Carnival and the characters will find much to delight the eye and please the ear. Yet amid the festivities there is unrest. While common folk dance and sing, the Dwarfs of Middenheim are preparing to leave. As the nobility eat and drink, the wizards are laying plans to pull out of the city's defence. And as thieves patrol the streets at night, the priests pray for guidance. For the Cult of the Purple Hand the Time of Changes has indeed come, as decade-long plans reach fruition. But there are wheels within wheels, and only a few members know the real truth of the events that are about to unfold. For one man, one genius, each passing day brings total victory nearer. As he waits and watches, the residents of Middenheim act out the roles he devised for them long ago. He is confident, he is arrogant: he is the **Power Behind the Throne**.

As an addition to the **Enemy Within** campaign, you will find this adventure far more enjoyable if you have played the previous instalments: **The Enemy Within**, **Shadows over Bögenhafen** and **Death on the Reik**. However, it is possible to play the adventure as a 'one-off' but you should ensure that characters have completed *at least two careers*.

Power Behind the Throne is completely self-contained, requiring only a copy of the **WFRP** manual and dice. All the action revolves around the great Middenheim Carnival, and this is described in detail. However, once the adventure is over your players may want to explore the city further (and there is much to explore!) You may then wish to obtain a copy of **Middenheim: City of Chaos**, a complete guide to the city. Of course, **Middenheim** and **Power Behind the Throne** are quite complementary, and if you combine the two this instalment of the **Enemy Within** campaign should reach even greater heights of enjoyment.

INTRIGUE IN MIDDENHEIM: A SUMMARY

For many years, the Cult of the Purple Hand has been seeking power in all major cities throughout the Empire. They have come close to achieving that goal in the City of Middenheim, largely thanks to the brilliant mind of one man: their leader, Karl-Heinz Wasmeier. Once a talented and ambitious Wizard, Wasmeier has become corrupted by a lust for power. With his keen mind, he rose quickly through the ranks to become leader of the cult. However, he saw that the wizards - although crucial to the defence of Middenheim - had only a minor role to play at Court. He thus abandoned his career as a Wizard, and took up the law. A meteoric rise through the profession followed, again thanks to Wasmeier's considerable intellect. Within a decade he had obtained the position he desired: one of the three Law Lords to the Graf. Using this position of influence, he sought to promote cult members to high office, all the while preparing for the time when they might strike. Everything was going according to plan, when Wasmeier saw a chance too good to miss...



After the death of his second wife, Graf Boris lapsed into feebleness, relying solely on the advice of his court as to what laws should be passed. Wasmeier concluded that, by controlling the court, he would control the Graf - and hence Middenheim. By murder, threat, blackmail and hypnotism, Wasmeier has done just that. Using this influence Wasmeier has been able, indirectly, to pass a new tax law aimed at Dwarfs, wizards and priests. This has caused some concern but, since the common man is unaffected, the issue is not treated seriously by Middenheimers in general. At the time of the adventure, set as it is during Carnival Week, the angry voices of Dwarfs, wizards and priests is drowned by the vast number of people having fun. Furthermore, every single cult member has been instructed to support the new changes, and their combined voice does much to sway public opinion. Of course, Carnival does not last forever, but by then it will be too late. Wasmeier's secret plan will have been put into affect - a coup so complete and yet so unnoticed that Middenheim would become a festering nest of Chaos that would corrupt the Empire for centuries to come!

THE CHARACTERS' GOAL

The characters' overt objective will be to gain enough influence over the Graf so as to be able to repeal the tax laws, and at the same time deduce who is behind it all and thereby counter the eruption of Chaos in Middenheim. There are several steps in this operation.

The PCs will need to begin by collecting all the information they can about what is wrong in the city, learning who influences Graf Boris and trying to encounter those individuals. While a number of NPCs - such as the High Wizard - will be well-disposed to the characters' aim, there are a number of NPCs who have much to lose if the party mess things up. Getting these NPCs on their side will mean that the characters must first convince them of their ability, and then doing something about whatever 'hold' Wasmeier (through his cronies) has over them. At the start of the adventure these NPCs are all anxious to do something about the taxes but are afraid to speak out: a Chancellor because his drug pusher threatens to cut off his supply; a High Priest because his love-letters to the Graf's paramour will be made public; a Law Lord because his niece has been kidnapped; and so on. Having gained enough influence, the PCs can have an audience with the Graf to repeal the laws, and hopefully unmask the evil traitor.

ANTICIPATING THE COURSE OF EVENTS

At first the PCs will probably be groping in the dark, looking for clues that will 'tell them where the adventure is'. Slowly, the strands will come together, and the PCs will be able to form the coherent wedge of influence they need in order to seek the crucial audience with Graf Boris. In this respect, some NPCs are of major importance. As the Master NPC Cards show, the *Law Lords*, *Chancellor*, *Paramour* and *'Princess'* have most influence on the Graf, and realistically two of these must be on the PCs' side, at the very least. However, other NPCs are easier to sway, and are certainly easier to meet at first. The GM can delay the more difficult encounters until the PCs (and players) feel they're better into the swing of things.

If the party has played *Death on the Reik*, they may be looking for Gotthard von Wittgenstein. Though investigations will prove futile - young Gotthard has changed his appearance, and is currently serving the Cult of the Jade Sceptre in his position as head of the Merchants' Guild and head of the Kommission for Commerce, Trade and Taxation - such investigations may lead PCs to the conclusion that a bigger mystery is to be solved.

With this in mind, the NPC Minstrel is there to provide initial guidance: from intuition (and a little knowledge) he has a terrible feeling that something very bad is happening. An early encounter with Rallane the Minstrel should set the PCs on the right track.

Even so, the players may think that mixing in big-city politics is doomed to failure: that with so many potential traitors, one false step might result in imprisonment or worse. This is a healthy fear, since drawing attention to themselves is not a good idea.

However, fame and fortune is not to be gained by doing nothing, so their motto should be 'nothing ventured, nothing gained'. Early encounters are designed to get over this fear, and the fact that some characters will have been taxed heavily on entering Middenheim should provide an extra incentive for changing things. There is plenty of material that can be used to draw players into the plotline, and once immersed in the adventure players can then progress of their own accord.

A large part of the adventure (but by no means all) will be taken up with simple role-playing. Since the PCs are expected to interact with important NPCs, you should be prepared for players spending a lot of real-time in planning and discussion. In these encounters, do not rely too heavily on *Fel* rolls to determine reaction; let the PCs' actions and words speak for themselves. High or low *Fel* ratings should not make the adventure unduly easy or difficult, although they will help or hinder to some extent.

Eventually, the PCs should have enough 'clout' to gain an audience with the Graf. However, the adventure does not end there. It is very likely that the PCs will have concluded that Law Lord Hoflich (actually a Doppelganger under the direction of Wasmeier) is the cause of all the trouble (see *The Evil Plot*, page 8). With this in mind, it is virtually impossible to unmask Wasmeier as the real Cult leader until after the meeting with the Graf.

However, even as the Graf and his court congratulate the PCs, Wasmeier will see that his control has been negated and flee the palace. When the truth is discovered, it opens up the opportunity for the PCs to become true heroes as they go after Wasmeier at the command of Graf Boris himself! If they succeed in this, they are highly rewarded as Graf Boris admits them to the elite and noble Order of the Knights Panther.

ABBREVIATIONS

A	=	Number of attacks with melee weapon or unarmed combat
AP	=	Armour points
BS	=	Ballistic Skill
CI	=	Cool
CR	=	Complexity rating of lock
D	=	Damage
Dex	=	Dexterity
DOTR	=	Death on the Reik adventure
EP	=	Experience Points
ES	=	Effective Strength of missile weapons
Fel	=	Fellowship
GC	=	Gold Crown
GM	=	Gamesmaster
I	=	Initiative
Int	=	Intelligence
Ld	=	Leadership
M	=	Movement
MP	=	Magic Points
NPC	=	Non Player Character
P	=	Parry
PC	=	Player Character
R	=	Range of missile weapons
Rld	=	Reload rate of missile weapons
S	=	Strength
SOB	=	Shadows over Bögenhafen adventure
T	=	Toughness
TEW	=	The Enemy Within Campaign sourcepack
W	=	Wound Points
WC	=	Warhammer City sourcebook
WFRP	=	Warhammer Fantasy Roleplay rulebook
WP	=	Will Power
WS	=	Weapon Skill

Note: where applicable, weapons listed as an NPC's possessions are followed by details of modifiers to *Initiative*, *Weapon Skill*, *Damage* and *Parry*. Note that *Hand Weapons* (one-handed axes, swords, clubs, maces and hammers) have no modifiers.

An asterisk (*) after a characteristic in the profile of an NPC means that the effects of a skill such as *Very Strong* have been included in the score.

The City of Middenheim

GENERAL BACKGROUND

According to one legend, Middenheim was chosen by Ulric himself to be the centre of his cult. Whatever the truth of the legend, Middenheim has stood for over 2000 years, a place constructed with the help of Dwarfs, and made to endure.

Early on in its life, the city sought wizards to aid it, both in defence and construction. With general public acceptance of their role, Wizards and Alchemists (followed by prospective apprentices) flocked to the city, and the tradition continues to this day.

In time, the fortress became a city as the traffic increased between Altdorf and Salzenmund, and between Talabheim and Marienburg. All the while the Cult of Ulric grew, and Middenheim now boasts the foremost temple of Ulric in the Old World. In its early days as a fortress, Middenheim became home to many groups seeking protection, and necessity dictated that they learned to get along. With the influx of Wizards a scholarly tradition was established, and these factors combined to create a society tolerant of individuals but at the same time resistant to change.

THE PLACE

Middenheim is the most northern of The Empire's cities and its second largest, (pop. 13,224 at the last count). Built to be defended, the city, with its 25 feet high walls, is perched on top of 500-foot of sheer-sided rock, a bastion against the northern realms and the roaming Chaos and Goblinoid bands of the Drak Wald Forest.

Entrance is gained in one of two ways: the main bulk of traffic reaches the city gates along one of the four stone viaducts that slope gently up from the surrounding land. These viaducts are each one mile in length and 60 feet in width, with plenty of room to let carts pass side by side. However, arguments are common, (especially on windy days), between cart drivers who feel safer travelling in the centre of the road - a 3-foot high stone wall does little to inspire confidence. The second, even more awesome, means of entering the city is to use one of two chair-lifts. These provide a rapid, if somewhat breezy, way for pedestrians to enter the city.

Finally, it is rumoured that the rock on which Middenheim stands is honeycombed by the mines and tunnels of the early Dwarven settlers. The facts behind the legend do not concern the present adventure, but an interested GM should refer to *The Undercity* section in the Middenheim city sourcebook.

The city has an imposing architecture, showing definite signs of traditional dwarven design and construction. Very little building material is imported from afar, and great use is made of the sturdy hardwoods of the Drak Wald and the grey stone of the Fauschlag, the pinnacle of rock on which Middenheim stands. This reliance on local products gives a certain uniformity across the city's various buildings. The city is known for its stonemasons and builders, and to a man (and Dwarf) they take great pride in constructing things that wear well: it is said that there is not one building in Middenheim that does not have a plaque stating who built it and when. This enduring quality is easily seen in the structure of the city, with new buildings being added piecemeal to existing structures. A well-known joke from Altdorf makes light of this tradition:

Q. What's the best feature of a Middenheim building?

A. It lasts forever.

Q. What's the worst feature of a Middenheim building?

A. It lasts forever.

Needless to say, the inhabitants of Middenheim never get the joke!

THE PEOPLE

It is often said - even by the residents - that Middenheimers take after their city; proud, hard and pragmatic. Such is the general person's attitude to life that Dwarfs view Middenheim as a suitable place to take a holiday. This practical treatment of the world means that, to outsiders, the people of Middenheim often appear rude.

Of course, residents do not see things in quite the same light. Thus, a common cause of misunderstanding is seen when an outsider asks for directions:

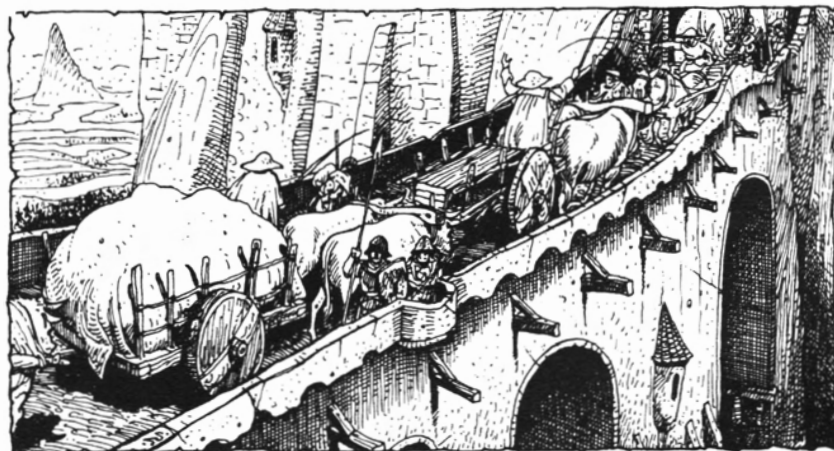
'Excuse me, I appear to be lost. I was wondering whether or not you can tell me how to reach the Royal College of Music?'

To a Middenheimer intent on his or her own business all the fine speech is redundant, and the reply will simply be a pause for thought, followed by 'No'. What the traveller *should* have said was, *'Royal College of Music?'*, which would have gained the reply, *'First left, second right'*.

Middenheimers are noted for their love of privacy, and resent intrusion of any sort - a legacy from when Middenheim was a place to escape to. At the same time, this reinforces the idea of the city as a liberal place, since residents make a point of not interfering in other people's affairs. Providing individuals don't disturb the peace of the majority, they are tolerated, even if disliked. All this changes during Carnival Week, however, when the city and people welcome all manner of visitors - but more of this later.

As has already been mentioned, Middenheim is popular with Dwarven travellers. These can often be seen in family groups wandering the city, seeking out buildings constructed by their ancestors and so on. In addition, many Dwarfs (about 600) work full-time in the city as engineers, builders and other skilled artisans. Dwarfs have a long and honourable involvement with the city, and this is reflected in the respect they are generally accorded.

The other races are less at home: Halflings are the next most common race, numbering around 300, and generally work (as always) in the catering trade, although the area of the city known as the Kleinmoot is home to a considerable number of Halfling artisans.





Less than a hundred Elves are to be found in Middenheim. As might be expected, the city offers little to the average Elf unless he is a wizard.

Gnomes are very infrequent: the radical differences between the gnomish and Middenheimer senses of humour generally prevent any Gnome staying in Middenheim longer than necessary.

GOVERNMENT

Middenheim is ruled by Graf Boris Todbringer, Imperial Elector. He is The Boss. The rule of Graf Boris does not end at the city walls; Middenheim is a City State, and controls a tract of land over a radius of some 30 miles from the city proper.

The fact that Middenheim is such a scholarly city has influenced the corridors of power, so, while retaining absolute power, the Todbringer line has for many years surrounded itself with advisors. These advisors come into contact with the city's inhabitants, both directly and indirectly, and thus the people's feelings and viewpoints are passed to the Graf. The ways and means of influencing the Graf are integral to this adventure, and are explained in greater detail on p8.

In recent months, the role of the Graf's advisors has become increasingly important. The Graf is suffering from acute depression following the death of his second wife, the Duchess Anika-Elise, just over a year ago, his first wife having died giving birth to his second son and heir, Stefan.

In normal circumstances, power would shift towards Baron Stefan. Unfortunately, as he grew older he became increasingly mad, and he is now incapable of doing much save drool. The Graf's first-born son, Baron Heinrich, is

blessed with considerable mental and physical abilities, but being illegitimate, is not the direct heir. Further details of the Todbringer family are given on p10.

As far as the general public is concerned, Middenheim is blessed (or cursed) with a number of bodies that exist to serve them - if 'serve' is the correct word. It is likely that the PCs will use these bodies as general sources of information, and relevant details can be found on p27. Like any other city, Middenheim has a large number of guilds, and by far the most important are the Wizards' & Alchemists' Guild, and the very powerful Merchants' Guild. You should note incidents where PCs interfere with the activities and profits of existing guild members; these institutions do not take kindly to strangers causing trouble.

RELIGION

As might be expected, the main cult in Middenheim is that of Ulric. The High Priest of the city's temple to Ulric is a powerful individual indeed, being an Imperial Elector as well as the overall head of the cult. Despite the integral role the cult plays in city politics, the average citizen is not overly concerned with religion. Of other cults, the most noteworthy are those of Sigmar and Shallya. However, for historical reasons there is little love lost between the cults of Sigmar and Ulric, so clerics of Sigmar should be careful just who (if anyone) they annoy.

LAW AND ORDER

Middenheim has a quite sophisticated system of justice, enough to make the practice of law a profitable one. However, as far as the adventure is concerned, the GM need not worry too

much about this. During Carnival Week the normal laws of Middenheim are, to a large extent, ignored. Given that so many people converge on the city for the Carnival, the best thing to do with trouble-makers is either to lock them up for the whole week, or to expel them on pain of death should they return. The latter sentence works on all but the most persistent Antagonist!

Individual Watch Captains are allowed a large degree of discretion - which some abuse - when it comes to sorting out minor disturbances. Provided the PCs do nothing seriously wrong, like insulting the Watch Captain, they should get away from any minor brawls with a caution. Of course, manslaughter (even in self-defence) is a serious matter. If evidence backs up the PCs' account of events they will escape immediate arrest, but the incident will attract attention from public and official eyes alike.

In general, any encounter with the law will involve 1D4 + 2 Watchmen led by an Elite Watchman. In wealthy areas of the city, the patrol will consist of a similar number of Elite Watchmen led by a member from the ranks of the Knights Panther, the Graf's personal fighting-force. This is slightly different from normal patrols, but during Carnival time everybody has to muck in and pull their weight - even Knights Panther.

THE CITY DISTRICTS

The layout of Middenheim is shown on Map 6 (p115) which also lists notable locations within the city. A brief description of the main districts follows, plus a listing of locations specific to the adventure. You should use this information to determine the general standard and attitude of places and people. Inns in particular will reflect the area in which they are located.

Palast District

This is the most well-kept area of the city, containing as it does the *Middenpalaz* where Graf Boris and most of his advisors live. However, the three Military leaders have residences near the barracks either side of the Square of Martials. Details of these and other NPCs can be found on pp36-70.

- N1 Commander Ulrich Schutzmann.
- N2 General Johann Schwermutt.
- N3 Marshal Maximillian von Genscher.

Watch Patrols are extremely frequent in this area and, unless disguised to look like normal wealthy residents, the PCs will automatically attract attention - so they'd better have their excuses ready!

Grafsmund-Nordgarten District

Second only to the immediate area around the *Middenpalaz* in wealth, this place is also extremely well-kept (and guarded). Many sorts of people can be found here; nobles, merchants, artisans and so on. However, they all share the same trait of being rich, and will call the Watch rather than deal with 'riff-raff' directly. The area is also home for two of Middenheim's most respected servants:

N4 Law Lord Reiner Ehrlich.

N5 Law Lord Karl-Heinz Wasmeier.

The third Law Lord, Joachim Hoflich, lives in the Inner Palace (see *Palast District* above).

Ulricsmund District

This is primarily a residential area, populated by people with comfortable lifestyles. It is also the home of a high-ranking member of the Wizards' and Alchemists' Guild:

N6 Deputy Wizard Janna Eberhauer.

Altmarkt-Altquartier District

The Altmarkt is a very busy area where most foodstuff trade is carried out, which means that Halflings are quite common here. The Altquartier is a very different place altogether, being home to many of the city's more disreputable members. If the PCs get into a fight here they will have to fend for themselves: the City Watch rarely patrols the dark narrow alleys of the Altquartier. The criminal elements to be found here kill without a second thought, on the grounds that it is better to be safe than sorry. Drugs form a large part of the income (and expenditure) of many residents and the area has a notorious drug den important to the adventure:

N7 *The Pit*.

Southgate-Ostwald District

Despite being poor, the residential Southgate area does attract the more respectable lower-class citizen; the people here are hardened by poverty but do share a general sense of honour. The same cannot be said of the Ostwald area.

It is said that the chances of getting mugged are about the same as for the Altquartier, but that Ostwald footpads generally stop short of killing their victims. Again, the City Watch rarely patrols this area, and then only in force. It is a place where people keep what they know to themselves - unless there is money in it - and makes the ideal home for a major NPC:

N8 The Lair of Brunhilde Klaglich.

Neumarkt-Osttor District

The second major market in Middenheim is held in the Neumarkt area and concentrates on everything but food. All manner of craftsmen can be found here, and the place has an energetic air about it.

To some extent the nearby area of Osttor has an opposite feel since it is the home for many of the city's lower/middle class clerks. Despite these latter residents the district has an active social life, which makes it an ideal base for an Elf-about-town like the Master of the Hunt:

N9 Allavandrel Fanmaris.

Freiburg District

This is another middle-class area, but given the high population of academics (including wizards and clerics), the place has a relaxed and somewhat bohemian atmosphere. Students are common here, which means the residents have to put up with many of the typical activities of the intellectual elite: late night singing, early morning vomiting and late morning hangovers!

Wynd District

The majority of houses here function as both home and shop. Mundane craftsmen such as cobblers and smiths abound, and the atmosphere is workmanlike. The residents display a commonfolk loyalty to each other, and pushy PCs may find that a whole street will *not* mind its own business if one of its traders appears to be in trouble.

Westor-Sudgarten District

This is a major residential area, popular with clerics since there are three Temples here. Residents tend to be slightly more pious than the average Middenheimer, but not overly so.

Geldmund-Kaufseit-Brotkopfs

Together, these three areas form the centre of commercial activity in the city. The most residential area is Geldmund, and it is popular with merchants wishing to live near their places of business. It is the home - although he is not often to be found there - of the Chairman of the Merchants' Guild (and of the Komission for Trade, Commerce and Taxation):

N10 Gotthard Goebbels.



POWER BEHIND THE THRONE



The Evil Plot

INTRODUCTION

The adventurers will discover that some peculiar new taxes are being levied on visitors to, and residents of, the city of Middenheim: the *Dwarf Tax*, the *Temple Tax*, and the *Scroll Tax*, (the last two taxes being directed at clerics and wizards). As you'll see, these taxes are causing some unrest among the groups affected. The reasons for introducing them in the first place are political, and the goal of the adventurers is to unravel the web of intrigue which is reflected in these taxes.



Over the past months, the city's ruler, Graf Boris Todbringer (page 10), has gradually lost his grip on the government of Middenheim. His second wife, the Duchess Anika-Elise Todbringer, died just over a year ago, and the Graf's grief has slowly degenerated through melancholia into virtual feeble-mindedness. Unbeknown to him, one of the City's three Law Lords is also head of the Cult of the Purple Hand and he has seen the Graf's degeneration as a golden opportunity. This man is Karl-Heinz Wasmeier.

The Law Lords occupy a pivotal role in the city, for they work with others to draft new laws and amend existing ones, (full details are given in *The Law Lords*, p68). Once a studious, brilliant, and scrupulous man, Wasmeier has become corrupted by power and enticed by the forces of Chaos into betraying the trust placed in him. He is the one responsible for the tax changes, although obviously he could never have pushed them through on his own. He needed the backing of others of the Graf's advisers, and he has got that through a variety of unsavoury methods. To see how, we need to examine just how the City is run.



INFLUENCING THE GRAF

The Graf of Middenheim has absolute power. Laws can only be passed by him. He is aided by the Chancellor, who looks after the treasury, and the three Law Lords who help formulate wishes into laws, give advice etc. There are, of course, other power centres in the City - the Cults of Ulric and Sigmar, Merchants and other guilds, minor nobles, etc - who have the ear of the Graf through a variety of connections.

The eleven sources of influence on the Graf - whether channelled through long-established Councils or Officers, or transmitted directly by close associates - can be reduced to 17 'influence votes'. These are held by the following groups and individuals (and summarised on the *Master NPC Card*):

- | | |
|--------------------------------|---------|
| 1. Chancellor Sparsam: | 2 votes |
| 2. Champion Schmiedehammer: | 1 vote |
| 3. Court Minstrel Lafarel: | 1 vote |
| 4. 'Princess' Katarina: | 3 votes |
| 5. Chaperone Zimperlich: | 1 vote |
| 6. The Military: | 1 vote |
| 7. The Wizards: | 1 vote |
| 8. High Priest of Ulric: | 1 vote |
| 9. Graf's Paramour: | 2 votes |
| 10. Court Physician Pavarotti: | 1 vote |
| 11. The Law Lords: | 3 votes |

PAST EVENTS

When Wasmeier saw the Graf's hold on the city failing, he sought only to increase his influence slightly. With the aid of accomplices (p91) his first move was to get the Chancellor addicted to a stimulant drug (details on page 37), to open up the possibility of blackmail. However, seven months ago Wasmeier learned something that was to make him shake with ambition: the High Priest of Ulric and the Graf's paramour were having an affair! Clerics of Ulric are bound by a vow of celibacy, and the consequences for the cult should the affair become public would be disastrous. With the High-Priest in his pocket, Wasmeier saw that the Time of Changes had come at last. Two months later, his plans were finalised and put into effect...

The first casualty was Law Lord Hoflich, brutally slain and replaced by a Doppelganger. This was followed by an attack on relatives of Law Lord Ehrlich; a band of Chaos beasts kidnapped Ehrlich's young niece and killed her parents.

At a private meeting of the Law Lords 2 months ago new tax changes proposed by 'Hoflich' were passed, Ehrlich having been threatened with the death of his niece. The Law Lords always present a united front, and although Wasmeier voted *against* the taxes, (for reasons which will be made clear), the Law Lords (3 votes) were in favour.

Soon after this, the Graf's Champion, Dieter Schmiedehammer (1 vote) was hypnotised (p39) to speak in favour of the taxes. Then, having learned that love-letters had been stolen, both the High-Priest (1 vote) and paramour (2 votes) were blackmailed into speaking in support of them as well (p53). Although Wasmeier was able to blackmail the Chancellor (2 votes) there was no need; Sparsam was all in favour of raking in more money.

Thus with nine of the available seventeen 'influence votes' on his side, Wasmeier was guaranteed success. One month ago, Graf Boris passed as law a new and radical set of taxes.

WASMEIER'S MOTIVE

On the surface, it looks as if Wasmeier is simply stirring up trouble on behalf of Chaos. None of the taxes affects any really sizeable number of people; common folk aren't affected, and neither are the merchants - levying extra taxes on them *would* have caused an uproar. On inspection, though, it can be seen that the net result of the taxes will be to

weaken Middenheim severely; wizards, Dwarfs (and to some extent clerics) are integral to the defence of the city, and taxes that force such groups away will inevitably leave the city more prone to attack.

However, Wasmeier wants far more than the city to fall by force. This power-mad genius wants nothing less than total control by subverting the system from within - the dream of all members of the Purple Hand!

At the time of the adventure, Wasmeier effectively controls Middenheim by various devious means. However, this state of affairs cannot last, and he knows it. It would only take one 'ally' to crack, and Wasmeier's influence over the Graf would be gone. He therefore intends to do nothing less than have the Doppelganger replace the Graf himself! However, even this is risky, since close advisors could spot the change. So, Wasmeier intends to remove *all* individuals who could pose a threat.

The first month's taxes are due at the end of Carnival week. On the last night of the Carnival, the Hoflich-Doppelganger is to replace the Graf. At this time Wasmeier envisages that the argument from Dwarfs, wizards and clerics will be at its strongest; perhaps a mass exodus from the city or a mass refusal to pay.

It will therefore be to everyone's relief when the 'Graf' emerges from his prolonged grief, furious at the way things have got out of hand. It will not belong before he finds out that Law Lord Hoflich instigated the tax laws, and demands to see him. When Hoflich fails to appear, his apartment will be searched, and a ghastly plot is uncovered. In the apartment is a very dead (and rotting) Hoflich, his brain eaten away. Also in the apartment is an address (where love-letters and the body of Ehrlich's niece can be found). The evil plot will be exposed, and the finger of blame will point squarely at a Doppelganger impersonating Hoflich, which fled when the plot was exposed.

The Future of Middenheim?

Eventually the 'Graf', now very much in command, will choose a new paramour and appoint a new Law Lord to replace the Hoflich-Doppelganger.

Chancellor Sparsam has not been implicated in the plot, but soon after he will die from a drug overdose, his normal supply having been spiked with a very strong stimulant. The Graf appoints a new Chancellor and soon after that must also appoint a new Law Lord, Ehrlich having died in a private meeting with the other two Lords. Obviously the grief over his niece's death was too much to bear.

With each successive appointment, the Cult of the Purple Hand gains added power - but no longer *behind* the throne!

THE TAXES

Wasmeier has designed the taxes to be unjust, wishing to cause the maximum ill-will without promoting an armed rebellion. The very fact that both Dwarfs and wizards are singled out for extra tax is an insult; both groups have served the city for hundreds of years. The tax causing the least upset is that directed at clerics, by the fact that the largest cult in Middenheim, the worshippers of Ulric, are effectively silenced by the tacit support shown by their High Priest.

All three taxes are in two parts, one directed at individuals and the other aimed at associated institutions. They have all been drawn up by expert lawyers so - while they may be unfair - they cannot be challenged on legal grounds.

At the time of the adventure, the taxes have been running for nearly a month. The first monthly collection is due on the day after the Carnival ends.

Taxes on Individuals

Clerics, Dwarfs and wizards are forced to pay on entry to the city, and at the end of each month or on leaving the city (whichever comes first). The actual rate of tax is based on an individual's wealth at the time. Thus, on entering or leaving the city, people are assessed as to how much wealth they have on, or associated with, their person. They must then pay up either in cash or in goods.

An important aspect to this tax is that *'individuals whosoever they shall be will be deemed liable to the aforementioned tax once and if they have crossed the Middenheim City State boundary.'* Since Middenheim's State border is some 30 miles away, individuals cannot escape payment by refusing to enter the city proper.

The following table shows the rates of tax levied at the gates:

Assessment (GCs)	Percentage Tax
0-100	5%
101-500	10%
501-1,000	20%
1,001-5,000	40%
5,001-10,000 +	80%

At the monthly collection, individuals pay either 10% of the value of any property they own, or 10% of their assessed personal wealth (if they do not own property).

These amounts are guidelines only - when dealing with PCs, you should take enough money to make them angry and indignant, but leave them enough to be able to cover their expenses during the adventure.

Taxes on Institutions

The Temple Tax: Temples pay $\frac{1}{2}$ GC for every square yard of ground they own, collected at the end of every month.

The Dwarf Tax: With around 300 members, the Middenheim Dwarven Engineers' Guild is the largest in the Empire. As a consequence, Wasmeier decided to levy a tax based on the number of members at the rate of 1 GC each, collected every month.

The Wizard Tax: The Wizards' and Alchemists' Guild is taxed on all magical equipment brought into the city; paper, ink, glassware, chemicals, and so on. In effect, this means everything destined for the Guild. The amount payable is 10% of the gross value, collected at the gates. The fact that writing paper is used a lot by the Guild has led to the levy also being known as the 'Scroll Tax'.



The Todbringer Family

The Todbringer line is very distinguished, and the name is recorded in the earliest writings of the Teutogren people. Graf Boris married very young, taking the elegant Maria von Richthofen as his bride. One year later Maria died giving birth to Stefan, whom the young Graf named as heir to the title. This was necessary since only a few months previously the Graf learned he was father to another son, Heinrich, born to a Lady-at-Court. It has been rumoured that Heinrich was conceived the night before the Graf's marriage to Maria.

In 2502 the Graf, now 47, took a second wife: the beautiful Anika-Elise Nikse, daughter of the Baron of Nordland. It was no secret that the offspring of this marriage would become the new heir to Middenheim. Unfortunately the relationship was barren, and Anika-Elise died, according to rumour, from a strange illness ten years after the marriage (but see Middenheim: City of Chaos, p61).

Graf Boris has one more child, the 'Princess' Katarina, born to a Lady-at-Court before he took Anika-Elise as his second wife.

GRAF BORIS TODBRINGER: Imperial Elector

Personality and Appearance: Height, 6' 1"; build, medium-strong (turning to fat), thinning brown hair, brown eyes. Graf Boris is now enfeebled, and rather a sad figure. He rambles, is forgetful, and cannot sustain concentration for more than a few seconds. He spends most of his time in bed, and if he has to appear in the throne room of his Palace he will be swathed in blankets.

Note: The statistics given below are exactly one-half those possessed by Graf Boris prior to his illness. Possessions are whatever the GM wishes.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	30	32	3	3	5	27	1	32	35	30	30	35	36

Age: 57

Alignment: Good

Skills

Charm; Etiquette; Heraldry; History; Public Speaking; Read/Write; Specialist Weapon - Two-Handed Weapons; Strike Mighty Blow; Strike to Injure; Strike to Stun; Theology.

BARON STEFAN TODBRINGER

Personality and Appearance: Height, 5' 10"; build, medium-strong; brown hair, brown eyes. Stefan is a shocking sight, a drooling and palsied invalid subject to unpredictable fits of extreme violence and mania. He is prone to self-mutilation and has destroyed his own left hand, (hence the low Dex score). However, his condition has improved recently with the appointment of Luigi Pavarotti to be Stefan's personal physician.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	10	00	2	2	4	15	1	02	00	05	05	19	05

Age: 40

Alignment: Neutral-insane

Skills: None.

Possessions: as desired by the GM.

BARON HEINRICH TODBRINGER

Personality and Appearance: Height, 6' 11"; build, powerful (276 lbs.), dark auburn hair, blue-grey eyes. Heinrich is a giant of a man, and his intelligence and intuition are no less intimidating than his physical size. He is diplomatic and courteous, but he is a very forceful person - even his silences intimidate people. He does not suffer fools gladly! He is a confident, self-assured man, but is currently weighed down with concern for his father and brother, and for the future of Middenheim. However, until such time as the current Graf changes the Edict of Succession to name him as heir, Heinrich has limited authority. He currently serves the city by engaging in diplomatic missions to other provinces.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	65	60	6*	5	14	55	3	58	75	45	60	55	70

Age: 41

Alignment: Neutral

Skills

Acute Hearing; Ambidextrous; Charm; Consume Alcohol; Cryptography; Disarm; Dodge Blow; Etiquette; Evaluate; Excellent Vision; Heraldry; Immunity to Disease; Luck; Night Vision; Orientation; Public Speaking; Read/Write-Eltharin; Read/Write - Old Worlder; Ride-Horse; Secret Language - Battle; Sixth Sense; Speak Additional Language - Eltharin; Specialist Weapon - Lance, Two-Handed Weapons; Story Telling; Strike Mighty Blow; Strike to Injure; Strike to Stun; Theology; Very Strong; Wit

Possessions: As desired by the GM, but Heinrich has a full suit of +1 magical plate armour (3 AP, all locations), and a magical two-handed sword, *Skavenslayer*, with no special abilities. He is supposed to have acquired this latter item during a prolonged diplomatic mission to the court of the Tilean City State of Miragliano. It was while in Miragliano that Heinrich first heard of the amazing powers of Luigi Pavarotti, who has since been invited to take the post of court physician and tend to 'Shakin' Stefan (see p65).



The Middenheim Carnival

Forget the Spring Fairs of your youth. Throw away notions of the Mardi Gras. Leave behind memories of past New Year celebrations: there is only *one* Carnival worthy of the name.

People flock to the Middenheim Carnival from all corners of The Empire, and visitors from further afield are a common sight: gaudy aristocrats from Bretonnia and swarthy merchants from Estalia, laconic, heavy-drinking Norsemen and quick-witted Wastelander traders. During Carnival Week, Middenheim's population swells by 5,000 or more, and in some years it has been known to double.

The Carnival is the background to almost everything the PCs do, and you should bear this constantly in mind. Even though they arrive in Middenheim two days before the Carnival begins, inns will be filling up, and merchants' wagons are increasingly seen on the streets; there is an almost tangible increase in excitement everywhere.

During the Carnival the folk of Middenheim abandon their troubles. Jest, irreverence, intoxication, informality, friendliness to strangers - this is part and parcel of the week, so much so that even a Gnome would find the City to his liking! Keep this in mind when running minor NPC encounters, although obviously some of these - with thieves, charlatans, beggars and so on - may be less agreeable than others.

Try to convey to players the sheer *bustle* of it all; the senses are assaulted by activity and by the wealth of sights and sounds. The streets are crowded, merchants shout to advertise their wares, charlatans hector the gullible, street poets recite their verses, entertainers (and maybe their pet monkeys or dogs) do their bit, children chatter, scream and fight, the smell of ale and cooking pies hangs forever on the air. People are having fun 24 hours a day - Middenheim is truly alive and it is an exciting place to be!

You should also try to convey the feeling that outsiders are equals in Middenheim during Carnival week - the locals are very friendly. This may help to strengthen the feelings of players that their PCs can credibly try to investigate - and maybe even do something about - the 'strange

new tax laws'. Locals encountered at this stage won't know many details of Middenheim politics, but they might know a few scraps of information (see *Rumours*, p14).

HISTORY

Not a few Middenheimers would have the world believe that the Carnival is as old as the city. In their version, it was Artur himself, - chief of the Teutogens and founder of Middenheim - who declared, *'Long has been our wandering and long our suffering. This place will be our home - so let's party!'*

Needless to say, this is complete hogwash. The very first Carnival was held in 1812 to celebrate the ending of the siege by the Middenlanders. Middenheim had been cut off from the outside world for over nine months, and was saved only by Dwarven tunnel-fighters, who prolonged the siege until the onset of winter. As the cold set in the besieging army was forced to retire, and the Middenheimers were able to celebrate. Unfortunately, foodstuffs were running low, and much of the cuisine consisted of rats and other unpalatables. Everything was heavily smoked or salted to disguise its taste, and to this day the event is commemorated as the '1812 Over-Cure'.

In following years, the celebration attracted few visitors, since travelling through the snows of winter was not an appealing prospect. Since more visitors meant more money the city decided to change the date of the Carnival to spring-time and, sure enough, more people arrived. In the following year, it was suggested (perhaps sarcastically) that the date of the Carnival be moved again, this time to the summer.

This was deemed an even better idea, and a great tradition was started: the Middenheim Carnival now follows a 4-yearly cycle through the seasons. Once every 4 years, at the Winter Carnival, the city has - in effect - its own private celebrations, as few visitors are seen. (It is suggested therefore that you arrange for the PCs to arrive at a spring, summer or autumn Carnival as you think fit.) At other times, though, the city opens its gates (and purses) wide for anyone and everyone to join in the festivities.

Of course, like all good tales, there is another version. Cynics argue that the time of the Carnival changes in order to capitalise on those who get the date wrong and arrive a season too early (or late). Having travelled many miles to have a good time, they are determined to do so and spend money in any case.

CARNIVAL TIME

Carnival is always preceded by a fast on the day before the start of the festivities. It is not technically a fast day, but traditionally the Middenheimers are only supposed to eat the kind of food available to their forebears at the end of the siege, so most decide to fast for a day, in preparation for eating themselves stupid in the following week.

Carnival lasts for one full week. The atmosphere during this time has already been described, and it is important to get this across to the players. Not only does this set the background to the adventure, it is also important as far as investigations are concerned. The people of Middenheim come out of their shells during Carnival, and are quite willing to talk at length with strangers. However, when the week-long party ends, the PCs will find that the Middenheimers revert back to their no-nonsense, pragmatic way of life. (Of course, by the end of the Carnival the PCs' 'job' will be over one way or the other, but the characters aren't to know that).

Entertainments

Pre-generated incidents to flesh out life during Carnival Week are detailed on p19. In addition, major Carnival attractions are described on p22. It is quite possible, however, that PCs will try their hand at earning a few pennies themselves, and/or using skills to create a distraction while other party members indulge in some questionable activity.

As might be expected, though, there are a lot of people trying to make money at the Carnival. The standard of busking and other entertainments is high, and PCs' efforts may well be rewarded with rotten fruit rather than money! Indeed, one way of making money during Carnival is to sell over-ripe fruit, with just the right blend of firmness for throwing and softness to produce a good 'splatter'!

With so many buskers and other entertainers around, the chance of success is decreased according to the particular skill:

Group 1: Busk chance -20%
Comedian, Jest, Mimic, Musicianship, Sing, Story Telling.

Group 2: Busk chance -10%
Acrobatics, Acting, Art, Clown, Juggle, Mime.

Group 3: Busk chance normal
Contortionist, Escapology, Fire Eating, Palmistry, Strongman

POWER BEHIND THE THRONE

POWER BEHIND THE THRONE

Apart from the fruit, a particularly unsuccessful entertainer may be brought to the attention of the *Busk Umpires*, a group of officials employed to monitor the quality of street entertainments.

The Umpires will be called if an individual is so bad as to '...be an affront to the profession or skill he or she is attempting to emulate and cause embarrassment in any assemblage so gathered' - in other words, if the modified *Busk* test is failed by 30% or more, or if 00 is rolled. The crowd will detain the individual until an Umpire arrives, at which point he or she must perform again; a similar failure will result in 6 hours in the stocks. A second offence is punished by an overnight stay in the stocks, and a third offence will see the busker expelled from the City.

For those willing to risk the judgement of the Busk Umpires, 4 hours of busking will net D6 + 1 GCs (if successful) or D8 shillings (if not). Buskers with a skill in Group 3 need only spend 30 minutes in entertainment to net the same money (but should be limited to 1 show every 2 hours).

Movement in Crowds

Middenheim during Carnival is a crowded place. General movement in public areas and around any Event will be at the Cautious rate (and may be even slower if the Event is very popular). Away from Events Standard rate can be used, though this may result in a few bumps with other people. In very quiet areas (but there are only a few of these) Running rate will be possible. At night there are fewer Events, but the number of people out drinking means that public areas are crowded up to about 3am, livening up again at dawn.

Chases

Running through a crowd is not recommended, but at times the PCs may be forced to chase after some baddies, or run from the City Watch. The following system can be used in such cases:

At the start of every round, all concerned (including NPCs) roll a D6 to establish how fast they can move for that round. Characters with *Lightning Reflexes* skill gain a +1 bonus to the roll, and results are read off on the table shown below.

After moving, each character must make a *Risk* test with the appropriate modifier. The GM may take into account any skill - such as *Acrobatics* - that appears relevant.

Those who fail the *Risk* test are assumed to have tripped, barged into a juggler or whatever, and must spend the next round extricating themselves from the tangle of bodies. In addition, those moving at Running rate take D3 damage.

You can still use this system if the cry 'Stop, thief!' goes up, since about half the people will be trying to spot and/or chase the thief, while the other half will be trying to leave the area before any unpleasantness develops.

Shadowing

Following someone through a crowd is not easy, but at the same time the person following runs little risk of being spotted, since no *Hide* test is normally required.

At the end of every turn of shadowing, the shadower must make an *Initiative* test to keep the quarry in sight - *Shadowing* skill gives a +10 bonus.

A 'team effort' reduces the chance of losing the quarry. I tests are made as above, but the quarry is only lost if *all* shadowers lose contact. A character who loses sight of the quarry is permitted a second I test to make contact with a colleague (check for every colleague) and hence with the quarry again.

If a person being shadowed through a crowd has *Sixth Sense* skill, he/she is permitted an Int test to spot the shadowers. If the test is successful, allow an *Observe* test at the end of every turn, and one shadower is spotted for each *two successive* successful tests.

Roll	Conditions	Rate	Risk modifier
1-3	very crowded	Cautious	0%
4-5	normal crowd	Standard	-10%
6+	sudden gap	Running	-20%

Notes:

1. Consecutive rounds moving at Running rate result in loss of speed (see *WFRP*, p 73).
2. The rate shown on the table is the *maximum*; characters may always move more slowly if they wish, using the *Risk* modifier appropriate to their movement rate.
3. The *Risk* modifiers apply to the rate at which the character is actually moving, and not to the maximum rate at which the character *may* move. Thus, a character moving at Standard rate *always* has a -10 *Risk* modifier, even if it is possible to move at Running rate.



✠✠✠ STARTING THE ADVENTURE ✠✠✠

If you are using **Power Behind the Throne** as part of the **Enemy Within** campaign, the PCs will probably be travelling to Middenheim to seek out Gotthard von Wittgenstein (DOTR p81).

This last surviving member of the Wittgenstein clan has done well for himself in the big city and, under the name of Gotthard Goebbels, is currently the Chairman of the Kommission for Commerce, Trade and Taxation and of the Merchants' Guild. However, as far as the main plot is concerned, Goebbels has a minor role (details on p63). For his role as 'Goebbels', Gotthard has dyed his hair dark brown with flecks of grey, and also sports a neatly trimmed beard - very different from the blonde 'von Wittgenstein'.

Any attempt at tracing Gotthard will prove futile, but should embroil the PCs in the plot of this adventure. If you are using the pregenerated PCs, remember that the Elf, Malmir Giluviel, has been to Middenheim before (TEW p119, in the hand-outs). His memory of the city is of a rather dour place, at odds with its reputation during Carnival.

If you are playing the adventure as a one-off, or if the PCs overlooked the reference to von Wittgenstein, then the simplest method of getting the PCs to Middenheim is to outline the nature of the Carnival; any adventurer worthy of the name should be only too keen to get involved in the largest social event in The Empire! It is suggested that the PCs arrive one or two days before the start of the Carnival. This will give them chance to settle down and appreciate the normal reaction Middenheimers have for strangers (and each other).

Arriving in Middenheim

Emerging from the forest, the PCs catch their first glimpse of the famous city-fortress of Middenheim.

Preparations for the Carnival are already under way as workmen, swinging precariously from ropes, attach bright flags and banners to the grey stone.

If the party is arriving by coach or on horseback, a militiaman will direct them to continue towards the viaduct. If the party is on foot the militiaman will approach, and say abruptly 'Viaduct or chair-lift?'

The slightest delay in replying will produce the retort, 'Come on, come on. Never seen a city before? Do you want to enter by *road* or by *chair-lift*?'. This last sentence - especially the words in *italic* - is spoken slowly, in a very patronising manner. Once the party has replied they will be directed towards the nearest chair-lift or viaduct as appropriate.

At the start of each viaduct is a toll-gate; local (recognised) farmers and those bearing the city's coat-of-arms get in free; everyone else pays 'a crown a leg'. Charge for the chair-lift is made at the terminus: using a chair-lift is 1/- per passenger, plus 1/- to 20/- per item of luggage, depending on size.

There are long queues before each main gate and at the chair-lift termini. Before the start of the Carnival, the party will take about an hour to reach the head of the queue, and at your discretion the time may be spiced with a minor encounter...



Rolfus Haffenvest

A Wizard may approach any other likely looking-wizard type in the party.

'*Middenheim!*' he spits, 'Seat of learning my thuribles! Take my advice and go elsewhere, unless you *like* paying good money for the privilege of existing!'

Rolfus Haffenvest is leaving the city after a residence of ten years. If engaged in further conversation, he will grumble about the new 'scroll tax', blaming it on 'that miser of a Chancellor Sparsam'.

Hugnur Brimbeard

Any Dwarf in the party may be approached by Hugnur Brimbeard, who is accompanied by his wife and two young sons.

'Take my advice and turn your back on the place,' he says. 'Travel for weeks to bring the young 'uns to the Carnival, and what happens? Soon as you get to the gate they charge you for the privilege of walking on their ground for the last thirty miles! Disgrace and insult, that's what I call it. See that tower? My father *built* that tower! Well, we may have paid, but Brimbeards never stay where they're abused and insulted.'

Hugnur is incensed at the Dwarf tax and, although he has been forced to pay, he is leaving the city in protest.

A Few Small Formalities

Eventually, the party will reach the head of the queue, and at the gate or chairlift terminus they are assessed for tax by the gate-sergeant - who, they will notice, also checks those leaving the city.

Dwarfs and characters who are obviously Wizards or Clerics, are directed to a special area to one side of the gate. In effect, the sergeant allows peasants to go through, but everyone else is stopped and questioned.

Everyone who is not a Dwarf is asked, 'Are you now, or have you ever been, a wizard or a priest?'

Characters who answer 'yes' are sent to one side, with those other awaiting assessment. A professional merchant then assesses the worth of the PC (using *Evaluate* skill) to estimate the tax due (see p9).

Characters who answer 'no' are taken to a side-room and searched. Evidence of any spellcasting ability, spell components and the like, will mean that the character must pay tax as detailed. If the PCs offer any violence they will be arrested and, after being forced to pay double tax as a fine, will be escorted to the State boundary and barred from entering Middenheim for one year.

The final stage of entering Middenheim is taken up with red-tape. Those found to be Dwarfs, Wizards or Clerics must give their name to a scribe, who also records their general appearance. After a warning about the Old Quarter ('Be warned that the south part of the east gate is frequented by criminals'), the adventurers are free to enter the city.

If your group starts the adventure in Middenheim, they must still pay the individual taxes as if they have just entered the city. The new law 'backdates' the collecting period by one year unless individuals signed a special form (NTL/c2s3p1sp4) to exempt them from such payment. Six men from the Watch will enforce payment.



Rumours and Imperial News

POWER BEHIND THE THRONE

The following information may be made available to the party during the course of their stay in the city and under a variety of circumstances. Characters may simply overhear conversations about a particular subject, or a line of questioning may uncover one of the stories below. Exactly how much the characters learn and the means by which they acquire this knowledge is left to your discretion.

The NPC chosen to deliver the news/rumour should be realistically capable of doing so. Some of the stories are of local interest, while others are concerned with events on a larger scale. The characters' acceptance of a story as fact (whether it is or not) will depend on the believability of the NPC relating it. No grubby, itinerant Dwarf is going to be heard whispering news of distant Imperial machinations. Conversely, leading merchants or guildsmen are hardly likely to indulge in tales that amount to mere superstition.

Events marked with an asterisk (*) are developments of news that was first mentioned in **Death on the Reik** (p 9). This information should not be passed on to PCs unless they have already heard the earlier rumours.

NEWS

*1. Our glorious Emperor Karl-Franz's condition has become critical. His illness has been common knowledge for some time, but now it appears that the Emperor's state has deteriorated. Court physicians have been working with the Magicians' Guild, but have failed to discover the nature of the illness. And who deals with important matters of state during this crisis? No-one. The discontent in the capital is worsening, and spreading through the provinces even now.

*2. Grand Duke Gustav von Krieglitz of Talabecland has sent emissaries to the Grand Prince von Tasseninck's palace. The Duke denies the accusation about the murder of von Tasseninck's son. He's also angered by recent attacks on his border patrols by the Prince's soldiers.

*3. Baumann's Blitztruppen, an elite mercenary unit has been recruiting new members for an unknown mission in the eastern Empire. Baumann himself left the city weeks ago. Whether this has anything to do with a sudden increase in cattle rustling, crop burning and transport disruption raids on the Ostland border, nobody is prepared to say. Local militia there have been pre-occupied with the sudden increase in refugees from what is now a high-tension area.

*4. The Emperor's edict forbidding the slaughter or exile of mutants in The Empire hasn't been greeted well. Some villagers have been hanged for murder under the new law. Only a couple of weeks ago, villagers from the Reikland rioted after a landlord was convicted of murdering a guest at his inn who was found to have scales on his back.

5. The chief representative of the Middenland Farmers' Association, Dietrich Hoffman, was in town the other day. He made a statement to the council forecasting gloom and doom for this year's harvest. Apparently, the story seems to be the same across the Empire. This year the weather is to blame. Too cold in Winter, too wet in Spring - so they say. But then, farmers are always moaning, and nobody can remember the last time they made an accurate forecast.

6. Marienburg seems to be the place for traders at the moment. Business is booming and looks set to rise further over the coming months. The port is operating at nearly full capacity and orders for grain from Bordeleaux are at record level.

7. Graf Boris Todbringer has sacked his chief cartographer, Gulhein Tobwurst, over the recent fiasco over a local map of the area. Residents of Schoninghagen would have been surprised to learn that the village was actually a range of hills slap-bang in Middenland.

RUMOURS

These rumours can be learned during the adventure in the same way as news items. However, unlike the news, these stories will differ slightly in detail whenever they are heard; they may be tagged onto the end of a news story just to add to the confusion. Some are related to current events, while others are effectively 'timeless'. They are divided into *general* and *specific* categories: specific rumours are more likely to be heard by PCs of a particular Career Class.

Care should be taken as to which rumours are available should the characters return to Middenheim at a much later date. You should also bear in mind the inherent inaccuracy of such rumours. They are to be heeded with caution; while they are not strictly untrue, they are often exaggerated.

General Rumours

1. The Black Pool illuminations might not be so grandiose as they have been in years past. This Scroll Tax has been an unpopular move, and it's causing real headaches. Peter Kramer, a popular Wizard who led the annual Red Arrows flying display for years, has already left the city.

2. Have you noticed how more Dwarven establishments seem to be closing down since the introduction of the racial tax? Fewer of them seem to be around than usual. Strange thing is, even fewer have been seen leaving - either by the elevator chairs or the main roads. Chances are



they have secreted themselves away in the ancient tunnel network under the city.

GM: This rumour can come from a variety of sources, and may re-awaken the whole subject of the city's construction.

3. Have you seen how the clerics of Sigmar and Ulric treat each other recently? Apparently a fight broke out outside the Templar's Arms only the other day, when some priests of Sigmar blamed the High Priest of Ulric for introducing the Temple Tax.

4. The city's defences are not all they're made out to be. Too much attention has been paid to the dubious benefits of magic. The Dwarfs are undermining them anyway, what with their tunnelling. At least the magicians are finally getting their due now the military realise how little help they have been.

5. If you want an easy way to earn money over the coming days, you should take up busking. At this time of year, almost any fool with a fiddle and a voice can make enough to live on.

6. I shouldn't really be saying this, but I heard that the new tax laws have been introduced so that the Graf can mount a campaign against the Emperor. Apparently the recent edict on mutants convinced Graf Boris that old Karl-Franz had gone senile at last.

Specific Rumours

These headings are only guidelines; a rumour relevant to a particular class can still be heard in a variety of circumstances. For example, while it is more likely that Warriors will hear news about the state of the militia, characters of other classes still have a chance of hearing the same rumours. You should use your discretion.

Warriors

7. Want to earn some extra money? Well, forget trying to sign up with the militia. After last year's riot after the Snotball final, 'Iron-Head' Schutzmann has hired an extra 400 men to help police the city.

8. Stick around if you want work. Have you heard how all the Dwarfs are leaving? Well, with them gone I'd like to know who's going to keep all those tunnels checked - they'll be crying out for soldiers who aren't afraid of the dark, hopefully about 5' tall.

9. I don't know if it's true, but I heard that Marshal von Genscher is seeking some elite fighting men to wait for the

tax collectors of Middenland when they try and take money from Schoninghagen. Of course, he does have an active interest, since his castle is just down the road.

10. Of course, if you want a taste of the high life you could always try your hand at courting the Princess. Rumour has it that Graf Boris wants to marry her off as quickly as possible (nudge, nudge). Have you ever seen her? She's not bad looking and by all accounts she as thick as Dwarf-beard. Don't know about you but I can't stand women with brains.

Rangers

11. There are jobs going if you don't mind travelling. More Roadwardens and Outriders are being hired for journeys to Marienburg, Erengard and a few of the Northern coastal villages. Things are never perfect, but this is the second time this month that an awaited shipment of Kislevite Vodka has failed to arrive. The roads are getting worse by the month.

12. Any experience of rat-catching? Have you noticed how fat and sleek they are at the moment? Want to know why? The Dwarfs have been storing food down those tunnels of theirs and the rats have found it all.

Rogues

13. Some very well-to-do folk will be visiting Middenheim during the carnival. The opportunities for money-making are too good to miss, especially since the City Watch is so strapped for cash it can't afford extra men.

14. I'll tell you of a quick way to earn a Crown or two. Dress up as one of the Watch and go knock on some noble's door demanding taxes. Do it early in the morning and you'd have him giving you his daughter before he's woken up.

15. Here's a good one. Some young 'uns reckon that Chancellor Sparsam is taking a cut from the new taxes and stashing it all in his house. They reckon doing it over will net five grand! They'd be lucky to net five pennies: Sparsam is such a miser any money will be locked away where Ranald himself couldn't get at it.

Academics

16. They say 'Shaking Stefan' is actually getting better. Ulric knows what that mad 'Doktor' is drugging him with. Still, like as not he's simply half-dead from being pumped full of tranquilisers. What else can you do with a drooling idiot?

17. Want to earn some money? I tell you, get a job in the Taxation Kommission -



they're crying out for scribes what with all these new taxes and everything. Course, the basic pay is terrible, but with all the overtime you can rake it in. Mind you, I wouldn't tell the Dwarfs about it; they're liable to string up anyone connected with the taxes!

18. Any good at law? They'll be wanting a new Law Lord soon if old Ehrlich doesn't pull himself together. This must be the third attack of the downers since he took office. Knowing Hoflich I'm surprised he hasn't given Ehrlich a good kicking and told him to stop being such a milksop. Vicious sort, that Hoflich.

POWER BEHIND THE THRONE

A Place to Stay

One of the more pressing things the PCs must do on entering the city is to find a place to stay. There are a number of high class (expensive!) inns in Middenheim but, due to advance bookings, none has any accommodation left. The PCs will have to choose between average and cheap accommodation for their stay in the city. A typical average-standard inn, The Templar's Arms, is detailed here, since it is assumed the party would rather not reside in a near-slum. Direct the PCs to the Templar's Arms, say by having other inns booked up, but if they then try another just rename the place and use the same map.

If the party does decide to hang out in a real dive, simply decrease the prices by 50% and add a common sleeping room, complete with straw, spit and worse! You may wish to have characters make a test against *Disease* for each night they spend sleeping in such awful conditions.

Whatever standard of inn the party chose there is no chance that the prices will be reduced by trying to *Bargain*. At this time of year it's a seller's market, and landlords spend a great deal of time turning people away, never mind trying to attract more.

THE TEMPLAR'S ARMS - Location 43

Map 1 (p18) shows the layout of this two storey hostelry. Although it has no stabling, horses can be looked after at Staller's Livery Stables, just down the street (location 47) for an additional 11/- per horse per day (including fodder), which can be added onto the accommodation bill.

The landlord is Uli Breitner, a cheerful and welcoming man who keeps a peaceful and happy establishment with his staff: Kurt Gruber, his barman; Konrad Alpiger, a barman/handyman; Renata Hoeflehner, the maid/barmaid; and a Halfling cook, Tiasmara Flarett (she does lunch and dinner, Uli cooks breakfast). Room charges (per night, exclusive of food) are 1 GC (single), 27/6 (double) and 37/6 (large - sleeps 4). All payments are in advance.

Food, Glorious Food

All helpings are generous, and the food is of good quality. After a couple of days, when the adventures have got to know Uli a little better and he has come to like them (assuming they behave well and pay promptly each day), they will be welcomed into the snug, where Uli drinks himself, and they can hire a private room for dining if they wish at an extra cost of 2 GCs for the evening.

THE TEMPLAR'S ARMS FARE

BREAKFAST - 7/6

IS SERVED FROM 7-9 am and consists of fresh bread and butter, porridge, bacon and eggs, preserves, mead and herbal tea.

LUNCH - 12/6

IS SERVED BETWEEN 12-2 pm, consisting of broth (with bread), hot and cold meat pies, cheese and pickles and fresh fruit, served with a pint of beer.

DINNER 15/-

IS SERVED BETWEEN 7-10 pm, consisting of thin soup, roast meat vegetables, one of Tiasmara's more flamboyant desserts, fresh fruit, cheeses and a glass of wine.

BEVERAGES

ale (pint)	9d to 1/-
mead (½ pint)	1/-
house wine (bottle)	6/-
fine Bordeaux (bottle)	23/-
fine Reikland hock (bottle)	1GC
fine Tilean Policella (bottle)	19/-
fine Brandy (bottle)	37/-



THE STAFF OF THE TEMPLAR'S ARMS

ULI BREITNER - Proprietor**Human, Male, Bawd (ret'd)**

Personality and Appearance: Height, 6' 0"; build, medium-strong; black curly hair, brown eyes. A retired Bawd, Uli is a friendly, affable and sociable man, who enjoys his work and is proud of the standards of his hostelry and very friendly with his staff. If treated well, bought a drink or two, Uli is a friendly and co-operative fellow. As a retired Bawd, Uli knows a lot of general knowledge about the seedier aspects of Middenheim life.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	39	4	4	9	47	1	29	31	32	28	32	50

Age: 40

Alignment: Neutral

Skills: Brewing; Bribery; Consume Alcohol; Cook; Dodge Blow; Read/Write; Secret Language - Thieves' Tongue; Specialist Weapon - Two-Handed Weapons; Strike Mighty Blow; Street Fighter; Wit.

Possessions: Knuckledusters; 30 GCs in belt pouch; Club, Shield (1 AP, all locations) (behind bar); Two-Handed Sword (I -10, D +2); Leather Jerkin (0/1 AP, body) (in private room).

KURT GRUBER, Barman**Human, Male, ex-Militiaman**

Personality and Appearance: Height, 5' 10"; build, medium; short wavy light brown hair, light brown-hazel eyes, wears a moustache. Kurt is also an affable sort, an amusing cracker of jokes, and he is very stable - everything will turn out well in the end, that's his belief. He is actually a mite boring after you've heard his best jokes, but he does have a lot of good ones (he teases Tiasmara with Halfling jokes).

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	46	42	5	5*	8	45	2	30	29	35	30	32	35

Age: 36

Alignment: Neutral

Skills: Brewing; Comedian; Consume Alcohol; Dodge Blow; Haggle; Strike Mighty Blow; Very Resilient*.

Possessions: Leather Jerkin (0/1 AP, body); 2 Daggers (I +10, D -2, P -20); Pouch with 8 GCs, 12/-.

KONRAD ALPIGER, Handyman/Barman**Human, Male, Labourer**

Personality and Appearance: Height, 6' 2"; build, powerful; short greying black hair, short-cropped beard, grey eyes. Konrad is a quiet man, who gets on with his job and sees to deliveries, odd jobs and carpentry. He drinks rather little, not being very fond of the stuff. For this reason, he doesn't work at the bar unless trade is very busy. His wife died two years ago, and this has undoubtedly contributed to his introversion.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	28	29	5*	4	7	34	1	35	25	27	25	32	32

Age: 44

Alignment: Neutral

Skills: Carpentry; Drive Cart; Scale Sheer Surface; Very Strong*.

Possessions: Leather Jerkin (0/1 AP, body); Dagger (I +10, D -2, P -20); Club (in cellars); 8 GCs.

RENATA HOEFLEHNER, Maid/Waitress/Barmaid**Human, Female, Servant**

Personality and Appearance: Height, 5' 5"; build, medium-slender; ash-blond hair, blue-green eyes. Renata is efficient and intelligent, and while she happily exchanges banter with folk at the bar she takes no nonsense from them. She is basically friendly, but cautious; she has a soft spot for Uli. She hankers after the bright lights somewhat, and any personable male PC offering to take her out somewhere smart for the evening would certainly be regarded as a fine gentleman (but had better behave like one!).

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	29	28	3	3	7	35	1	39	24	38	27	38	40

Age: 27

Alignment: Neutral

Skills: Acute Hearing; Charm; Cook; Dance; Dodge Blow; Etiquette; Lip Reading.

Possessions: Dagger (I +10, D -2, P -20); Gold neck-chain (value 2 GCs); Gold signet ring (value 1 GC); Money box with 29 GCs (in room).

TIASMARA FLARETT, Cook**Female, Halfling**

Personality and Appearance: Appears as about late 30's in Human equivalent; height, 3' 2"; build, medium-slender (in Halfling terms!); fine tawny-auburn hair, brown eyes. Tiasmara is a delightful person, bubbly and bouncy, devoted to (and justifiably proud of) her culinary art. But she likes sneaking out of the kitchen every now and then and chatting to the customers, telling tall stories about pies sixty feet long and so on. She has worked for Uli since he took over the inn eight years ago, and thinks him a good and generous man. If the party includes a female Halfling Tiasmara will certainly try to get her into the kitchen and demonstrate recipes, while any male PC Halfling will get extra food and (unless elderly) will be mothered and smothered.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	21	26	2	2	5	57	1	48	23	33	26	41	47

Age: 81

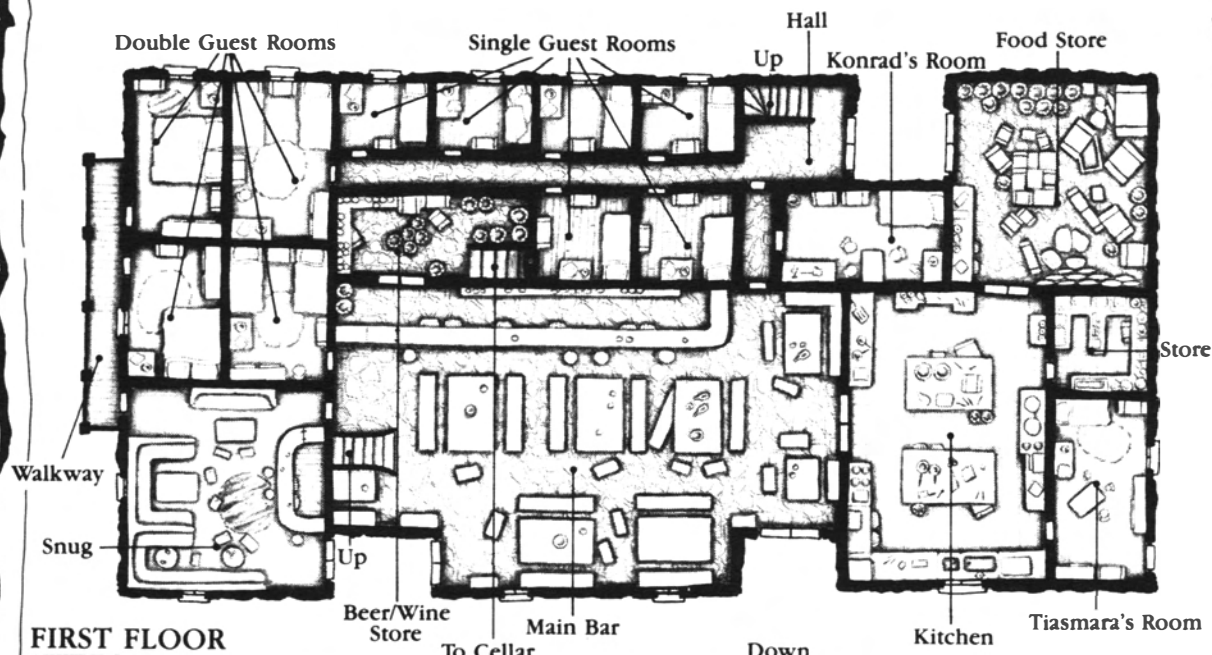
Alignment: Good

Skills: Comedian; Cook; Fleet-Footed; Herb Lore; Jest; Story Telling.

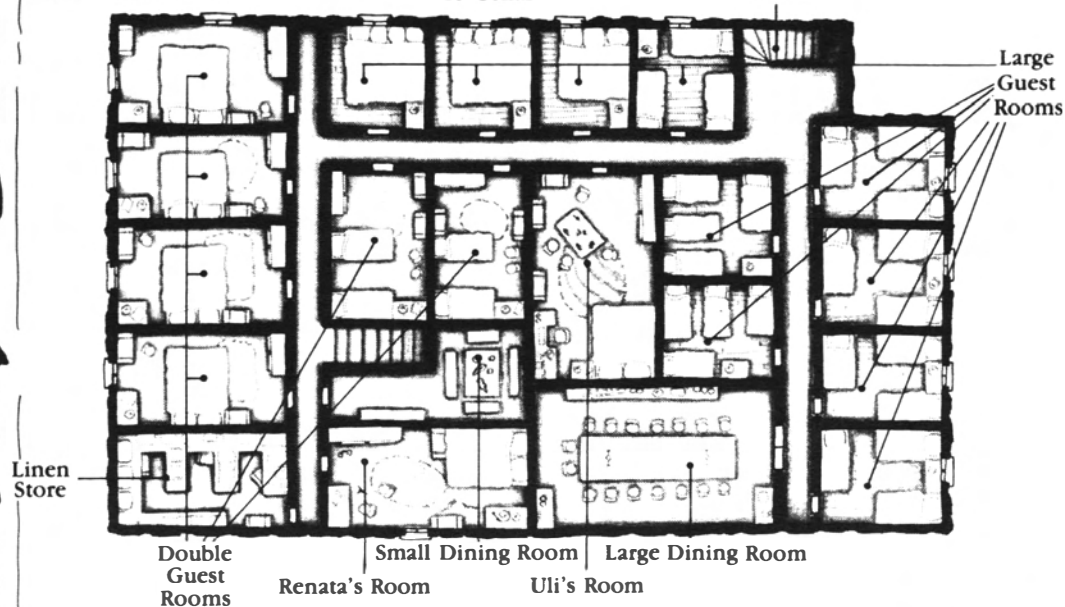
Possessions: Dagger (I +10, D -2, P -20); Silver medallion on chain around neck (value 2 GCs); Money box with 77 GCs (hidden in her room).

POWER BEHIND THE THRONE

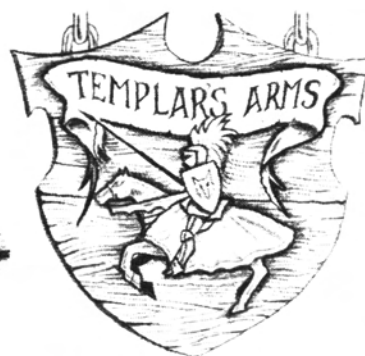
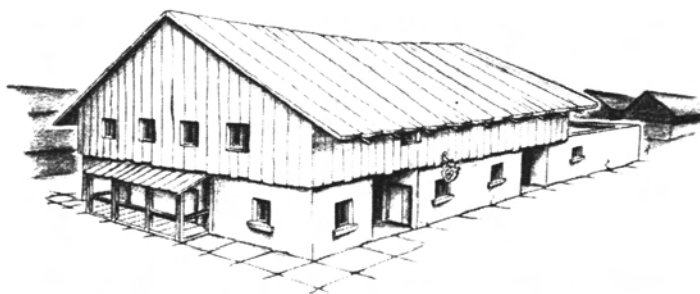
GROUND FLOOR



FIRST FLOOR



MAP 1
The Templar's Arms



0 1 2 3 4 yds

N

THE CARNIVAL

Minor Encounters At The Carnival

Life during Carnival is hectic. Simply wandering around enjoying the sights can involve the PCs in any number of incidents. A few possibilities are presented here, to give you an idea of what could happen. Whether or not the adventurers come across these brief encounters is up to you. However, unless the players are dealing with the main plot very quickly it is recommended that the time spent on minor encounters be limited, since otherwise the party might be distracted from the main objective, and may have trouble gaining the influence they need by the end of Carnival Week.

YOKEL BAITING

'Yokel Baiting' is a traditional event, always held on the first day of the Carnival. Despite their overt friendliness, the residents of Middenheim are unable to resist having a laugh at some poor visitor's expense; the term *yokel* is used to describe anyone not born and bred in the city proper. In past years, the event has seen some very black escapades, including the mock public execution of a Bretonnian merchant for dropping litter. Unfortunately, as the executioner sharpened his axe (a dummy affair made of *crystal-candy*), the poor man died of fright! This year marks the return of an old favourite: the Pickpocket Gag.

The 'pickpocket' selects a victim from the crowd and, making it obvious that he has just stolen something, runs off, usually with the victim in hot pursuit. The chase ends in the Square of Martials (location 3) where the item is returned as the crowd cheers and jeers. It is rare for the pickpocket to be caught, since only fast and nimble young citizens are chosen (with skills such as *Dodge Blow*, *Flee!*, *Fleet-Footed* and *Lightning Reflexes*).

The pickpocket is dressed in a traditional brightly-coloured costume that serves to distinguish him from a true pickpocket, and also allows him to run through the crowds faster; native Middenheimers make way for him and join in the fun, tripping up the victim and getting in the way. If the pickpocket is caught, the Watch is called; in the past, this has resulted in the pickpocket being released on the grounds that it is a 'first offence'. Only when the victim reaches almost apoplectic rage is the joke revealed.

If a PC is chosen as a victim for this event, run the chase as described on p 12, but whatever the PC rolls for movement, assume that the pickpocket rolls the same or better. Victims are often Gnomes or Dwarfs, the former since they are supposed to be great jokers, the latter because they rarely see the funny side and become very satisfyingly angry.

THE TROLL-SLAYER COMETH

This incident can be set in any public place. The adventurers see a tattooed Dwarf with orange-dyed plaited hair heading towards them. He walks in a straight line, with the crowd parting fearfully round him. As he approaches, the adventurers may notice (I test) that he appears to be unusually agitated, even for a Troll Slayer. His facial muscles are contorted in a strange spasm, and his bulging eyes seem unnaturally bright.

If the adventurers move to one side, the Dwarf walks on without pause. If his path is blocked, he stops and stares at whoever is in the way. After a moment, he stretches his muscles

and hefts his axe in a warning manner. If the person still does not move, he attacks.

Glugnur - Male, Dwarf, Troll-Slayer

Personality and Appearance: Height, 4' 9"; heavy build. Glugnur cares little about anything other than traditional Troll-Slayer activities. In this encounter he is very much on edge, having just taken a powerful stimulant obtained from The Pit (p79). The adjustments this makes to his profile are given on the second line of the box. The effects last for about 4 hours, after which the user must sleep for 12 hours. Glugnur has three doses left.

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fcl
3	55	32	5	4	11	32	2	34	54	33	72	50	21
4	65	42	6	5	12	42	2	44	54	33	82	50	21

Age: 71

Alignment: Neutral

Skills

Dance; Disarm; Dodge Blow; Mining; Read/Write; Smithing; Specialist Weapon - Two-Handed Weapon; Street Fighter; Strike Mighty Blow.

Possessions

Two-handed Axe (I -10, D +2); Pouch with 32 GCs, 15/-.



POWER BEHIND THE THRONE

Glugnur is in Middenheim to take part in the Minotaur Fights (p22), so this encounter might take place near the Bernabau Stadium (location 4). While affected by the drug, he is happy to fight anyone who gets in his way - including a fellow Dwarf. However, should a Dwarf show proper respect and move aside, Glugnur will greet him as a brother and invite him to celebrate in style - the stimulant has given Glugnur a tremendous appetite and he is about to embark on an eating binge. After the binge the drug will wear off, forcing Glugnur to sleep for the next 12 hours. If asked about the source of the drug Glugnur will simply say 'The Pit', and continue eating.

A MERCHANT IS ATTACKED

This can be set in any commercial or market area which is not far from lower-class areas, the slums or the Old Quarter. As the adventurers turn a corner, they see a small market stall kicked over by two brutish young men in leather jerkins. The elderly pedlar and his wife shake with fear as the thugs advance, brandishing clubs: they have refused to pay 'protection money', and are about to suffer the consequences.

GUSTAV HOLSCHTWEIG - Male, Human, Pedlar

Personality and Appearance: Height, 5' 6"; build, slender; balding, grey hair, goatee beard, pale blue eyes. A kindly and honest (therefore poor!) pedlar, Gustav tends to charge lower prices to obviously poor people, and gives pennies to street brats. He has travelled to Middenheim especially for the Carnival.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	33	25	3	2	6	38	1	37	24	36	32	24	39

Age: 61

Alignment: Good

Skills

Animal Care; Blather; Drive Cart; Evaluate; Haggle; Herb Lore; Secret Signs - Pedlar; Specialist Weapon - Fist Weapon.

Possessions

Dagger (I +10; D -2; P -20); 20 assorted pots and pans; 4 soup pans; 12 ladles; 20 sets of cutlery; 12 yards of silks; 70 silk ribbons; 4 tanned leather hides; 24 furry glove puppets; pouch with 20 GCs and 17/-; box containing bags with 136 GCs and 250/-. (NB: if this encounter takes place in the Altmarkt, details of Gustav's stock will need altering to include foodstuffs.)

HILDI HOLSCHTWEIG - Female, Human

Personality and Appearance: Height, 5' 4"; build, slender; greying dark hair (in a bun), brown eyes. Quiet and softly-spoken, Hildi is also a kind and generous soul.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	25	25	2	2	5	30	1	37	29	34	27	26	45

Age: 56

Alignment: Good

Skills

Cook; Evaluate; Etiquette; Numismatics.

Possessions

Dagger (I +10; D -2; P -20); Gold neck-chain (value 6 GCs); Gold wedding ring (value 2 GCs); Pouch with 11 GCs and 16/-.

ANTON FEIGLING - Male, Human, Thug

Personality and Appearance: Height, 6' 2"; build, medium-strong; short-cropped dark brown hair, brown eyes. Anton is a malign and studiously cruel man.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	46	32	4	4	9	45	2	39	29	27	30	33	33

Age: 33

Alignment: Evil

Skills

Drive Cart; Frenzied Attack; Specialist Weapon - Fist Weapons; Street Fighter; Strike Mighty Blow.

Possessions

Leather Jerkin (0/1 AP, body); Club; Knuckledusters; Gold ring set with opal (value 8 GCs); Belt pouch with 38 GCs.

BRUNO HANSGORP - Male, Human, Thug

Personality and Appearance: Height, 6' 0"; build, medium; brown wavy hair, moustache, hazel eyes, freckled face and forearms. A stupid, loutish man who has taken to crime as a source of easy money.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	41	25	3	3	7	35	1	24	31	19	28	28	19

Age: 32

Alignment: Neutral

Skills

Disarm; Street Fighter.

Possessions

Leather Jerkin (0/1 AP, body); Club; Dagger (I +10; D -2; P -20); Knuckledusters; Belt pouch with 30 GCs.





If the adventurers threaten Anton and Bruno, they laugh humourlessly and then Anton strikes Gustav in the face. If they do nothing, the thugs will beat Gustav up and then search for money. If the adventurers attack, Anton and Bruno will defend themselves, but flee if reduced to 3 W or less.

If the PCs help the merchants out, they will be deeply grateful. The crowd will applaud and look rather shame-faced. If one (or more) of the adventurers give some money to the merchants to recompense them for damage done to their goods, you should consider making an extra, individual experience point award (see p 93 for details of EP awards).

A detachment of the City Watch will arrive some 5-10 minutes after the fracas, and take statements from all concerned. If the thugs have been killed, the Watch will be suspicious of the adventurers, but testimony from Gustav and other witnesses will clear their names. However, the sergeant will warn them to be careful. Not that they want to discourage public-spirited actions, but it would be better if criminals could be caught rather than killed. In any event, the action will be reported to Commander Schutzmann (p46). When the Watchmen have departed, Gustav will insist on buying a meal for the adventurers, leaving Hildi in charge of the stall. He will take them to an average standard inn (prices as The Templar's Arms - see p 16).

If the thugs escape, the party might be in for a surprise a few days later. Anton and Bruno will have located them and, with four accomplices, will arrange an ambush down some dark alley. By this time, the adventurers may be deeply involved in the main plot, and assume that the attack has another motive altogether. All the thugs will wear masks.

THE STREET BRATS

This encounter should be set in a busy market-place. The adventurers hear a cry of 'Stop, thief!', and looking round, they see a street-urchin running towards them. Behind is a Halfling pie-seller, intent on recovering a pie that the lad has just stolen. A few yards from the party, the urchin trips, tumbling into the characters. He bounces to his feet, but by then the Halfling has caught up.

'Wot's the matter wiv you, mister?' says the lad calmly, taking a bite out of the pie to render it unrecoverable, 'My mates 'ere'll pay for the pie.' He looks significantly up at the party, ready to bolt if they refuse.

If the party side with Karl, they will gain a willing and useful friend. An acute observer, he will quickly realise that they are adventurers, new to town. He will play up to them, flattering their vanity and feigning great awe, while pointing out that he could be extremely useful; 'Fanks, guv'nor, yer a gent. Anyfink I can do in return? A nice ladyfriend, p'raps?

KARL MATTHAUS - Human, Male, Street Brat

Personality and Appearance: Height, 5' 4"; build, medium-slender; short auburn hair, hazel eyes. Karl is an orphan, and he and his 'gang' (see below) live in a ruined slum house. Karl is a streetwise 13 year-old; cynical and mature beyond his years. A real survivor, he is trustworthy and well able to keep a secret (if paid enough).

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5*	39	39	3	4	6	45	1	48	49	51	37	29	44

Age: 13

Alignment: Neutral

Skills

Acute Hearing; Ambidextrous; Begging; Charm; Clown; Dodge Blow; Fleet-Footed; Palm Object; Pick Pocket; Specialist Weapon - Sling.

Possessions

Dagger (I +10; D -2; P -20); Sling (R 24/36/150, ES 3, Rld 1); Pouch with 8 large marbles; Hidden pouch with 8 Silver Shillings and 17 Brass Pennies.

As Karl explains, he would happily work for nothing, but he has to support his four friends: Uli Muller, Gunnar Kammerer, Carina Adenauer, and Claudia Dietz - 'After all, they depends on me, see? Gotter look out fer yer own.'

All are shabbily-dressed orphans, with profiles similar to Karl's, and a similar range of basic skills. They are observant and cunning, and could be very useful as spies and errand-runners - if the players don't think of this, have Karl drop a few hints - 'Anyfink you need to know, guv'nor, look no further. It's 'mazin' wot a bit o' silver does fer the eyesight an' memory.' Remember, though, that they would stand out like a sore thumb in any well-to-do area (and Karl will point this out if necessary, with the air of one explaining to a very small child). However, they do know a great many servants, labourers, bar staff and the like. They are a close-knit group, and work together or not at all.

Their services are not expensive; they will ask 10/- each per day, but can be bargained down to 5/-. They will claim extra fees if they report something which clearly interests the party. Karl insists on payment in silver - if offered gold, he will say, 'D'yer fink yer could break that inter small change fer me, guv'nor? Wouldn't want anyone finking I'd pinched it.'

If the adventurers hire Karl and his friends, it is up to you to determine what information they can supply to advance the plotline of the adventure.

If the party simply hands Karl over to the Halfling, a few sling-stones might come their way at a later time in retribution.

Major Attractions Of Carnival Week

Markets throng the streets of Middenheim and all kinds of diversions can be found therein at all times (see p19). In addition, there are still some major sites and attractions within the city at which many major NPCs can be found. Some of these events are advertised with posters around the city, in major taverns, parks and so forth.

Keeping Track of NPCs

Each NPC Card has a timetable for the individual concerned, showing which major events he or she will attend. In addition, the *Major Attractions Card* has all these events in chronological order, and lists all major NPCs to be found at each event. For example, if you wish to know where Chancellor Sparsam will be at 5pm on Bezahltag, his NPC Card shows you that he will attend the *Exhibition of Heraldic Arts* in the Square of Martials. Referring to the *Major Attractions Card*, and looking down the list, you can then see that the exhibition will also be visited by Johann Schwermutt, Ar-Ulric, Siegfried Prunkvoll, Gotthard Goebbels, and so on.

THE EVENTS

Listed below are the major set attractions of Carnival Week. Note that none of the events is scheduled for the ninth and final day of the Carnival. This is because the day is for winding down, packing up, cleaning up the streets and generally sobering up after an 8-day binge. All locations listed are shown on the City Map (*Map 6*, p115). Most of the events are self-explanatory, but further descriptions are provided as necessary. Feel free to amend any of these attractions, and add further events to each day's list as you see fit. Almost anything can happen in Carnival Week; everyone is hoping that Bamber the Gnome and his Amazing Singing Frogs will be back from Albion again this year, for example.

The Great Park - Area B

DAY	TIME	EVENT
Days 1-3,	Noon-11 pm:	The Brewers' and Victuallers' Festival of Fine Ales
Day 4	2-6 pm:	Horse fair
Day 5	3-4 pm:	Synchronised flying displays
Days 6-8	2-6 pm:	Pageants and Jousting
Days 6-7	9-11 pm:	The Black Pool Illuminations
Day 8	Midnight-2 am:	The Black Pool Illuminations (Grand Finale)

The Flying Displays

These are put on by the City's Wizards, and involve formation flying and complex aerial manoeuvres. Part of the event's appeal is the ever-present possibility of a mid-air collision. This year, it is rumoured, the Wizards intend to press their case for tax reform by trailing banners with appropriate anti-tax slogans.

Pageants and Jousting

These are not events for serious fighting men, but rather for half-drunken young nobles who invariably make fools of themselves. Admission is by invitation only. PCs of noble stock may gain admission if they befriend a Middenheim noble (say by purchasing a round of drinks for a whole gang of them). Alternatively, bribery may work (even for a non-noble - but he will have to pay heavily). In addition to the actual (non-lethal) combats, there is much attention to formalities, and any participant without *Etiquette* skill will stand out like a sore thumb. A gang of young nobles will probably turn on the 'peasant', who will be turned over to the militia without a second thought.

Note that the minimum trappings required to gain entrance are a warhorse, squire, full suit of (shining) plate armour, lance, hand-weapon and assorted heraldic banners. A pretty damsel in the audience from whom the noble can obtain a 'favour' is also fairly standard.

The actual jousting is fairly tame, but looks very dramatic, with plate-clad men charging at each other on fine warhorses. The jousters continue the contest until one is forced off his horse. This occurs when one jouster fails to hit (by WS) but his opponent succeeds. The lances are specially weakened to break before doing any real damage.



Black Pool Illuminations

These are legendary, with almost every Wizard in the city, it seems, casting spells to form huge displays of magical light. Some even fly through the display trailing magical hues behind them. Primitive fireworks are also used (not while Wizards are flying!), but everyone knows they're nowhere near as good as Real Magic. Most of the aerial fireworks simply explode to produce lots of light and noise, but recent advances have resulted in the spectacular 'Star-Spirals' and 'Dragon-Breaths'. During the displays, the Watch is on full alert to spot any fires that may develop in the city.

Bernabau Stadium - Location 4

DAY	TIME	EVENT
Days 1-3	4-5 pm:	Minotaur Fights
Days 3-5	Noon-1 pm:	The Fire-Breathers of Carroburg
Days 4-5	3-5 & 6-8 pm:	Snotball, Quarter-Finals
Day 6,	2-4 & 5-7 pm:	Snotball, Semi-Finals
Day 7	2-4 pm:	Snotball, Cup Final

The Minotaur Fights

These are like bullfights, and take place in a similar sort of ring. However, while the Minotaurs do their best to kill their assailants, the fighters may only strike to subdue, which means all damage scores from successful hits are reduced by 1.

The beast is defeated when its W score is reduced to zero; at this time it keels over unconscious for 1-10 rounds. The 'lost' W points will be fully recovered after half an hour of rest and recuperation. Theoretically, then, a Minotaur could fight every 30 minutes or so, but this is not a general practice. The Minotaurs are rewarded with food when they win, and as noted in the *WFRP* rulebook (p 224), a Minotaur prevented from eating doubles its A score.

The fight takes place in a pit some 40 yards in diameter, and since the fighter is allowed no armour except a shield, only the bravest warriors and Pit Fighters take part. The Minotaur is armed with a two-handed club (-10 I, +2 Dmg). This year, there are three Minotaurs in prime fighting condition, and in between bouts there will be the usual combats with hamstringed Beastmen and the resident Pit Fighters. Two of the Minotaurs are already booked; one by the Dwarf Glugnur (p19) and the other by Alchred von Hintz, a young impoverished noble from Altdorf. This means that one Minotaur is free should one of the PCs wish to take part.

Minotaur

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Rel
6	41	25	4	4	17	30	2	18	66	18	29	24	10

The prize for winning a fight is a purse equal in GCs to 10% of the crowd, and since a normal crowd is 2000 + (D10x100), the prize can be from 210-300 GCs. Ticket prices range from 10/- to 5GCs. The winner of a Minotaur fight will certainly gain general public respect for the duration of the Carnival, and will be noted by the military commanders.

If the challenger loses the fight (by being reduced to zero W), a number of trained 'bullies' leap into the ring and try to entice the Minotaur away before it starts eating and goes into *blood-lust*. Betting on Minotaur fights is fast and furious, and for outsiders the odds are generally based on race: Dwarfs 2:1; Humans 3:1, Elves 5:1 and Halflings 15:1. Longer odds are rare, since the view is that only good fighters take up the challenge.

Snotball

Snotling Football, or *Snotball*, is a Middenheim craze, and some people come to Carnival Week just to follow this ancient sport. Two teams of eleven players try to get the ball - a Snotling trapped in a spherical wicker cage - into the other team's goal by any means possible.

There are three main rules. First, no weapons or magic; second, no player may be in physical contact with the ball as it crosses the goal-line; and third, no fouling. This last rule is a catch-all, and simply permits the referee to send players off for excessive violence, such as eye-gouging, throttling and so on.

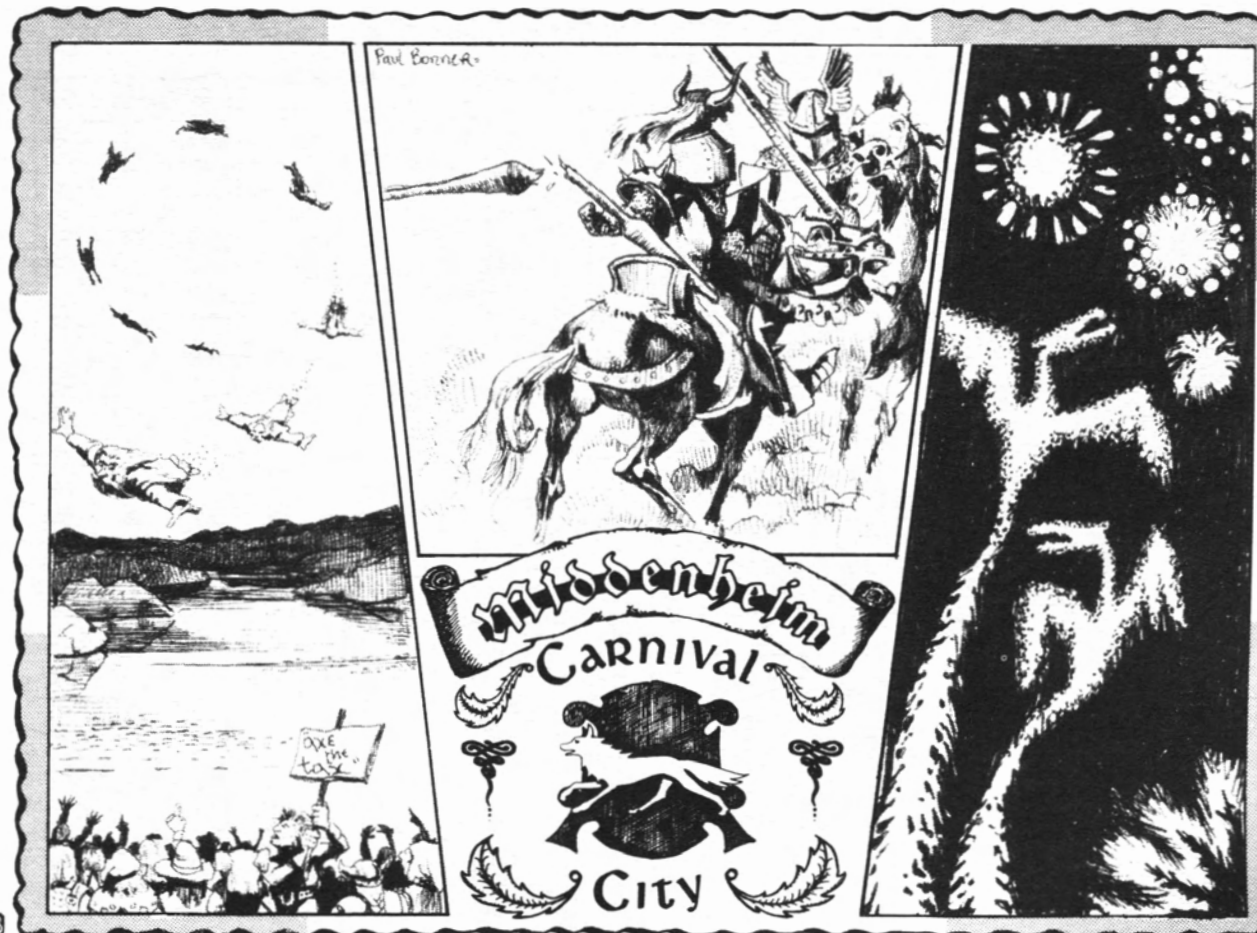
Players wear leather jerkins dyed in their team colours, with an identifying number on the back; leather trousers with plenty of shin-padding; tough leather boots; and a mail coif. In the past, live Snotlings bound with leather straps into a roughly spherical shape were used, but today even the most hardened traditionalists now acknowledge that this is barbaric and unnecessary.

Typical crowds are 2,000-3,000 for the quarter-finals, up to 4,000 for the semi-finals, and a capacity crowd of just over 5,000 for the final (the Bernabau Stadium is built to hold 4,800, but a typical Cup Final crowd is around 5,200). Unfortunately, the game does attract a hooligan element, and rioting is not unknown. For this reason, the Watch and Militia are generally present in strength at all the matches.

Ticket prices are as follows:

Round	Standing	Seated
Quarter-finals	2GCs	2GCs 10/-
Semi-finals	2GCs 5/-	3GCs
Final	3GCs	4GCs 5/-

POWER BEHIND THE THRONE



POWER BEHIND THE THRONE

Tickets for the final are already sold out, and can only be obtained from touts, (use the standard *Thief* profile - a tout will start at five times the face value of the ticket, and may be *Haggled* down by 50%; there is a 10% chance that tickets will be forged), or from friendly NPCs. A cup final ticket is like gold dust, and no-one will part with one cheaply.

As with the Minotaur fights a great deal of money changes hands over the Snotball finals; fixtures, odds and results are as follows:

Quarter-Finals

Wolfrunner Coaches (33:1)	1 - 0	Castle Rock Coaches (50:1)
Bergsburg Teamsters (10:1)	2 - 1	Middenheim Tailors & Weavers (100:1)
Middenheim Carpenters (200:1)	0 - 5	Eastenders (5:1)
Southgate Slammers (9:2)	2 - 1	Beeckerhoven Rangers (25:1)

Semi-Finals

Wolfrunner Coaches (25:1)	1 - 3	Eastenders (4:1)
Bergsburg Teamsters (5:1)	0 - 1	Southgate Slammers (5:1)

THE FINAL

Southgate Slammers (3:1)	2 - 3	Eastenders (evens)
--------------------------	-------	--------------------



Royal College of Music - Location 23

DAY	TIME	EVENT
Day 1	2-5 pm:	Matinee of Bards and Poets
Day 1	7-10 pm:	Operatic recitals
Days 2-3	4-6 pm:	Matinee of Bards and Poets
Days 2-6	7-10 pm:	Opera, " <i>The Barbarian of Seville</i> "
Day 3	2-4 pm:	Dwarven Valley Choirs
Day 4	3-5 pm:	Dwarven Valley Choirs
Day 5	3-5 pm:	Elven Lightsingers
Days 6-7	2-4 pm:	Guiseppe Pastrami's Luccinian Liturgical Castrates Choir
Days 7-8	6-12 pm:	Opera, " <i>The Ring of the Nibble Unger Lied</i> " (in two parts)



Royal Gardens - Location 1

DAY	TIME	EVENT
All days:		Permanent exhibitions of sculptures
Days 1-2	2-4 pm:	Elven gymnasts
Day 1	7-9 pm:	Play, " <i>A Knight's Midsummer Dream</i> "
Day 2	8-10 pm:	Elven Lightsingers
Day 3	2-8 pm:	Pageant of Mummings, Improvisational Theatre, Garden Party
Days 4-5	2-4 pm:	Druidic Life-sculpting

The Garden Party

This is *the* social event of the Carnival, and is attended by anyone who is anyone. PCs can get invitations from NPCs with influence over Graf Boris. It provides an excellent opportunity to see - and chat casually with - many of the major NPCs. The punch will be doctored by Luigi Pavarotti (pp65,66) and will be rather potent (*Poison* test on each drink lose 5 points off each percentage characteristic on each failed test, unconsciousness when any characteristic reaches zero, points are regained at the rate of D10 per hour after a character stops drinking), so that young ladies of genteel disposition may be led off fainting after a while.

The Square of Martials - Location 3

DAY	TIME	EVENT
Days 1-4	11 am-1 pm:	Challenges to the Graf's Champion
Days 1-3	2-4 pm:	Archery Tourney
Days 3-4	5-7 pm:	Barnumbel's Incredible Elephant Show
Days 5-6	5-7 pm:	Exhibition of Heraldic Arts
Days 5-6	11 am-2 pm:	Ice Dance Championships
Day 7	11am-12.30pm:	Water Polo Tourney

Challenges to the Graf's Champion

Two combats (at 11.30 am and half-past noon) take place between Dieter Schmiedehammer, the Graf's Champion, and a challenger for his title. Anyone may issue a challenge, but members of the City Guard weed out hopeless cases (Halflings, characters with **S** less than 3 and **WS** less than 30). Two challengers are chosen each day by drawing lots, and a 10GC entrance fee is payable before the combat.

The challenger must sign a document before the combat, undertaking never to take arms against the Todbringer family or their servants and subjects if he/she wins the challenge and for so long as he/she retains the title of Graf's Champion. The Champion's duties are outlined below under the heading *Victory*.

Dieter has been undefeated for four years, so there are few challengers. Any PC who is suitable can be chosen as a challenger if you wish; roll some dice for the players' benefit, but the decision is yours. The combats are watched by large crowds who always cheer Dieter (unless he is obviously losing). The rules of the combat are as follows:

1. No magic. Both the Champion and his challenger are inspected by a Wizard wielding an ornate silver-banded black wand which will glow blue if magic is affecting either party. The check is made before and after combat, and any character found to be using magic is disqualified - and generally has to beat a hasty retreat from a barrage of rotten fruit.

2. Armour. Both contestants wear a sleeved mail coat, a mail coif, and a helmet (2 APs to head, 1 AP elsewhere). If both parties agree on a one-handed weapon (see below), then both may use a shield or buckler.

3. Weapons. Any hand-to-hand weapon may be used, but both combatants must use same weapon. It is conventional for swords or quarter-staves to be used. In the event that the combatants cannot agree on choice of weapons, a senior member of the City Guard will adjudicate (usually in favour of the Champion). For the purposes of this combat, assume that Dieter possesses all *Specialist Weapon* skills.

4. Subdual. Combat is not to the death. If any blow is clearly struck in anger with intent to maim or kill, a half-dozen Watchmen will separate the contestants, and drag the offending party off to the cells. Non-lethal combat has already been detailed in the *'Minotaur Fights'* section above (p22).

Although Dieter is not exceptionally strong, he does have a hefty **W** total, and tends to win out through sheer stamina.

Should the PC desire to even the odds, say by trying to bribe Dieter to lose, he could end up in serious trouble: Dieter simply won't do this - and will have an extremely negative view of any PC who thought he could be bribed in this way!

Defeat

The crowd may still cheer someone who has put up a decent fight. However, a vanquished combatant cannot issue another challenge for two years after the defeat. Note that Dieter will never lose a combat with a NPC challenger.

Victory

Dieter will not be too bothered about losing, since he wants to get married soon and was thinking of resigning anyway. If the PC is magnanimous in victory, claiming the he was lucky and congratulating Dieter on his fine performance and excellent past record, and so on, then Dieter will take a shine to the PC and suggest having a drink sometime; he may arrive with Kirsten Jung, Rallane and Allavandrel if you wish.

The winner is presented with a splendid silver medallion (15GCs) and cup (60GCs). The medallion may be retained but the cup must be given back if the character loses a subsequent combat. The winner's name is also inscribed on a massive version of the cup which is displayed in the Square during the contest, and kept in the Treasury at other times. In addition, an appreciative crowd will throw small change to the value of 2D6 GCs, which the winner of a combat may keep.

The successful PC may have to face a further challenger of more or less equal ability (perhaps a point lower here and there, if you are feeling kind). Obviously, it makes sense to challenge Dieter on last day of the event.

The winner of the eighth and final combat of the week is proclaimed Champion for the following year, and must sign a lengthy document undertaking to act faithfully as Champion to the Graf until he/she is defeated or resigns. The character may be permitted to enter the career of Judicial Champion if you wish, and a speech is most definitely in order. Have the player make a speech on the spur of the moment, and play the reactions of the crowd and the major NPCs accordingly. Victory also has further consequences...

Interview with the Marshals

A successful PC Champion at the end of the contests will be summoned (alone) to a brief audience with Schwermutt, Schutzmann, and Von Genscher (pp46-48). If you wish, the PC could be summoned in any case, if he/she has provoked their interest by defeating Dieter and holding off at least one or two further challenges.

The meeting will only be an exchange of pleasantries and congratulations, although Von Genscher will make courteous enquiries as to the PC's background. If the PC is the overall Champion, the Marshals will stress the respect due to the office of Champion, its purely honorary nature, lack of onerous duties, the opportunities it offers for social advancement, and so on. Obviously, this meeting provides an opportunity to question the Midden Marshals, if the questioning is done subtly; they will not take kindly to being pumped for information. If the PCs have been politically active, then Von Genscher might make some tactful enquiries about exactly what it is they are doing.



If the PC impresses the Marshals, they may become more open, expressing support while emphasising their determination not to become involved as a strong force in politics. Note that their reaction will be still more positive if the PC has already been involved in fighting the Chaos incursion (see "Chaos Strikes by Night", p75).



Audience with the Graf

This will only happen if the PC becomes the new Champion at the end of the Carnival. An invitation (which is really a summons, of course) will be issued and the Graf will give the PC a brief audience, issuing congratulations, stressing the honour of serving the city, and so on. You may wish to have other NPCs present at this event: the 'Princess', one or more Marshals, the Chancellor, possibly even a Law Lord; almost everyone will want a look at the new Champion. This meeting is a pure formality, and the PC will clearly not be expected to do anything other than make the right noises, but it will offer the chance to see something of the Inner Palace, some NPCs, and to realise just how enfeebled the Graf is as he rambles on, repeating himself, losing his thread in mid-sentence, and so on.

The Archery Tourney

There is no entrance fee for this, but those who wish to enter must look reasonably presentable, and a priest of Shallya will take round a collecting bowl - entrants are expected to make a donation in gold, and a glance at the other contestants will show that 2-12 GCs is the usual sum - most warrior-types at the lower end of the scale; nobles and rakes more. The Tourney is a friendly affair, with a lot of back-slapping and amusement; it is not a serious pursuit of excellence, although Allavandrel (p61) is eager to retain his title.

The rules are very simple: each archer fires with a Normal Bow at a small target placed some 30 yards away (-10 to BS to hit). This circular target has five zones: the white bullseye, then red, yellow, blue and green. Each archer fires arrows, and the score is totalled. Each day's winner receives a small silver medallion on a blue ribbon, and the overall winner (best total score over all three days) is awarded the golden Champion's Medallion (15 GCs), which may be retained.

When a shot hits the target, the player rolls D100 and consults the following table:

Contestant's BS								Ring & Score
01-30	31-40	41-50	51-60	61-70	71-80	81-90	91+	
01-03	01-04	01-05	01-06	01-07	01-08	01-09	01-10	White (100)
04-15	05-20	06-25	07-30	08-35	09-40	10-45	11-50	Red (90)
16-30	21-40	26-50	31-60	36-70	41-75	46-80	51-85	Yellow (60)
31-45	41-60	51-70	61-80	71-85	76-90	81-93	86-96	Blue (40)
46-90	61-92	71-94	81-95	86-96	91-97	94-98	97-99	Green (20)
91-00	93-00	95-00	96-00	97-00	98-00	99-00	00	Miss (0)

At each day's event, there will be some D10 + 10 NPCs in

addition to Allavandrel trying their luck, and a further 8D10 people watching. If the PCs (or some of them) enter, they should roll for their own scores. For NPCs, you can save yourself a lot of dice-rolling by selecting from the following sequence of scores. However, you should always roll for Allavandrel and Rallane, when they are competing.

220, 180, 280, 220, 260, 340, 300, 180, 180, 300, 180, 280, 240, 260, 220, 220, 220, 200, 340, 320, 120, 180, 280, 200, 200, 180, 240, 160, 240, 220.

Participating PC(s) will easily be able to approach Allavandrel if they have shot fairly well (or incredibly badly) or if they praise the Elf's excellent and victorious performance (he probably will win). Because of the Tourney's relaxed atmosphere, it is easy to talk to anyone here. When all have fired their last arrow, red wine and ale are brought out, plus some fruit and meat pies, and then the contestants usually retire to a tavern. Don't forget that while Allavandrel is certain to be here, other major NPCs may also drop by.

The Ice Dance Championships

These take place on an ice rink created by druids using a *Hail Storm* spell; the hail is raked over, water poured on to create a smooth surface, and a *Zone of Cold* spell reduces the surface temperature still further so that a smooth icy surface can be created. Elves almost always win this (hot favourite this year being Torvyl Undean). The ice melts overnight, assisting the production of the pool for the *Water Polo tournament* the next day; a particularly offensive group of Marienburger marines often wins this.



MAKING ENQUIRIES

General Attitudes

For one reason or another, the party will learn more about the new tax laws; they might have lost a lot of gold themselves, or they may be prompted to look further by the worries of Rallane the Minstrel (p40). Indeed, from early casual encounters in taverns etc, they cannot fail to have noticed that the most talked about subject is the new taxation changes, and may have resolved to investigate matters out of sheer curiosity.

In these initial encounters, only a minority will really care. Any Dwarf will be furious, while Wizards, Alchemists, and Clerics, although privately fuming, are unlikely to be met casually, and those that are will probably not admit their profession. Of course, this does not preclude the possibility of running into an incognito member of any of these professions who is sounding off about the iniquity of the new tax laws in an attempt to arouse more widespread public indignation.

Other types of minor NPC will simply say that the taxes seem rather unusual, and comment that the people being hit by the taxes probably don't like it too much (one or two of them may have Dwarven friends, for example). In addition, all members of the Cult of the Purple Hand (see p69) have been instructed to support the tax changes with gusto - although they have little idea why, and their arguments may be ill-informed and unconvincing.

The basic impression to be gained from these early, easy-going encounters is that the taxes are seen as unusual, but only really resented in certain quarters; the majority of people don't mind too much. Affected parties, however, feel strongly that something should be done!

Eventually, the PCs will start to ask more searching questions. There are many possible sources of knowledge, ranging from the man-in-the-street, merchants, various Guilds and Komissions, temples and all the way up to high-level NPCs.

The latter group are dealt with separately (see the major NPC profiles, pp36-70), but some other sources are detailed further below. It will also be possible to pick up some Imperial news or rumours (see p14) from these same sources. You shouldn't need to make many *Fellowship* tests (examples of when to do this are given as needed), because Middenheim folk are friendly to outsiders at Carnival time, and simple role-playing will be enough for you to judge an NPC's reaction.

COMMONFOLK ENCOUNTERS

The idea behind putting the PCs through a number of minor encounters is that, if they talk to a number of people, they will get a reasonably accurate picture of the truth. You should modify the information listed below according to the type of commoner being spoken to - a drunkard could tell little, a barman a little more, and a modestly-educated merchant more still. Educated people, if asked specific questions they are unable to answer, will direct the PCs to the appropriate city council for further information.

New Taxes

Simply by chatting to the average 'Middenheimer-in-the-street', the PCs can learn that the tax changes were introduced just under a month ago. It is also general knowledge that institutions must pay up at the end of every month, and that the same is true of individuals save that, in addition, they must pay extra when they enter or leave the city. A widespread belief is that the taxes have

been introduced to coincide with Carnival, to rake in more money. The authorities have been very zealous about collecting them.

Who sets the tax laws?

The average citizen can only give partial - and sometimes misleading - information. By far the most common reply will point to the Chancellor, since his prime role is the implementation of fiscal policy. Other candidates are the Graf himself and the Law Lords, both being seen as great wielders of power. The more enlightened commoner may direct the PCs to the Worshipful Guild of Legalists (location 15), saying that they can get a fuller version there.

Graf Boris and his Advisors

It is common knowledge that Graf Boris is ailing and depends heavily on his advisors. Some - the Chancellor, the Law Lords, the 'Princess' - are widely known as influential, while some are not; no-one knows, for example, that the Graf has a Paramour. Bear in mind that, if the PCs ask about the personality of the advisors mentioned, some major NPCs are more 'socially visible' than others. Thus, the Chancellor, being a recluse, is hardly known by most people - while the Court Minstrel, a real extrovert, is better-known and most people can describe him.

The Graf's Sons

The commonfolk are dimly aware that Stefan is an invalid, but know little of him and have never seen him. Heinrich is a more interesting case. He is not particularly well-known among the general public, for he adopts a low profile in social life and is out of the city for long periods of time. However there is no reason why some minor NPC shouldn't at least be able to give a description of him ('HUGE man, he is, he's a giant!!').

Red Herrings

Some commonfolk give credence to bizarre rumours, asserting that Graf Boris is controlled by Demons, or that he converses with a magical oracular pool in the palace, or any of a dozen equally wild rumours. In general, the people holding these views will also believe that the world is round, the moon is made of cheese, and so on, so the PCs should have cause to doubt them. Of course, certain distortions affect the structure of accounts as a whole: for example, Rallane is frequently blamed for the Dwarf tax (although not for the others), and the military are generally thought to have more political influence than they do.

POWER BEHIND THE THRONE



THE CITY COUNCILS

These are headquarters for the bureaucratic powers of the city. They have many roles, one of which is to act as general sources of information for anyone who asks and have offices open from 10 am to 4 pm.

There are three councils that are relevant to this adventure: the Worshipful Guild of Legalists, the Komission for Commerce, Trade and Taxation, and the Komission for Elven, Dwarven and Halfling Interests.

They generally work on the same principle: an enquirer explains the nature of his visit to a clerk, who then wanders off to locate the person best able to deal with the question. This can take anything up to an hour, but a 15-minute wait is average. Of course, if the enquirer has subsequent questions, or if he phrased the original question rather ambiguously, then another official may have to be found.

For the sorts of questions the PCs may ask, the correct official is named; on future visits they can ask for him or her personally, and save time (cutting the average waiting time to 10 minutes).

The Worshipful Guild of Legalists (Location 15)

This Guild has many functions connected with the law. Indeed, it was they who drafted the new taxes, but it is not their job to formulate original policy. They deal in facts - in vast quantities - and prepare 'official' versions for release to the public.

Asking questions at any of the City Councils not directly involved with the taxes will be a complete waste of time.

The new taxes

Clerk Hubergreiber is the man to see concerning details of the tax laws. He is able to provide a summary of the information presented on p9; who is taxed, when, how often and how much. He can say, if asked, that the tax was implemented just less than one month ago, and that the first monthly collection is due the day after the Carnival ends. The Guild is looking for more scribes to handle the monumental task of writing up the vast lists required by the new laws, and Hubergreiber may offer any character with *Read/Write* skill a job.

Who sets new tax laws?

Senior Clerk Wahnsinnige can discuss this in a very dry bureaucratic manner; read the players the following information more or less as it stands:

► The interests of merchants and similar people are represented by the Chairman of the Merchants' Guild, who makes recommendations to the City Komission for Commerce, Trade and Taxation. The current Chairman of the former - Herr Gotthard Goebbels - is also, as it happens, Chairman of the latter.

► Other interested bodies (such as the temples and the Collegium Theologica) make their representations to this Council via other City Councils, according to the nature of the matter at hand; in some cases the Komission for Health, Education and Welfare, in others the Komission for Public Works, and so on.

► The Komission for Commerce, Trade and Taxation then makes representations to the Law Lords. The Law Lords weigh up the matter, and in some instances members of the Worshipful Guild of Legalists assist in the drafting of proposed legislation. The resulting document is put before the Chancellor, who may make further recommendations, and then before the Graf. The Graf then weighs up the matter after discussing it with other advisors, and may pass the legislation, return it with directions for amendment, or, in rare cases, reject it.

► This Guild, of course, does not exercise any role in forming policy, but merely drafts the laws as directed, such directions being made by the Law Lords after due and aforementioned consultation.

► As to the advisors to whom the Graf may turn for comments on proposed legislation, Graf Boris may consult anyone who he feels is qualified to render useful advice.

This doesn't tell the PCs very much, and a tiresome encounter it is too, although the gist is simple enough: the Graf speaks to anyone he wants, listens to anyone he wants and does what he wants.

The Law Lords

Any questions about the role of the Law Lord will require the attention of Clerk Valberik, who is able to summarise the workings of the Law Lords as presented on p68. That is, in secret meetings the Lords vote on policy and the majority decision is always put to the Graf. If the decision is not unanimous, differences of opinion are never revealed.



The Kommission for Elven, Dwarven and Halfling Interests (Location 13)

The Council was set up over a hundred years ago when there was tension between Elves and Dwarfs, and both communities felt ill-treated by the Human majority in the city. The ruler at the time thought it a wise move to institute this official channel to care for their interests, and didn't want to offend the more placid Halflings by leaving them out. It is now not very active, but is responsible for organising some of the nonhuman cultural events in the Carnival. Waiting and bureaucracy here is at a minimum.

General enquiries

A nonhuman PC can easily arrange for an interview here on almost any pretext. Enquiries are usually dealt with by a staff member of the same race as the enquirer: Dwarfs will be met by Clerk Thognar, Elves by Clerk Malondel and Halflings by Clerk Huggins. Both Elf and Halfling have little to say, except that the Dwarf tax sets a bad precedent. In addition, Malondel will point out that with many Elves following wizardry as a profession the scroll tax is causing concern. Humans can see Thognar about the Dwarf tax, or Malondel about the scroll tax, if they express concern and interest in doing something about it.

Rallane & the Dwarf Tax

If Malondel is asked about Rallane's possible role in the Dwarf tax he will look most disapproving, and say that this is a scurrilous rumour spread about by people who ought to know better. The view held by Elves (and Halflings) is that it is simply a money-grabbing exercise by the Chancellor.

If Clerk Thognar is asked about this he will try and hide his seething anger behind a controlled front. He explains that the Dwarfs are collecting a petition complaining at great length to Graf Boris - 'and we can count on *your* signatures, of course?' If he is taken out after work for a drink he will become more forthcoming (unless there are any Elves with the PCs) and denounce Rallane, the elven Court Minstrel, as the person responsible for suggesting the tax. Why Dwarfs? 'He hates our people and other folk think we're all rich because we work hard - that's probably how he got support for the idea'.

The Kommission for Commerce, Trade and Taxation (Location 46)

Although this is an obvious place to enquire about the tax changes, the Chairman of the Council, Gotthard Goebbels, is almost never here and neither he nor the senior clerk Franz-

Christoph Becker will agree to see the PCs anyway. Clerk Udiller will see the PCs but, following the lead of his masters, will say little. Given half a chance, the clerk will direct the PCs to another council or guild, saying the Kommission's job is simply to collect the taxes in the most efficient way - 'It's nothing to do with us, really'. This Kommission is gaining a reputation for doing nothing for anyone but the merchants.

THE CITY GUILDS

These institutions exist to promote the interests of their members. Middenheim, like any other large city, has its fair share of guilds, though for this adventure only four are relevant and these are detailed below. On visiting a guild an individual will be asked for his membership number. If he or she is not a member, provisional acceptance can be made for the duration of Carnival Week. This costs 3GCs and the PC must prove that they are eligible for membership by answering some profession-related questions. A guild will not deal with persons who are not members.

The Wizards' and Alchemists' Guild (Location 31)

At this stage, no PC (not even a Wizard or Alchemist) can get a meeting with the High Wizard or his Deputy (p49), but this may happen following a *trigger event* (see p71). Of course, the PCs can by-pass formal procedure and arrange to meet them in a public/social encounter, if they are able to. Any Wizard, Alchemist or Apprentice can pick up the following after a few hours spent in the smoking room:

Feelings are running high. Some Wizards and Alchemists have already left Middenheim to avoid the monthly tax, though the majority are waiting to see if an 'eleventh-hour' agreement can be reached. Guild members are mystified by the imposition of the taxes, pointing out the role of the Guild and the High Wizard in maintaining the defences of the city; this may be news to the PCs.

The Merchants' Guild (Location 45)

The drinking-room of this guild is always full of merchants discussing this and that, and they will happily talk about the taxes. They are not too bothered for the most part; 'Glad it wasn't us' is the usual attitude. Some, though, are concerned - 'It'll turn out badly. The Dwarfs are good workers and good spenders, and this will bring trouble' is a typical comment from the more thoughtful types. Several of them suspect that the

Chancellor is probably behind the taxes, especially the Scroll Tax - 'Sort of thing he'd do. Problem with him is, he doesn't see the effects on people. Bit of a recluse, he is'.

The Dwarven Engineers' Guild (Location 36)

A similar response as seen in at the Kommission for Elven, Dwarven and Halfling Interests. A petition will be proffered - even if the characters have signed it before. Nothing new can be learned over a few beers; the Dwarfs spend most of their time moaning and making provisional plans to leave. There is talk of ambushing either Rallane or the Chancellor and making the dwarven point of view known.

The Underworld

There is no centralised Thieves' Guild in Middenheim, but most criminal activities are overseen by two powerful gangs, one based in Ostwald and the other in the Altquartier.

There are various ways of contacting the underworld. For example, a PC thief might locate an NPC thief either by watching for signs of thieving on the streets (*Observe* test, repeat every hour until successful), or an NPC thief might spot and approach a PC thief.





In the second case, the NPC will make a sign of recognition specific to Middenheim. When the PC fails to respond properly, the NPC (standard profile) will quietly point out that it might be a good idea to come along for a chat - after all, it's difficult to make money without hands.

After some preliminary sounding-out, in which the locals will establish to their satisfaction that the PC is a genuine Rogue and not in the pay of the authorities, a nocturnal meeting will be arranged. The PC will be offered 'provisional membership' to cover the Carnival Week at a cost of 5 GCs, and will then be taught the local dialect of *Thieves' Tongue* (the character must already have the basic skill) and told about various contact points. If you have the time for a solo adventure, you might consider setting the PC thief a task, as proof of ability and goodwill.

Questions about the taxes or court life will be met with some puzzlement, but this will be satisfied by any reasonably non-committal reply - 'just curiosity - it seems a bit odd' will suffice. The NPC thief will then casually mention that he knows 'someone who can find out anything about anything, if the price is right. If you're really interested, that is.' If the PC agrees, then a further meeting can be arranged in a secluded tavern some 12 hours or so later, for a 2GC 'arrangement fee'.

At this meeting, the PC will be introduced to 'Josef', a nervous-looking individual aged about 40 (standard profile). Josef collects and sells information for a living - he neither knows nor cares what any of it means, so long as he gets his fee (5GCs, in advance, no haggling). He charges an additional fee (which he may try to bargain upwards) for each piece of information he passes on. Josef never reveals his sources.

Josef's Knowledge

Rallane is probably not behind the Dwarf tax; it's not his style, and he expressed surprise when it was introduced (1 GC).

The influence of 'military men' is not so strong as many people claim, and the Knight Eternal has none at all (2 GCs).

Law Lord Ehrlich was seen leaving the Palace visibly upset the day Graf Boris passed the new taxes. This coincided with the start of his current fit of depression (5 GCs).

After passing on this information, Josef develops a shifty look, and players may guess that he knows more. If pressed, he will lean forwards and say in a low voice:

'All right, but repeating this to the wrong ears could get you burnt or worse. 20 Crowns gets you something about the



High Priest of Ulric - no messing about, yes or no.' He can be bargained down to 15GCs, and if agreement is reached he will say that High Priest Ar-Ulric has been seen leaving the apartments of the Ladies-at-Court late at night - 'Now this could be a bit naughty, this could, considering his vow of celibacy and all.'

Josef may possess other titbits of information if you wish. The price for information can be based on how important the individual or group mentioned is.

TEMPLES

Any PC Cleric who visits his or her temple in the city will hear a good deal of complaint.

The biggest question revolves around the relationship between the Graf and the Cult of Ulric. On the one hand, why would the Graf risk alienating them when the Cult of Sigmar already regards him as a threat? On the other hand, why has the Cult of Ulric not spoken out against the taxes, especially when High Priest Ar-Ulric is one of the Graf's advisors?.

Popular rumour is that, while they have a lot to lose, the Cult of Ulric is the richest in the city, and could sit tight while pressure of taxation squeezed the others out.

There is no information on the origins of the taxes or the destination of the money raised, but the temples know that they certainly do not reflect any popular feeling. If anything, the general population was as surprised as the groups affected.

Note that if the PC Clerics visit the temples of other deities, they should behave with the utmost respect and tact. In particular, the presence of a Cleric of Sigmar in the temple of Ulric (or vice-versa) could be seen as provocative.

The Temple of Ulric (Location 10)

The High Priest Ar-Ulric (see p51) is frequently absent 'on business', but his juniors - Franz Fassbinder and Gilda Heinzer - ensure that little is given away here.

Even the junior Clerics say little. It is clear that the Clerics are not happy about the tax, but they do not condemn it in as forthright a manner as one might expect (a successful *Fellowship* test will reveal that a Cleric interviewed here appears to be hesitant in what he/she is saying).

The Clerics of the Cult of Ulric are in a difficult position; they cannot openly condemn the taxes without appearing to condemn their leader's (apparent) failure to stop them, and yet they cannot speak in their favour either. Most will try to skirt round the issue, saying that such matters are not for ordinary folk to comment on; they may be more open with a character who wins their trust and approaches the question diplomatically.

If a PC Cleric of Ulric is able to gain an interview with Fassbinder or Heinzer (this will take D3 days to arrange, and only Clerics of Ulric will be admitted), a successful *Fellowship* test will lead to their dropping a hint about their reasons for their relative lack of vigour in originally condemning the taxes.

The Temple of Sigmar (Location 28)

Feelings run higher here than in the Temple of Ulric, and, although the clerics are rather tight-lipped, their anger is obvious. On a successful *Fellowship* test, a junior Cleric might even accuse Ar-Ulric of supporting the tax to squeeze the other temples out of the City. He may even go so far as to question whether or not the temple of Ulric is actually paying the temple tax.

The clerics of Sigmar also feel that the Dwarf tax is a clear slight on their cult, given the historical links between the church of Sigmar and the dwarven people (see TEW, p22).

High Priest Werner Stolz (no profile is given because he will never be available to meet the PCs) is planning to report to the Grand Theogonist and denounce both Ar-Ulric and Graf Boris in no uncertain terms. Needless to say, fireworks will certainly ensue.

A character who makes sympathetic noises in all the right places, or who is a follower of Sigmar, may be rewarded by a Cleric forgetting himself for a moment, and letting slip the news that after the Carnival High Priest Stolz is setting off to Altdorf to put his case to the Emperor himself!

You should stress to the players that their characters realise that this is very sensitive information, and that careless talk will only make matters worse. It should also have the effect of making them realise that if anything is going to be done about the tax changes, then it will have to be done before the end of Carnival Week.

The Temple of Shallya (Location 38)

The PCs will be able to encounter juniors fairly easily but would need a good reason to gain an appointment with the High Priestess, Isolde Begeggen.

Here, the Clerics denounce the temple tax openly, on the grounds that it is taking money which would have helped the poor and sick and putting it in the Graf's coffers. The Dwarf and scroll taxes are aimed at some of their more generous contributors, making matters worse. The temple is hardly opulently decorated, and keeps little of the money it receives - unlike some...

The temple of Shallya also resents Ar-Ulric's lack of intervention - he is supposed to represent *all* temple interests in court circles, and clearly has failed them on this occasion. Some of the Sigmarites have overreacted badly, accusing Ar-Ulric of plotting with the Graf to get rid of them - this is clearly ridiculous, since the temple tax affects the temple of Ulric as much as any other in the city.

It is possible that the PCs may need to return here if they are hurt in a combat. For this reason, Isolde Begeggen's profile is given below: a badly-hurt PC may not necessarily be treated by her, but her

profile indicates what can be made available in the way of medical treatments if the PCs are in serious need. A contribution to charity, while not obligatory, would be very gratefully appreciated.

SUMMARY

Let the PCs pick up scraps of knowledge from these sources. You should feed the players the information bit by bit. Don't be afraid to repeat things, because intelligent players will realise that no one source is reliable, and that confirmations are valuable.

These initial investigations will probably take place in the two days before Carnival Week begins, as the party sets about trying to learn the background to the tax laws. However, you can also drop some of the more sociable and less reclusive major NPCs into the game at this stage, such as the Graf's Champion, the Ladies-at-Court, the Master of the Hunt, and the Court Minstrel. These can easily be met at the right (select) places. There's no reason why you shouldn't drop in a potential encounter with a major NPC before the Carnival actually starts once the PCs have done some routine questioning with lesser lights. Examples of how the PCs might run across these individuals are given in the *First Encounters* section on p71.

ISOLDE BEGEGGEN - High Priestess of Shallya

Level 3 Cleric

Personality and Appearance: Height, 5' 3"; build, medium-slender; long, wavy dark brown hair, brown eyes. Isolde dresses in simple white robes with a blue trim. She is quiet, intuitive, and a woman filled with sympathy and fellow-feeling for the old, sick, and poor. She has no involvement in politics and by and large dislikes those who deal in it, feeling that they are all too often divorced from the concerns of the commonfolk of Middenheim.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	40	5	4	10	50	1	55	60	50	50	65	50

Age: 44

Alignment: Good

Skills

Arcane Language - Magick; Cast Spells (Petty Magic, Clerical 1-3); Cure Disease; Etiquette; Herb Lore; Identify Plants; Identify Undead; Magical Awareness; Magical Sense; Manufacture Scrolls; Meditate; Surgery; Theology.

Possessions

As desired by GM

Magic Points: 37

Spells

Petty Magic: Assume that she can use all Petty Magic spells.

Clerical Magic -

Level 1: Aura of Resistance; Cure Light Injury; Cure Poison

Level 2: Aura of Protection; Treat Illness

Level 3: Cure Insanity; Heal Injury; Transfer Aura

THE POWERS THAT BE

Using The NPC Cards And The Master Attractions Chart

At the back of this book, you will find the *NPC Reference Cards*, one *Master NPC Card*, and a *Master Attractions Chart*. Before running this adventure, you can either photo-copy these (permission to do so for your own use is hereby granted!), or tear them out. Each NPC card occupies both sides of half a page.

The NPC Cards

These are an invaluable book-keeping aid for the GM. There is a card for each of the 22 Major NPCs described in the main text - apart from Law Lord Ehrlich, who will not be attending *any* Carnival events. Each card briefly recaps the role of the NPC concerned, his or her degree of influence on the Graf, key goals, plus age, race, sex and alignment. There is also a 'timetable' for the nine Carnival days; the ninth day is left blank, for there are no events taking place then. For each day, the major events which the NPC will attend (unless there is a very good reason not to do so) are listed.

Note that:

1. In some cases, the timetable may include a reference to other NPCs by using initials in brackets (eg, (+KT)). These refer to NPC(s) who will be accompanying that NPC at that event. Thus, *Dieter Schmiedehammer* (DS) can be found at various sessions of the Festival of Fine Ales with his fiancé *Kirsten Jung* (KJ), and his friends *Rallane Lafarel* (RL) and *Allavandrel Fanmaris* (AF). This doesn't mean that they stick together like glue all of the time, simply that they arrive together, and/or spend time together during the event.
2. The listing given only covers major Carnival events (the Princess' entries also include minor civic duties) and you may well wish to enter some further commitments - this is very likely, eg, for married people (such as *Maximillian von Genscher*), very studious ones (such as *High Wizard Albrecht Helseher*), and ones with many civic duties (like *Chancellor Josef Sparsam*). Plenty of space is left for you to pencil in any extra entries.

Don't regard the NPC card entries as absolute and inviolable - with a few exceptions the NPCs may be willing to change at least some of their itinerary to help the PCs out if this seems essential. **But if you need to delete any entry, you will also need to change the *Master Attractions Chart*.**

THE MASTER NPC CARD

To facilitate quick comparisons between NPCs, and to provide a memory aid as to each one's role (both at the Court and in the adventure), all the major NPCs are summarised here. The entries are not strictly alphabetical: NPCs are grouped according to social or political allegiance.

This card also shows how the 'influence votes' on Graf Boris actually work. Of the 22 Major NPCs, 16 have greater or lesser influence. Some of these are individuals (eg the 'Princess', the Chancellor, etc), while others only exercise any influence as a group (eg the 3 Military Commanders, the Law Lords). In the case of those NPCs with 'group influence', do not assume that if a group of 3 has 3 'influence votes', then each member of the group has 1. Rather, the members of the group will confer among themselves and then present *one* opinion to the Graf. This opinion carries the weight of influence shown.

THE MASTER ATTRactions CHART

This is a cross-reference to the NPC Cards. Each NPC card shows which events a particular NPC will be attending, while the *Master Attractions* chart shows which NPCs will be present at which events. Thus, if you want to know what Rallane Lafarel is doing at 9 pm on Aubentag, his *NPC Card* tells you that he's at the Festival of Fine Ales with his friends Dieter, Allavandrel, and Kirsten. Checking the *Attractions Chart* for this event, you will see that they're not the only ones there - Johann Schwermutt of the military will be around somewhere trying a pint of the local brews, but separate from the other major NPCs just mentioned.

Note that:

If the event has an asterisk (*) marked beside it, it means that the NPC will be actively participating in the event - for example, the Graf's Champion will be participating in defending his own title! In these cases, the NPCs will most definitely attend the event, come (almost) what may. There are some other events which are also participatory - like the Festival of Fine

Ales - but these aren't marked with an asterisk, because the NPC won't be so adamant about attending.

Taken together, the information shown in the NPC Cards and the Master Attractions Card, allows you to say very easily and quickly who is where, and which people can be seen at any major event, for the benefit of enquiring PCs.

MAJOR NPC DETAILS

The major NPCs are detailed next, with information being presented in the following order:

Title and Name

Race, Sex and Career

Personality and Appearance

This provides a physical description of the NPC, outlines his or her general personality (sociable, pessimistic, impulsive, etc.), and any remaining idiosyncratic quirks.

Statistics, Skills and Possessions

Formal statistics are really for reference only; major NPCs should not be involved in any combats (apart from Dieter), but a list of their skills is given because they might need to use one or more of them during the adventure. However, only the ones most obviously relevant to their profession are listed. A full listing of possessions for these NPCs isn't given for reasons of space - you should assume that these NPCs can lay their hands on any mundane item reasonably easily and quickly.

Role

The role of the NPC within the Court circle and their influence upon Graf Boris is summarised here.

Locations

This section details where the NPC lives, and also how he/she can be encountered. The *NPC Reference Cards* also have a 'timetable' for each major NPC, showing where they are during carnival week. That information is not for the players, obviously; they will have to learn how to get at NPCs and this is easy in some cases, very difficult in others. The *NPC Cards* record which of the major events of Carnival Week individual NPCs attend; while the Master Attractions Chart shows which NPCs are present at which particular events.

Don't make it too difficult for the PCs to learn where NPCs can be found:

It is, for example, common knowledge that the sociable *Court Minstrel* can be found serenading people (especially pretty females) in parks, high-class hostelrys and the like, and that he loves to attend certain Carnival Week events (see his NPC Card); everyone knows that the *Master of the Hunt* will attend the archery competition; and the 'Princess' is so popular that details of her public engagements are distributed in advance.



You may need to fill in details from the material in this section and from the *NPC Cards* and the *Carnival Week Events* section (pp19-26).

As an example, *Chancellor Josef Sparsam*, is an ardent collector of antiques. Possibly, a merchant NPC might boast to the PCs of how such a rich and well-placed man is a customer of his, and this might lead the PCs to having the chance to meet him as he looks over some item or other in a place off the beaten track. You should also refer to the *First Encounters* section (p71) to see other means by which the party can meet the NPCs.

However, don't forget that *finding* an NPC and getting to meet *them* are not the same thing:

Thus, the *Court Minstrel*, *Graf's Champion*, *Master of the Hunt*, and the *Ladies-at-Court* are fairly easily encountered, but may be protected from riff-raff by the presence of a small retinue: admirers, flunkys, drinking companions and friends. Likewise, the 'Princess' is always under heavy guard in her public appearances. The exact composition of any group accompanying the NPC isn't detailed here, because it will vary with the circumstances - the 'Princess' may be surrounded by the Town Guard on a walkabout, but this won't be true when she's in her box at the Royal Opera House. You will need to improvise details according to the encounter. The *Standard NPC* sheet gives details of Watchmen, drinking companions, rakes, and minor NPCs of various sorts, which can be used as required.

Finally, don't forget that sometimes the PCs might not actually recognise NPCs!

For example, *Gotthard Goebbels*, *Chairman of the Merchant's Guild*, dresses much like any other merchant, and there's no reason why the PCs should recognise him as in any way important on a casual encounter in a tavern. If they have a precise description of his appearance, of course, that's another matter!

Reactions

Any special modifiers to *Fellowship* tests for reactions to other characters are listed here (this applies to PCs, of course.) For example, some characters like Elves and dislike Dwarfs. These first reactions may well change with time; they reflect only first impressions.

Don't impose too many *Fellowship* tests on the adventurers as they deal with NPCs - it's better to rely on role-playing, considering what the PCs say and how they say it.

You should consider making a *Fellowship* test, however, if a PC makes some foolish or undiplomatic comment which is not actually a major blunder (the latter will automatically elicit a negative reaction). If the test is successful, the NPC will make light of the mistake, although he may make some joking comment about it if his personality allows. If the test is failed, the NPC will react with disapproval. If it isn't clear which PC is actually making the remark, clarify this with the players, asking exactly who made the comment!

Knowledge

This section summarises what each NPC knows about the political problems in Middenheim, the NPCs and intrigues involved, and how easily he/she will part with this information. You must always take into account how PCs have behaved and what questions they have asked (and how).

For example, *Lady-at-Court Petra Liebkosen* knows that the nephew of the Chaperone, *Hildegard Zimmerlich*, is a bad lot, and this information could be useful to PCs. In effect, they have to buy this information - the details given for Petra (p56) tell you that much. But obviously, Petra isn't just going to come right out and say, 'I can tell you something useful about the Chaperone for a few Crowns'. Such a possibility must be hinted at in the context of an appropriate conversation.

Further, most NPCs will probably withhold much information until they have evidence that the PCs are thoughtful, diplomatic and trustworthy.

Thus, *Rallane the Court Minstrel* suspects an affair between *Emmanuelle Schlagen* and *Ar-Ulric*, but there's no way he's just going to blurt that straight out. What he's more likely to do is suggest to a favourable PC that he might try observing the Cleric closely. If that PC returns and remarks on the Cleric's obvious anxiety, and makes it plain to Rallane that he/she didn't say anything at the time, and otherwise avoided acting foolishly during the encounter, Rallane might then open up and discuss what he suspects.

In this respect, the fact that the Baron has a Paramour is generally known by NPCs in court circles. It is, after all, something of a tradition. But hardly any of them has the faintest idea (let alone certain knowledge) as to who this is. *Emmanuelle* is an important NPC, and it is entirely possible that the PCs might end up talking to her more than once without realising exactly who she is!

Misconceptions

This section describes any false ideas the NPCs have, specifically about how much influence they and others have on Graf Boris.

As an example, *Rallane Lafarel*, the Court Minstrel, thinks that his elven friend *Allavandrel Fanmaris*, the *Master of the Hunt* has some influence on Graf Boris, which he doesn't.

Don't confuse these misconceptions with matters about which an NPC is ignorant.

For example, *Rallane* doesn't know about members of the Military Guild and their influence (because he doesn't have any dealings with them). Lack of knowledge isn't the same thing as an erroneous belief.

Furthermore, you will sometimes need to fill in details from the information given. The NPCs are (generally) not stupid, and reasoned argument will their opinion.

For example, while *Rallane* doesn't know anything about the *Midden Marshals* or their possible influence on Graf Boris, being intelligent, he will be able to infer rationally that they probably do have some influence.

NPCs will give opinions in line with their **Int** scores in cases where they don't know one way or the other, but you should ensure that the NPC makes it clear that he or she is only expressing an opinion.

Goals

This section outlines the NPCs view of the tax changes and what, if anything, he or she wants to be done about them. Also described is what each NPC wants,

and how they may try to gain benefit from the actions of the PCs. Thus *Petra Liebkosen*, a Lady-at-Court, is motivated by money, and will sell information - to the right people. *High Priest Ar-Ulric* wants the return of the stolen letters being used to blackmail him. Some NPCs simply want things put to rights, knowing that something is desperately wrong in Middenheim.

Sometimes, satisfying an NPC's goal is simple - money, for example. Other times, it's tougher. Dealing with the 'Princess', for example, calls for tact, chivalry, diplomacy and highly restrained role-playing. Moreover, the goals of some NPCs conflict with each other, and this may create problems for the PCs.

Feelings about Other NPCs

This provides a brief description of what the NPC thinks about the other NPCs in the Court circle and City life. For reasons of space, it's impossible to give all details here, and sometimes you may need to fill in extra information from the notes given. Thus, if one NPC is stated to have been a 'close friend for many years' of another NPC, it's likely they know a great deal about each other's past, even if this isn't stated as such here. Interactions between PCs and NPCs will evolve as greater knowledge and mutual trust develops, and you will need to make decisions about such developments and where they may lead. One such occasion would be to determine how one NPC will react when appraised of details of another NPC's background and/or actions, about which they were originally ignorant.

For example, *Dieter Schmiedehammer*, the Graf's Champion, and his wife-to-be, *Kirsten Jung*, know nothing of the affair between Graf Boris' Paramour, *Emmanuelle Schlagen*, and *High Priest Ar-Ulric*. If, for some reason, the PCs tell these

two of the affair, you will need to determine how they react to this from the information given about their alignment, personality, and how they feel about Emmanuelle and Ar-Ulric. Indeed, their reaction might even be affected by the nature of the source from which the PCs learned of the affair - they might not even believe the PCs if the source seems unreliable in some way.

Because there are almost infinite possible patterns of PC/NPC interaction, you will have to make the decisions in cases like the example given - but the details given here should provide sufficient information for you to improvise these decisions.

FLUNKYS AND LACKEYS

In some settings, don't forget the attendant lackeys a major NPC may have. For example, the *Chancellor* will have a secretary and a valet and a butler in his rooms at the Inner Palace. The *GM's Reference Sheet* contains appropriate profiles (for *Manservant*, *Scholar*, etc). The role of these servants will be evident from their title, but as far the PCs are concerned they will seem to exhibit only one side: a barrier between the NPC and any who would try to meet him or her.

There are a number of ways the PCs could get around this problem. The most obvious is bribery, but this is also the most risky. These are high-level NPCs and their servants are a cut above the norm. Most will have access to areas of the Palace and be privy to a number of sensitive facts. With this in mind the *Bribery* test, (100 minus **WP** of target), should be made with a penalty of -10 to -30%, depending on the exact circumstances. If the bribe attempt fails, do not have the servant screaming for the Watch every time.



Assuming the PCs wanted little more than to see the major NPC, then it is likely that the servant will have met the situation before and simply decline the offer. The servant is more likely to accept payment if he or she can avoid responsibility for the PCs once they have met the NPC. Thus, revealing where their master can be found at a given time involves little or no risk to themselves and treated accordingly.

To summarise, a bribe is more likely to work if the servant has only to *say* something rather than *do* something.

A more subtle, and less risky, way of getting past servants is to *Bluff*. The servant does not automatically know that whatever a PC says is a lie. If the lie appears convincing enough, then it becomes more than the servant's job's worth to turn the PC away. What if he's telling the truth and he is the Padishah Emperor of all Araby?

Of course, the PCs should be prompted to do more than arrive and hope for a successful *Bluff* test. They should look and speak the part, perhaps having 'servants' of their own to do the initial introductions.

Thus, to see Chancellor Sparsam the party might use their knowledge of his interest in antiques by posing as merchants or fellow collectors. Having got in to see the Chancellor, they can change the topic of conversation to the

new tax laws later on, assuming of course that they do know something about antiques: *Bluffing* Sparsam is another kettle of fish altogether.

Finally, the party might simply interact with a servant as an end in itself, especially in the early stages when they are fishing for clues.

For example, the Chancellor's butler could be approached in the following manner 'Excuse me, but your master appeared a little unwell. Perhaps I'm wrong, would you say? I wondered, probably foolishly, whether some help might not be solicited. I myself know a little about medical matters'. Faced with such concern and politeness of enquiry, the butler will hardly take offence (whether he agrees with the PC is something else) but having buttered up the butler in this way the PC might then arrange a meeting to discuss his master's behaviour or how help might best be sought, and then interrogate the butler (who might talk about the visits of a certain lady...).

OVERVIEW OF PC/NPC INTERACTION

The main reason for the PCs to seek out encounters with the major NPCs of Middenheim is to learn as much as they can about the tax changes. The reactions of the NPCs to these changes are

described, but it is not the done thing, in court circles to collar people and demand to know if they used their influence on the Graf for one thing or another.

It is generally acknowledged that the Chancellor, the Law Lords, and the Merchants' Guild are the most important influences on fiscal matters, but it is by no means unusual for others to be influential in such matters. So, don't assume that NPCs will necessarily have spoken to other NPCs (apart from their close friends) about these matters.

You should make it very clear to PCs early on (from a helpful NPC if necessary) that one has to be tactful about such matters; head-on interrogation simply will not work. If the party persists in such undiplomatic behaviour, you will have no choice but to punish them according to the offence. Although a number of the NPCs are anxious about their position they will not take rudeness or violence from total strangers lightly.

Finally, it is definitely bad practice to go round pestering NPCs at their private homes with queries and questions although this will be necessary if the party wishes to see Law Lord Ehrlich. The adventurers will have to try to befriend them and wait for an invitation. Try to guide players into seeking public venues for their PCs to brush with NPCs they want to meet.



The Chancellor: Josef Sparsam

Human, Male, Lawyer

Personality and Appearance

Height 5' 11". Build slender. Hair grey (balding, with a widow's peak). Eyes amber. Walks with slight limp. Dresses inconspicuously in deep blue or brown robes, with no ostentatious badges of office.

Sparsam is the archetypal accountant. Divorced from the real world, all he sees are numbers on ledgers and balance sheets. Introverted and anxious he is nevertheless polite. He is totally devoid of any sense of humour or gaiety and dreads the social occasions he is occasionally forced to attend. He is honest, honourable, and loyal to his few friends.

Unfortunately, Sparsam has recently become addicted to a stimulant drug (see below) which he must take 2-5 times each day. This makes him periodically hypomanic and twitchy: any PC making a successful **Fel** test will feel that the Chancellor's behaviour (when under the influence of the drug) is slightly odd. In the company of a female the Chancellor may (20% chance) turn lecherous and make crude suggestions and/or gestures. A Herbalist or Physician can guess (by making a further **Int** test with a bonus of +20) that the effect is due to drug intoxication.

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
4	31	28	4	5	7	42	1	41	46	72	52	46	44

Age: 57

Alignment: Neutral

Skills

Etiquette; Evaluate; Haggle; History; Law; Numismatics; Secret Language - Classical; Secret Signs - Lawyer's; Super Numerate

Role

Being in charge of the Middenheim Treasury and all tax officials, Sparsam receives regular reports and submissions from all those concerned directly with fiscal affairs. He has moderate influence on Graf Boris ('2 votes').

Locations

Sparsam lives in the Palace (see *Map 4*) and is not an easy NPC to get at. Finding a reason for an appointment requires some ingenuity. The PCs could try posing as wealthy merchants or antique dealers engaged on business.

Reactions

Females: +10 to all **Fel** tests when Sparsam is under the effects of the drug, -10 when not intoxicated, as Sparsam is normally rather timid with opposite sex.

Academics: PCs whose **Int** exceeds 40 may use this instead of their **Fel** score - Sparsam is easily impressed by *Intelligence*.

Dwarfs: -10 to any **Fel** tests, because Sparsam is very apprehensive about their attitude to the tax changes.



Knowledge

Sparsam knows the political influences within the system very well, although he is not a good judge of people. He can be extremely helpful to PCs in matters of protocol, explaining how to get to see other NPCs, and being able to provide a crucial pass to the Inner Palace.

Misconceptions

Sparsam believes Pavarotti (p65) to have no influence on Graf Boris. This is, however, only wishful thinking.

Goals

Sparsam's main goal is to maximise public funds so the tax changes were fine by him. He would aim to repeal the laws if he was not being blackmailed to maintain support (see *The Drug Problem*, below). He is also an ardent collector of antique art, pottery, and coinage, and interest in these would softened him up for discussions on other fronts.

Attitude to other NPCs

Dieter Schmiedebammer - Champion: Indifferent; hardly knows him.

Katarina Todbringer - Princess: Takes due care to flatter her. Aware that she does not like him, he berates her low intelligence if he feels he can get away with it.

Hildegard Zimmerlich - Chaperone: Hates her, but is terrified of her malice, and fears that her gossip-mongering could create social traps for him. Their mutual detestation is totally irrational, but everyone is aware of it, since they can hardly conceal it in public. "That withered old hag" is one of the weakest comments Sparsam would make about her.

The Military Commanders: Has only professional meetings with the hierarchy, and no particular personal feelings about them. The military always want more money, however, and given half a chance, Sparsam will moan about this at length.

The Wizards: Normally has no dealings with them, but recently had to endure a furious admonition from the Deputy High Wizard, Janna Eberhauer (p49), about the Scroll Tax. Unfortunately, the over-excited and drug-intoxicated Chancellor made an amorous suggestion for which the enraged magician threatened to turn him into a rat; he is now terrified of her, and highly apprehensive of the High Wizard Albrecht Helseher too.

High Priest Ar-Ulric: Dislikes him. Feels that he is getting soft on Chaos, not expressing the right sentiments forcefully enough. Sparsam himself has no time for organised religion. He has noticed the High Priest's agitation (not so unlike his own) and thinks that Ar-Ulric might be taking drugs too (Sparsam has fantasies about entire drug rings at times...)

Emanuelle Schlagen - Paramour: Greatly dislikes her. Regards her as frivolous, a bad lot, and knows she makes sarcastic jokes behind his back. He has been dreaming up a jewellery tax to get his own back. He does not know that she is Graf Boris' paramour, nor of her affair with Ar-Ulric.

Ladies-at-Court: They too are "frivolous and a bad lot", and Sparsam thinks it disgraceful that they receive an allowance from the Treasury (he won't disclose this, but it is 1600 Crowns per year). The exception is Natasha Sinnlich, who is "cool and correct" and for whom he is forming an implausible and unsavoury affection. He also made advances to Petra Liebkosen at a recent feast night, but has now forgotten this.

Siegfried Prunkvoll - Knight Eternal: Knows him slightly through a mutual interest in certain antiques. Knows that he is a fool but tries to think of him as a symbol of strong, lawful authority who should be defended on that score. At least he isn't frivolous.

Allavandrel Fanmaris - Master of the Hunt: The two have an odd affection for each other. Allavandrel has always been kind and considerate to the Chancellor and rescued him from many a painful conversation at the social functions which Sparsam dreads. Sparsam is not one to express affections openly, but is glad that the Elf is around.

Gottbard Goebbels - Kommission Convenor: Admires him professionally for his devotion to, and persuasive advocacy of, merchants' interests. They even have a sherry or two now and then and discuss the price of things. He regards Goebbels as "a stout fellow", and has no knowledge of his connections with the Chaos Cult of the Jade Sceptre.

Luigi Pavarotti - Baronial Physician: Most alarmed by the man, embarrassed and frightened by his impulsive forthrightness, and thinks him "a thoroughly bad lot". His fear of the man means he won't express his displeasure unless certain that he can get away with it.

The Law Lords: Thinks they have done a good job over the years and has met with them professionally on numerous occasions to discuss fiscal planning and the drafting of laws relevant to this. Considers all three to be "intelligent chaps".

THE DRUG PROBLEM

The Chancellor's problems started about 10 months ago when he saw Law Lord Wasmeier inhaling a white powder. On inquiry Wasmeier said it was a simple tonic, offering some to Sparsam. Later Sparsam tried the sample to beneficial effect. Asking Weismeier for more the Law Lord gave him the name of Frau Kenner (alias of Brunhilde Klaglich p82), saying that he had none left. Months passed and the regular visits of Frau Kenner to Sparsam increased: unknown to the Chancellor the drug, was spiced with some highly addictive extras. Realising his position Sparsam asked Weismeier about addiction, but the Law Lord dismissed it, saying that it could only occur through severe over-indulgence could produce addiction. This astute reply played on Sparsam's puritanical character: the guilt-ridden Chancellor is now convinced that his own moral weakness has created the problem.

Sparsam doesn't think that Wasmeier is responsible for his current trouble with the drug, and won't mention his name in connection with it, not wishing to draw any connection between the drug and a decent citizen like Wasmeier. If asked about the source of his addiction the Chancellor will say he asked his antique dealing friends and was given Frau Kenner's name.

Initially very enthusiastic about the tax changes he changed his mind when subjected to abuse and angry demonstrations. Unfortunately, after voicing his new opinion he was contacted by Frau Kenner who told him that continued supply of the drug would only be maintained if he kept up support of the taxes. If challenged about the tax change in an aggressive or tactless manner, Sparsam simply refuses to have anything further to do with the PCs and has them dismissed (or leaves their presence). However, Sparsam has nothing but hassle over the tax laws and will view a friendly sympathetic voice with gratitude. If questioned gently Sparsam will eventually break down and, in between sobs, may express guilt over his drug addiction and the trouble he has caused by supporting the taxes. If the PCs have not offered to do so already Sparsam will implore them to help him.

The only information Sparsam has about Frau Kenner is that she visits him once a week, the next visit being due on the last day of the Carnival. He describes her as "about 30, 5 ½ feet tall, with long blonde hair". Sparsam will also inform the PCs that he gave her a pass to the Inner Palace. Talking with the Palace guard is dealt with in 'Frau Kenner' (p82).

The Graf's Champion: Dieter Schmiedehammer

Human, Male, Judicial Champion

Personality and Appearance

Height 6' 3". Build medium-powerful (about 215 lbs.). Hair auburn. Eyes - green-hazel. Broken nose.

Dieter is unusually bright for a warrior-type, and is also particularly friendly and helpful to all worthy-seeming young warriors. He is chivalrous, well-mannered, and surprisingly softly-spoken (except when slightly drunk - and he never gets more drunk than slightly). He is scrupulously honest, and will never act in any underhand manner. In short, a truly decent human being.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	61	51	5	6	14	55	2	66	51	55	66	32	58

Age: 35

Alignment: Good

Skills

Consume Alcohol; Dodge Blow; Etiquette; Gamble; Secret Language - Battle Tongue; Specialist Weapon skills - All (inc. Two-handed); Strike Mighty Blow; Strike to Injure; Strike to Stun

Role

The position of Baronial Champion is a purely honorary one, deriving from the days when disputes were settled with champions rather than wars or army encounters. Dieter moves in high society because of what, not who, he is; Graf Boris has always been friendly to him and he has modest influence with the City's ruler ('1 vote').

Locations

The most obvious way of meeting the Champion is to engage him in combat (see below), but he attends many Carnival Week events (see his NPC card) and is easily found wandering around markets, attending nightlife events, etc. His carousing is limited, however, by his need to be fighting fit on most mornings when he may have to defend his title as the Graf's Champion. Overall, Dieter is an easily accessible NPC.

Reactions

Dwarfs receive a +5 bonus to *Fellowship* tests with Dieter, who regards them as doughty fighters, worthy of respect. Any character with a *Ld* score below 40 suffers a penalty of -5 from such a *Fellowship* test with Dieter; if *Ld* is above 60, add 5.

Knowledge

Keep in mind that Dieter and Kirsten Jung are engaged and that they have discussed both people and events (which is how Dieter knows much about the girl talk of the Ladies-at-Court), and also that Dieter has been hypnotized into considering the tax changes a good thing, (see Kirsten's *Knowledge* section for her reactions about this). Furthermore, Dieter does remember Rallane the Minstrel enthusing about the Dwarf tax.



Misconceptions

Dieter thinks that the Military Commanders have more influence than they actually do, for the simple reason that when he has spoken with Graf Boris (until recently when the Baron has become so enfeebled), military matters (including military history) have often been the topic of conversation.

Goals

Importantly, Dieter is engaged to be married to *Kirsten Jung* (one of the Ladies-at-Court; see p56) and this influences his goals.

As far as the tax changes go, Dieter has been hypnotised to express enthusiasm for all of them if directly queried. Note that this obviously contradicts his expressed liking for Dwarfs. This matter is dealt with below (see *Hypnotised*, and cf. *You are Feeling Sleepy...* p73).

His prime goal right now is to settle down with his wife-to-be and develop a business as a blacksmith and merchant in horseflesh, tasks for which he is well-suited. Thus he won't be bothered if defeated in combat, losing his title and position (see *Combat with the Champion*, p25). He dislikes high society, for the most part. Because he wants a quiet life, PCs will have to appeal to his principles to draw him into the developing intrigues - and he is a good man, with a keen sense of injustice and a hatred of corruption and underhand dealings.

Attitudes to Other NPCs

Josef Sparsam - Chancellor: Indifferent; hardly knows him.

Rallane Lafarel - Minstrel: A good friend and drinking companion - Dieter has a fondness for music. He also tries to cheer Rallane up when the latter is moody and miserable, and commiserates with him when the Elf has had another of his unfortunate affairs. The two often go drinking with *Allavandrel, Master of the Hunt*.

Katarina Todbringer - "Princess": Very correct in behaviour towards her. He likes her, but thinks her dumb. Nonetheless he will be very slightly jealous of any PC winning her affections, although he will probably keep this to himself. They do not meet often.

Hildegard Zimmerlich - Chaperone: He is oddly fond of the "old dragon" and is highly chivalrous towards her. He knows her love for her charge and that she has made many sacrifices for the Todbringer family over the years and is a selfless, devoted servant. Teases her formality very gently from time to time; they both laugh over this.

The Military Commanders: Has friends within the military but not in high places; he has trained many of those rising to prominence and has good connections with them. Knows that the 'ruling' triumvirate, whom he rarely meets and only has professional dealings with, are clever and capable.

The Wizards: No dealings with them, does not know them.

High Priest Ar-Ulric: Knows him only indirectly through court functions. While a few warrior friends of his revere Ulric, Dieter himself is not especially religious. Dieter has noticed nothing odd about him, but wasn't particularly attentive on the rare and brief occasions they have bumped into each other. Thinks moderately well of him.

Emmanuelle Schlagen - Paramour: He has escorted her to court functions in past years (as is the case with all the Ladies-at-Court) and likes her. He does not know that Emmanuelle is Graf Boris' Paramour, nor does he know of her affair with Ar-Ulric.

Ladies-at-Court: He is engaged to be married to *Kirsten Jung*, of whom he is deeply fond, and is wholly committed to her. He has often escorted all of the three and likes them all; any kind of scandal-mongering about any of them will make him very angry. He won't hear a word against them.

Siegfried Prunkvoll - Knight Eternal: Knows he is pompous and not much of a warrior, but won't readily admit this in conversation. Defends him against slights with equivocal excuses and dismissals. Actually he has no time for him, and avoids him.

Allavandrel Fanmaris - Master of the Hunt: Good friends; they enjoy friendly competitions, jousting and archery, and often attend Carnival Week events together, either with Kirsten or with Rallane Lafarel (sometimes with both). Thinks Allavandrel is a bit over-impulsive at times.

Gotthard Goebbels - Komission Convenor: Goebbels swindled him over a pair of horses two months ago, and this still annoys him (he couldn't actually prove anything about the incident). He made careful enquiries and is convinced Goebbels is corrupt, but cannot prove anything.

Luigi Pavarotti - Baronial Physician: Hardly knows him, has only heard of his reputation. A fairly neutral attitude; not shocked but a little surprised that so flamboyant a man has been put in charge of Stefan Todbringer. Thinks he is probably a quack.

The Law Lords: Dieter thinks Reiner Ehrlich painfully shy and feels sorry for him on this account; he has no particular feelings about the other two. He has very few dealings with them, and will say so, although he thinks them able enough people.

Hypnotised!

On a drinkingspree 2 months ago, Dieter found himself alone talking to a pretty woman called 'Charlotte'. This was a heavily disguised Brunhilde Klaglich (p82), and as the two sat in a secluded booth, she hypnotised Dieter into expressing his support for the up-coming tax reforms. If the subject of taxes comes up in conversation, Dieter simply states *one* of the following lines:

"Well, I think they are a good idea. The Priests have been stacking the gold up for years. Look at the Temples!"

"Excellent laws. Everyone knows the Wizards have chests of gold put away, never mind the Alchemists making the stuff."

"Very fair. Dwarfs are thrifty people and can afford to pay."

"The city needs the money, those best able to pay must do so."

"Not the taxes again. Do you mind if we discuss something else? What did you do yesterday?"

No matter how many times these phrases are repeated, Dieter's tone remains identical, without varying in the slightest.

The adventurers may be able to deal with the hypnosis (see *You Are Feeling Sleepy...* p73) - which is the best option, for they will gain an ally with some influence. Or perhaps one of them can defeat Dieter in combat to get the job of Baronial Champion (see the **Main Attractions** section *Combat With The Champion* (p25). This is not ideal since although it will gain them access to the Graf, it's not as good as turning a negative into a positive, which is what dealing with the hypnosis would achieve.

The Court Minstrel: Rallane Lafarel

Elf, Male, Minstrel

Personality and Appearance

Looks the equivalent of a 30-year-old Human. Height, 5' 9". Build, slender. Hair silver-blond. Eyes pale green. Rallane is a friendly Elf, but is moody and melancholic at times, even sarcastic. He has a gloriously pure singing voice and is especially gifted at playing stringed instruments. He is also an amusing raconteur and an exceptional mimic and mime artist (+15% to any test involving these skills above the normal figure). He is an incurable romantic, over-idealizing females and unready to see their faults. He dresses in resplendent but tasteful silks and velvets, some with fur trims, and is extremely fastidious both about his own appearance and that of others.

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
5	40	62	5	6	9	73	1	62	39	55	49	40	71

Age: 96

Alignment: Good

Skills

Acute Hearing; Ambidextrous; Blather; Charm; Comedian; Concealment Urban; Conceal Alcohol; Dance; Disguise; Dodge Blow; Excellent Vision; Haggle; Jest; Juggle; Mime; Mimic; Musicianship; Read/Write - Eltharin, Old Worlder; Seduction; Sing; Sixth Sense; Wit

Role

As Court Minstrel, Rallane sings and jests for Graf Boris and his entourage, privately and at court functions. He has only modest influence with Graf Boris ('1 vote').

Locations

Rallane lives within the Outer palace (see Map 4 p85), and his house is quite a social centre. He can also be found very easily at numerous Carnival Week events (see his NPC Reference Card) and is much in demand at private functions. He will also play at high-class hostelrys (for a suitable fee), and is even known to perform impromptu serenades for people strolling the parks. The PCs might also find him being chased through the streets by an irate group of Dwarfs, and being pelted with garbage. If they can extricate him from this, they will obviously get a good reaction from him. In short, a very accessible NPC.

Reactions

Females and Elves add a bonus of +10 to any Fellowship test involving Rallane (+15 for a female Elf). Dwarfs get a penalty of -15; Rallane loathes them as disgusting and crude.

Knowledge

Rallane is one of the very few NPCs who knows that Emma uelle Schlagen is the Royal Paramour and he suspects that she is having an affair with Ar-Ulric. He saw signs of a romance some 6 months ago and saw signs of tension 4 months later. Initially he put this tension down to guilt on the part of the Priest. Recently, however, he has become intuitively aware that all is not well at Court and wonders if the Priest's behaviour is connected in any way.

He is also puzzled about Dieter Schmiedehammer's espousal of the Dwarf Tax. If the PCs have established cordial relations with Dieter (as well as with Rallane), he may carefully query the PCs to find out whether they too have noticed the incongruity of Dieter espousing this tax when he admires Dwarfs, and then may be willing to discuss this oddity.

In summary, Rallane can be a most helpful NPC. Although he doesn't have much influence with Graf Boris, he has many useful contacts, is very streetwise, and knows Middenheim very well. He is also important since his subjective conclusion that something is amiss may spur the PCs into action.



Misconceptions

Rallane thinks that Allavandrel (the Master of the Hunt) has influence with Graf Boris, which actually he doesn't. The Master of the Hunt hasn't disillusioned Rallane on this score because the Minstrel once said how glad he was that two elves had influence with the Graf, and, knowing that Rallane was going through a bad patch in his love life at the time, Allavandrel chose not to depress him further by telling him the truth of the matter.

Goals

Rallane is delighted about the Dwarf Tax, and is neutral towards the other changes. However, rumours are flying (especially among the city's Dwarfs) that Rallane was the person who first proposed the idea of a Dwarf Tax to Graf Boris. Although (at least initially) he is too proud and dislikes Dwarfs too much to admit it to the PCs, Rallane is none too happy about this. One of Rallane's goals in this adventure will be to clear his name on this score.

Although he feels, personally, that the tax changes are all right, he does realize that they are socially divisive and he fears that worse things may be on the way. This is in accord with his suspicion that all is not well in Middenheim. A major goal for Rallane is finding out what is wrong and trying to put it right, and so he is obviously potentially very helpful to the PCs.

He has no purely personal goals (apart from keeping his job, which he likes) but he might easily become rather fond of any female PC with a half-way decent *Fellowship* score and an easygoing manner.

Attitude to Other NPCs

Josef Sparsam - Chancellor: Has few dealings with him. Rallane dislikes his formality, but has not noticed the man behaving oddly and has no suspicions about his drug addiction.

Dieter Schmiedhammer - Champion: Very friendly towards him; an erstwhile drinking companion for some years. Rallane admires his honesty and openness and takes pleasure in Dieter's enjoyment of his music. He thinks that Dieter and Kirsten Jung make an excellent couple but fears that their marriage might curtail Dieter's carousing, thus robbing him of a nighttime companion. Rallane is puzzled by the Champion's espousal of the tax changes, especially the Dwarf Tax, for he knows that Dieter, incomprehensibly, admires Dwarfs. However, Rallane hasn't pressed the issue with him and won't say anything which might seem to cast suspicion of any kind on Dieter.

Katarina Todbringer - "Princess": Is recovering from an infatuation with her; he realizes that this is hopeless, for no Elf could marry into the Todbringer family for obvious political reasons, but he's still prone to melancholy about it and comforts himself with a romantic fantasy about her now and then. He sees her moderately frequently and sometimes plays music for her in her chambers.

Hildegard Zimmerlich - Chaperone: Dislikes the "crabby old haridan", but knows of her devotion and selflessness, and grudgingly admires these qualities in her.

The Military Commanders: Has no dealings with them. He thinks that the *Emmanuelle Schlagen* (the Graf's current Paramour) had a lover within the higher echelons of the military not so very long ago, but before she became involved with Graf Boris (this is correct, but Rallane is not sure who the man concerned was - see Ulrich Shutzman p48).

The Wizards: Has no dealings with them, but knows High Wizard Albrecht Helseher by reputation as a formidably intelligent man. He has seen Janna Eberhauer, the Deputy High Wizard, at court functions and liked the look of her, but hasn't made any advances to her - yet.

High Priest Ar-Ulric: Will initially say that the cleric is a sound enough fellow, doing his job well, in a colourless way. A PC making a successful *Intelligence* test with a modifier of -10 (Rallane doesn't give things away easily) will detect that Rallane says this in a somewhat flat tone of voice, very different to his normally sing-song intonation. He suspects him of an affair with the Graf's Paramour, however, and blames the cleric - "he should have known better" (Rallane never blames the female party). He feels anger at the man's foolishness but fears for his safety and the possible political consequences of the affair. He currently suspects that the High-Priest's obvious agitation is due to being found out, perhaps by one of his junior clerics.

Emmanuelle Schlagen - Paramour: They have been friends for several years. He is sympathetic, protective towards her, and absurdly soft-hearted about her. He had an affair with her some four years ago but will certainly not mention this fact to the PCs.

Ladies-at-Court: He likes *Kirsten Jung* very much and thoroughly approves of her. He knows that *Petra Liebkosen* is extravert and flirtatious, but also thinks (quite wrongly) that she is probably sensitive and vulnerable underneath. He dislikes *Natasha Sinnlich* and suspects her of being an evil and cruel sort (correctly in this case), but does not say so initially.

Siegfried Prunkvoll - Knight Eternal: Thinks him an utter fool and mocks him in private. His cruel mimicry of the hapless Templar is deadly accurate and quite merciless.

Allavandrel Fanmaris - Master of the Hunt: A very close friend; his elven brother-in-arms. These two enjoy reminiscing about old times, singing together (Allavandrel has a passable voice), friendly archery contests (Rallane has a good BS!), drinking, and carousing, not to mention enticing pretty females to their homes.

Gotthard Goebels - Council Convenor: Knows him only by reputation: that he argues for the interests of merchants very capably and lives pretty well. Doesn't suspect him of anything.

Luigi Pavarotti - Baronial Physician: Doesn't see much of the man, but thinks fairly well of him. Is aware that he has an unsavoury reputation, but Rallane will defend his impulsiveness and general flamboyance; these are qualities Baron Stefan Todbringer (see p10) definitely seems calmer and happier with "Herr Doktor" looking after him, although he rarely sees the Graf's invalid son.

The Law Lords: Rallane has no dealings with them, and believes them to be capable men, if not to his liking - they are so formal. Does not have any suspicions about them.

The "Princess": Katarina Todbringer

Human, Female, Noble

Personality and Appearance

Height, 5' 5". Build, slender. Hair strawberry-blonde. Eyes light blue. She has a small dimple on her chin, and small, delicate hands and feet.

Katarina is, alas, a truly dumb blonde, albeit a sweet and kindly soul, with a refined aesthetic sense and delightful manners. She loves music, sculpture, gardens, flowers, pleasing and pretty things. She has a good singing voice and is a tolerable lute player. She is naive and somewhat unrealistic, and Matters of State are of no interest to her. However, she has a strong sense of fairness and justice, and is not lacking in courage. She has exquisite dress sense, and wears little make-up or jewellery (but what she does wear is of dazzling quality). She favours floral perfumes with an added astringent to remove any cloying qualities.

	STR	BS	S	T	W	I	A	Dex	Ld	Int	Cl	FWP	
4	25	27	3	3	6	37	1	33	45	25	48	35	66

Age: 19

Alignment: Good

Skills

Ambidextrous; Art; Charm; Cook; Dance; Etiquette; Public Speaking; Read/Write; Ride; Walkabout; Wave To Crowds

Note: Katarina is protected by a detachment of 20 Knights Panther in public (use the standard profile on p95). She also wears a magical golden necklace which gives her the equivalent of 3 APs of protection on all locations, and adds a +30 modifier to her *Magic* tests.

Role

The Graf's daughter - a Princess in all but her entitlement to the title! She attends some court functions and is also patroness of several artistic and charitable organizations. Her influence over her father would be considerable ('3 votes'), if she but realised it.

Locations

Getting close to Katarina is going to be tough. She lives in the Palace, with the Chaperone (*Map 4* on p85).

She does attend certain Carnival Week events (see her NPC Reference Card), and it is possible to get to her without the Chaperone, but tough (cross-check their NPC Reference Cards). If the PCs have become friendly with the Minstrel (p40), he may introduce a prospective suitor at one of his famous parties. In public settings and in the Palace, there will always be 20 Knights Panther hovering not far away from her. PCs will have to try for an introduction at some social event, or an introduction from another NPC (there will have to be a substantive pretext for that). PCs of high social rank might get away with a formal social visit, of course. Otherwise, something flamboyant will have to be attempted.

Reactions

Dwarfs suffer a penalty of -10 to any *Fellowship* test with Katarina; Elves get a bonus of +5. Males whose *Ld* exceeds 50 may use this score instead of their *Fel* score, if they prefer.



Knowledge

Although Katarina knows little of direct relevance, she doesn't need to. For one thing, she is the only single powerful influence on the Graf that the PCs can recruit to their cause; and for another, she can get the PCs access to the Inner Palace and, at least in theory, can summon almost any NPC to her presence at fairly short notice (don't let the PCs play free-and-easy with this). But getting her on their side is going to provide some problems - just getting to her is tough, and then some very carefully-judged role-playing will be needed to win her over. She won't get involved in politics - this is not a business for a young Princess!

Katarina is an NPC pretty much created for tall, dark, handsome, chauvinistic males who fancy themselves (as it were), so make them sweat. Even if Katarina can be got over onto their side, she likes (and demands!) attention, and any male PC with whom she is infatuated will have to spend much time with her and be endlessly creative in the matters of finding unusual and aesthetically delightful presents (not to mention reciting lyrical and poetic protestations of affection). This NPC has powerful influence with the Graf; make the PCs work hard both to gain it and to retain it!

Misconceptions

She does not know exactly how much influence people have on Graf Boris, nor exactly who does and does not have influence; the Graf simply never talks politics with her. She thinks she might have some influence with the Graf if she put her foot down about something (in fact, she would have powerful influence).

Goals

Katarina regards the tax changes as none of her business, and has nothing to do with such matters, but she is unhappy that the temple of Shallya (which she supports) is having to lose funds earmarked for distribution to the poor and sick and needy. She hopes to discuss this with her half-brother, Heinrich (see p10) before eventually tackling Graf Boris (whom she feels is distant and rather condescending) about it.

In the best traditions of such tales, the Princess is there to be wooed. The suitors who have sought her hand so far have not impressed her. Plausible candidates will find that being tall, dark and handsome certainly helps, but being Human, modestly well-off and possessing *Charm* and *Etiquette* is necessary too. Trying to impress the Princess will require good role-playing: dramatic (but not flashy) protestations of undying affection, expensive and aesthetically delightful gifts, the hiring of the best minstrels in town to sing a serenade on a warm, moonlit night... this is the stuff of which success is made.

Even if none of the adventurers is a credible possible husband for the Princess, it could still be possible (and very useful) to get her infatuated with one of them. Getting the Princess *infatuated* is the key to success; seducing her will almost certainly require marriage or incarceration (depending on the PC's social standing) - either way, the character is effectively removed from the campaign. Such an act would also arouse the undying hatred of the chaperone (if she finds out). Getting a "fine upstanding husband" is one of the Princess' goals.

Attitudes Towards Other NPCs

Josef Sparsam - Chancellor: Hardly knows him, and is indifferent towards him.

Dieter Schmiedehammer - Champion: Knows him slightly; admires his strength, kindly nature, and courteous manner - as well as his fondness for music. Of course, he is of rather lowly origins, and also engaged to someone else now...

Rallane Lafarel - Minstrel: Likes him a lot, and enjoys listening to him play. Scolds him for his impressions of members of the court, but laughs nonetheless. Senses that he is moody and lonely at times, and is sentimental about him.

Hildegard Zimmerlich - Chaperone: Very fond of her, but getting increasingly annoyed at being treated as a girl in need of permanent chaperoning. Katarina increasingly wants to have her head, to do what she likes more easily.

The Military Commanders: Has no dealings with them; she is rather bored by military talk of tactics and strategy and all that stuff.

The Wizards: Has no dealings with them, but she is easily impressed and somewhat awed by magic.

High Priest Ar-Ulric: Likes him for his kindly manner, charitable nature, and his excellent manners. Thinks him a good man, and trusts him. She knows nothing of his affair with Emanuelle Schlagen (the Graf's Paramour - p54), and would be very shocked to learn of this.

The Graf's Paramour and other Ladies-at-Court: She is haughty and condescending to them on the one hand, and spiteful on the other. She knows that her father is having an affair with one of them, but not which one. In a bad mood, she might go so far as to label them "strumpets".

Siegfried Prunkvoll - Knight Eternal: Thinks him a "ninny", and loves Rallane's satirical impersonations of him. Very few meetings.

Allavandrel Fanmaris - Master of the Hunt: Has few dealings with him, but likes his gracefulness and good manners - she can see that he is natural and unaffected. She also likes him for being the friend of Rallane the Minstrel.

Gotthard Goebels - Komission Convenor: Has never even heard of him.

Luigi Pavarotti - Baronial Physician: She is fascinated but horrified by this fellow; Luigi is daring, exciting, amusing - but also somewhat shocking. Nevertheless she can see that he really cares about Baron Stefan and is clearly doing some good for him. She thinks well of him for this, and is prepared to overlook the more dubious elements of his nature because of this.

The Law Lords: Has few contacts with them; the Law is not her sphere of interest. As far as she has any feelings about them, she thinks well of them, and knows of their unimpeachable reputations.



The Chaperone: Hildegard Zimmerlich

Human, Female, Noble

Personality and Appearance



Height, 5' 2". Build, slender and frail. Grey hair and eyes. She walks slowly, with an ornate mahogany walking-stick.

Although frail, she is sprightly, observant and not easily fooled. Immaculately mannered, she detests all crude converse and people. She warms

eventually to males who dress well and have decent *Fellowship* and *Leadership* scores, but is initially suspicious of these types because they might have wicked intentions towards her charge, to whom she is devoted.

She is an ardent card player (whist, cribbage; invitations to a hand of poker would be considered very coarse) and a damn good one too. She can be lured into taking a little too much sherry at such times (a **WP** check should be made to avoid committing some minor indiscretion in conversation). She likes fine arts and opera, and dresses in classical (but dated) good taste - whites and blues with lots of lace.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	23	27	3	3	5	30	1	32	52	55	66	30	52

Age: 78

Alignment: Lawful

Skills

Charm; Consume Alcohol*; Etiquette; Gamble; Heraldry; Lip Reading; Read/Write; Secret Language - Classical; Speak Additional Language - Eltharin

* this only applies to sherry and port, her invariable tipples. Anything unusual might have normal effects!

Role

Chaperone to the Princess, Hildegard was previously wet-nurse to Graf Boris himself and helped look after the Barons, Stephen and Heinrich, when they were young. She has modest influence with Graf Boris ('1 vote').

Locations

Almost always with the Princess, living in an adjacent set of rooms at the Palace (see *Map 4*). Like her charge, she is not easy to get at, but she does attend a few festival events, one or two on her own (see her NPC Reference Card and the *Master Attractions Chart*); she favours high culture and also exceptional, exotic events (like firebreathers or singing frogs).

Reactions

Males whose **Ld** or **Fel** scores are below 40 are on to a definite loser here: she will never warm to such characters. Elves get a bonus of +5 to any *Fellowship* test, for she approved of the refined nature of such folk, but Dwarfs (very coarse) suffer a penalty of -10. A Halfling who is enthusiastic about cookery and manages to communicate this (e.g. praising the cakes served at tea, which Hildegard makes herself) should be given a bonus +5 to +10 on any *Fellowship* test needed.

Knowledge

Although Hildegard knows much of the past life in the city and the Graf's family, these are very much matters of personal dealings than political recollections; she couldn't tell PCs anything about Heinrich's military exploits but can remember exactly what colour bibs he wore as a baby. She is simply not a political creature, and regards politics (especially taxation) as rather sordid. Moreover, what she does know is often laced with unreliable gossip; don't mislead PCs too much by having her feed them totally erroneous information (apart from suggesting that the Chancellor is a crook) but rumours which are 10% true and 90% extreme exaggeration are fair enough. Such rumours can be used to foster suspicions about NPCs - helpful to the PCs or not, depending on how things are progressing. However, she knows nothing of the intrigues instigated by the evil Law Lord.

In summary, Hildegard Zimmerlich is a tricky NPC to run. Her main role is the very frustrating one of making it difficult for the PCs to meet the Princess, especially without her being present. Considerable ingenuity may need to go into getting her away so that this is possible:

For example: if the PCs can actually find some singing frogs and set up a frog roadshow, some of them can lure her away while the others try to execute a plan to meet the Princess. Of course, Hildegard might be lured away simply by the PCs claiming that there was a singing frog roadshow in town, assuming that they somehow get wind of the fact that she likes weird things like this. If players are as ingenious as this, give them a good chance of success!

Still, her alignment is important: she isn't happy about the Temple Tax, and if a plausible case can be made for there being some danger threatening the Graf, and if any evidence can be obtained to support that case, she will eventually be swayed (but will still be very protective about the Princess). She is also tactful and can keep confidences.

Finally, she has a guilty secret - a nephew of hers, Bruno Kohl, is a very bad lot. Details of Bruno Kohl can be found in *The Dope Dealer* (p78). He is her (younger) sister's son and she reared him after her sister died in childbirth. While she has now cut all ties with him and will never mention him, she feels guilty (she brought him up, after all) and is fearful that if it should become widely known that he is her nephew, his actions will cast a bad light on her. If this secret is discovered, the PCs could gain some leverage with her, provided that their approach is subtle enough:

For example, they might mention, in the abstract, that they have discovered that someone at Court tragically has a young male ne'er-do-well relative, but "the secret is safe with us", "wild horses wouldn't make us speak", and so on, they only mention the point "just in case she had wondered about such matters", "isn't it good to have uncertainties and anxieties relieved...".

Misconceptions

Hildegard has always wanted to believe that the Knight Eternal had some influence with Graf Boris, not least because she has commended him to the Graf many times, and the wish is father to the belief: she is now thoroughly convinced that Siegfried has the ear of Graf Boris. She will adamantly refuse to believe that any Lady-at-Court could possibly have influence with the Graf.

Goals

As far as the tax changes go, she is unhappy about the Temple Tax, pleased about the Dwarf Tax (they are "such coarse folk") and neutral about the Scroll Tax - but, as noted, these are not strong feelings and she regards such matters as tedious topics for discussion.

She is fiercely loyal to the Graf whom she virtually reared and any threat to him (real or imagined) will make her frightened - but she is a courageous woman and will do what she can if possible (this can obviously be exploited by PCs).

Of course she is now immersed in the case of the Princess and her main job is in getting rid of potential suitors (no-one can be good enough in her eyes). She likes to think of her charge being happily married - her second goal - but no PC would be likely to qualify, unless he is tall, handsome, Human chivalrous, charismatic, strong, titled, respected, courageous and very rich.

Her final goal, however, is more important. She is utterly appalled by the Baronial Physician, Luigi Pavarotti, and any co-operation with the PCs will be contingent upon their discrediting the quack and his banishment from the Court (see *Attitude to Other NPCs* - below for detail of her feelings about him). This will, of course, create considerable problems for the PCs. Hildegard is not stupid and will demand to know how the PCs are going to do this and will ask for evidence of their progress. They may manage to pull it off somehow, but on the other hand Luigi may be crucial to de-hypnotizing Dieter (see *'You Are Feeling Sleepy'* - p74) and is himself a source of influence on Graf Boris and could be helpful to the PCs on this score. Luigi's NPC description (p65) describes one possibility for escaping the impasse.

Attitude to Other NPCs

Josef Sparsam - Chancellor: She hates him; a simple personality clash. She tries to imply that he is a crook and filches from the Treasury. She hasn't noticed his twitchy behaviour for the simple reason that when they meet (as rarely as possible) he is always very nervous.

Dieter Schmiedehammer - Champion: She approves of his correctness towards the Princess and of his chivalry and manners. A little snobbish towards him (his class origins are somewhat too low) but happier now that he is engaged to be married (and therefore has no designs on the Princess).

Rallane Lafarel - Minstrel: No strong feelings about him, although she is somewhat disapproving of his moodiness and intermittent unreliability. Hildegard likes stable and predictable people. She does not know that he harbours amour for Katarina.

Katarina Todbringer - The Princess: Utterly devoted to her and blind to all her faults, save that she is a little headstrong at times. She has been a diligent pupil, learning the niceties of Being A Refined Young Lady from her. Fiercely protective about her.

The Military Commanders: Has no dealings with these at all, she hardly even knows the names of the senior triumvirate.

High Priest Ar-Ulric: Has always thought him a bit "soft on chaos", not forthright enough in condemning wickedness, immoral living, young degenerates, etc. She is increasingly suspicious of his obvious anxiety and now distrusts him, although she can give no concrete reasons for her suspicions (other than that he "looks anxious and shifty"). Knows nothing of his affair with the Paramour.

The Graf's Paramour and other Ladies-at-Court: Regards them all as "whores and strumpets" and cuts them dead socially. Refuses to discuss them.

Siegfried Prunkvoll - Knight Eternal: Thinks the Court needs more like him, only a lot brighter. A formal relationship characterized by elaborate chivalry and manners, restricted to superficial exchanges at court functions for the most part.

Allavandrel Fanmaris - Master of the Hunt: Knows him only very slightly. Vaguely likes him for his excellent manners, but knows he is an Elf-about-town and disapproves of this. She has heard rumours of his carousing, and chides him for it, but gently. Knows him to be a loyal Elf, a good fellow within the court, honest and fair.

Gottthard Goebbels - Kommission Convenor: Has never heard of the man, and regards merchants and commerce as sordid topics for conversation.

Luigi Pavarotti - Baronial Physician: Is utterly appalled by the man, and has protested loudly and often to Graf Boris that such a person should not be permitted to live in the same building as the Princess (if she hadn't demanded that the man be drawn and quartered she might have been listened to). Horrifically, Luigi once made indecent advances to her (knowing what her reaction would be), an occurrence which led to fainting and the need for several days bed-rest. She is contemptuous, horrified, disgusted, and utterly repelled. In short, she doesn't like him much.

The Law Lords: Sees little of them, but vaguely approves of all of them, because of their general demeanour and gravity (on the other hand, they should be drafting more punitive laws to deal with the increasing number of degenerates in society).



The Midden-Marshals

POWER BEHIND THE THRONE

These three are described together; they will act *en bloc* for the purposes of this adventure.

The military dress in official regalia (fine dark blue uniforms, black robes trimmed with red silk, etc.) at all public appearances and in audiences.

COMMANDER OF THE WATCH: ULRICH SCHUTZMANN

Human, Male

Personality and Appearance:

Height, 6' 2". Build, medium-strong. Hair very short, grey, and thinning on top with widow's peak, close-trimmed beard. Eyes dark blue. Prominent 'frown' lines on forehead.

Schutzmann is harsh and unbending, rather grave and inclined to caution, but is no fool and a good strategist and tactician. He frequently reserves his judgement on matters and speaks little.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	60	53	5	6	11	49	2	47	55	41	48	55	50

Age: 48

Alignment: Neutral

Skills

Acute Hearing; Consume Alcohol; Disarm; Dodge Blow; Ride - Horse; Secret Language - Battle Tongue; Specialist Weapons(1); Street Fighter; Strike Mighty Blow; Strike to Stun; Silent Move Urban

GENERAL JOHANN SCHWERMUTT

Human, Male

Personality and Appearance:

Height, 6' 1". Build, medium. Hair brown. Eyes hazel. Long scar on left forearm running from the inside of the wrist to the inner elbow.

Schwermutt is friendly, expressive, and gestures freely; he is intuitive and thoughtful, tending to give people the benefit of the doubt, and is happy to throw ideas around for discussion.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	62	47	6	6	12	57	2	41	57	52	68	50	47

Age: 50

Alignment: Neutral

Skills

Disarm; Dodge Blow; Fleet Footed; Heraldry; Immune to Disease; Ride - Horse; Read/Write; Secret Language - Battle Tongue; Specialist Weapons(1); Strike Mighty Blow; Strike to Injure; Very Strong

MARSHAL MAXIMILLIAN VON GENSCHER

Human, Male

Personality and Appearance:

Height, 6' 9". Build, "brick wall" (277 lbs. and no fat). Hair black. Eyes brown. Scar over left eye (bisecting the eyebrow).

Von Genscher is an almost overwhelming presence, a huge man, honest and possessed of tremendous courage, a magnanimous and larger-than-life personality, a natural leader. He weighs his words carefully (but thinks fast) and is an able interrogator, unerringly homing in on any apparent errors or inconsistencies in what is being said to him.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	77	71	7	7	13	77	3	62	74	74	60	61	63

Age: 43

Alignment: Good

Skills

Art; Acute Hearing; Ambidextrous; Cartography; Charm; Dodge Blow; Disarm; Etiquette; Excellent Vision; Heraldry; Immune to Disease; Immune to Poison; Linguistics; Marksmanship; Public Speaking; Read/Write; Secret Languages - Battle Tongue, Ranger; Sixth Sense; Specialist Weapons(1); Strike Mighty Blow; Strike to Injure; Strike to Stun

Note on Possessions: These three all possess some magical armour (+1 armour pieces; Von Genscher has a complete suit of it) and Schwermutt and Von Genscher have magical swords as well. Details are not given because, as noted, these NPCs should never be involved in combats, but if the need arises (or looks as if it might) you may determine specifics as you deem appropriate.

(1) these skills shouldn't be needed, but in the unlikely event that the character is involved in combat, just decide that he has the relevant skill in whatever weapon you wish him to have.

Role

Military advisers to the Graf on all matters concerning the security of Middenheim. Schwermutt has the particular responsibility of the integrity of the physical defences (walls, ramparts, etc.) of the city. They are also the senior heirarchy of the Warrior's Guild. In these times of peace, they have only modest influence on Graf Boris.

Von Genscher does most of the talking, Schwermutt almost all of the rest.

Locations

These men all live outside the Palace, in the better residential districts; Schutzmann is married (to Agnetha), with no children, and Von Genscher's wife Erika has born his sons Hermann (aged 21) and Anton (aged 19) and daughter Elise (aged 16) while Schwermutt is unmarried. These details may be relevant if the PCs call on them at home (assuming they can find, and get to, where they live - and they'd better have a damn good reason for doing this). They will attend many Carnival Week events together (see their NPC Reference Cards), and some separately.

Reactions

Base any *Fellowship* tests for PCs not on **Fel** alone, but on half of their **Fel** score plus half of their **Ld** score; you may add one-fifth of the PC's **Int** score to this. If a *Fellowship* test has to be made for Schutzmann alone, Dwarfs may add a +5% modifier; Schutzmann thinks well of this hardy race.

Knowledge

None of these men is active politically and, as noted, they have an abhorrence of getting politically involved, although they do not care for the tax changes. They are quite unaware of the intrigues underlying these changes, of course. Although they may be helpful to the PCs, they have no directly useful knowledge of Wasmeier's machinations. They are all painfully aware of Graf Boris' declining powers, however (Von Genscher particularly so), and they have taken to discussing matters of security with Baron Heinrich Todbringer rather than his father very recently.

For further details of getting to see these men and of their goals, see the material on "Chaos Strikes by Night" in the Trigger Events section. However, one possibility which may occur to less subtle players must be scotched now. There is absolutely NO chance of getting these men to adopt any kind of military solution to the problems of Middenheim, not even after the nighttime incursion by the forces of Chaos. They can quote chapter and verse on innumerable disastrous military takeovers within the Empire, and will absolutely not countenance their doing such a thing under any conditions which might prevail during this adventure.

Goals

Security of Middenheim and the reputation of the city. See the material on "Chaos Strikes by Night" in the Trigger Events section for more details on the goals and concerns of the

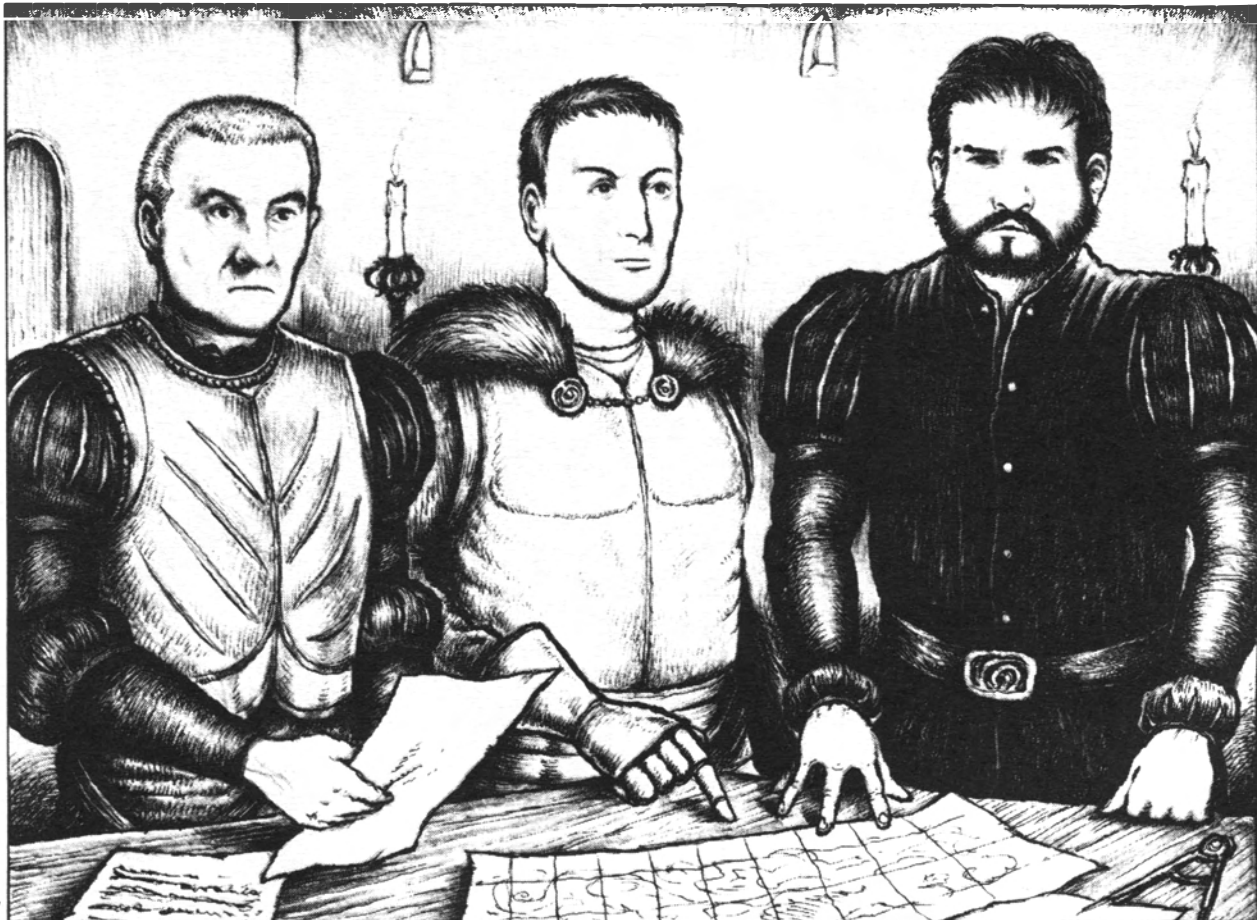
military. So far as the taxes go, they are not happy about them - the Dwarf Tax may drive off these hardy folk, valuable defenders of the City; similar logic holds for the spellbook tax; and apart from Schutzmann and Schwermutt having personal reasons (as devotees of religious practices) for disliking the temple taxes, the military are aware of the delicate balance between the interests of the cults of Sigmar and Ulric and destabilizing things like this tax cannot help in preserving the current reasonable balance.

Attitude to Other NPCs

Note: The interactions of these men with almost all other NPCs is rather formal and only in their professional capacity. The military men have a horror of getting involved in politics - there have been too many coups, interventions and bloody insurrections in The Empire's history for them to be comfortable with this possibility - and thus they take pains not to move about much in political circles.

Josef Sparsam - Chancellor: A tough man to negotiate with for the military budget; a shrewd and able man. Always demands very precise cost estimates. They have not met with him recently and thus haven't noticed anything odd about him.

Dieter Schmiedehammer - Champion: They like and approve of him. Undefeated for four years, he is a fine advertisement for the efficacy of training of warriors in Middenheim. Von Genscher's younger son, Anton, has received helpful tuition from Dieter and Von Genscher is pleased with the outcome. They have personal knowledge of him in greater detail than for most other NPCs and commend him as a very decent man and a fine warrior.



Rallane Lafarel - Minstrel: They have no dealings with him. Schutzmann has heard (and believes) that he is "not reliable", although he is not specific about just what that means. Von Genscher like his music and thinks he is probably a benign influence at court. Schwermutt recently attended a late-night cabaret at a club where Rallane mimicked the Knight Eternal, an act which Schwermutt very much enjoyed, so he rather likes the Elf.

Katarina Todbringer - Princess: No dealings with her, they meet rarely at State functions. She seems a nice enough girl, if a bit dim.

Hildegarde Zimperlich - Chaperone: No dealings, but they know of her high reputation and Von Genscher will commend her devotion to her job.



The Wizards: The two groups have had some recent meetings to discuss security matters (nothing special, just routine); the views of Albrecht Helseher - the High Wizard - are listened to carefully and the co-operative working-out of defence contingency plans have impressed them all so far as his intelligence is concerned. Schwermutt also liked Janna Eberhauer and will commend her as intelligent and a rising star.

High Priest Ar-Ulric: Formal dealings only. General view that he is a good fellow, but the three agree not to discuss religious matters, because while Schwermutt is a follower of Ulric, Schutzmann is a follower of Sigmar, and Von Genscher keeps quiet about his views (he is actually not particularly religious and feels that if the military espouse some particular creed it's half-way towards getting involved in politics). They are thus careful to say little about Ar-Ulric - not that they know much anyway.

The Graf's Paramour and other Ladies-at-Court: None of them know that Emmanuelle Schlagen is the Paramour, nor of her affair with Ar-Ulric. Decorous and professional relationships only (with one exception noted below). They tend to regard them as accessories to the Court whose presence is decorous but hardly necessary. However, Anton Von Genscher is having an affair with Petra Liebkosen (his father doesn't know about this, although he wouldn't be too bothered about it) and some years ago Schutzmann had an improbable liaison with Emmanuelle Schlagen, a matter he keeps very quiet about and is determinedly trying to forget. If he is specifically asked about her, a successful *Fellowship* test will reveal to the PC concerned that Schutzmann is discomfited by the mention of her name, although it's up to the PC to find out exactly why this is so.

Siegfried Prunkvoll - Knight Eternal: They all think him a fool, and know he is commonly ridiculed, which doesn't reflect too well on other military men (including themselves). Anything which effected his removal from his current post (apart from death or disgrace) would meet with their approval.

Allavandrel Fanmaris - Master of the Hunt: They all like him, and admire his skills. Schwermutt is moderately friendly at a personal level and infrequently has a tippie with the Elf; he is particularly favourably disposed to him. They all think him honest and also clever.

Gottbard Goebbels - Kommission Convenor: No direct dealings, but they disagree about him. Schwermutt feels that he is a fair enough representative of mercantile interests, but Schutzmann has heard rumours of crooked dealings and even a claim that Goebbels has been involved in a reputed slave trade. Von Genscher will state that nothing was proved and no charges brought; he is himself uncertain about the man.

Luigi Pavarotti - Baronial Physician: They are rather concerned about his reputation, but Von Genscher has seen Baron Stefan since Luigi has been ministering to him, and has seen that the Baron seems more tranquil nowadays. Thus they will rather reluctantly, and without enthusiasm, admit that he may be a good thing.

The Law Lords: The military and the Law Lords almost actively avoid each other to preserve a total independence between the military and judicial arms of the authorities in Middenheim. They consider the Law Lords carefully selected, highly reliable men of integrity and wisdom. They are aware that Ehrlich suffers from depression and that his absence from public is caused by just such an attack.



The High Wizard And His Deputy

These two are considered together, although they may be encountered separately more easily than is true with members of the military heirarchy.

HIGH WIZARD: ALBRECHT HELSEHER

Human, Male, Level 3 Wizard

Personality and Appearance



Height, 5'10". Build, slender. Mane of long black hair, grey at the temples. Deep blue eyes. Exceptionally long and slender fingers.

Helseher dresses with apparent carelessness, but its no more than that; he favours free-flowing garments in black or grey which allow him

maximum freedom of movement. Helseher is piercingly intelligent but is only now really waking up to matters of state; he is mad as hell about the Scroll Tax and has made angry representations to Graf Boris about this. He is generally cautious, taking time to think things over, but cannot be fooled or tricked - he's far too smart. He is little concerned with people, only with abstractions. He is NOT absent-minded.

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
5	42	32	4	6	8	66	1	44	48	88	61	85	44

Age: 64

Alignment: Neutral

Skills

Acute Hearing; Arcane Language - Magick; Cast Spells - Petty Magic, Battle Magic 1, 2, & 3; Demon Lore; Evaluate; Herb Lore; Identify Magical Artifact; Identify Plants; Identify Undead; Magical Awareness; Magical Sense; Meditation; Prepare Poison; Rune Lore; Read/Write - Classical, Old Worlder; Scroll Lore; Secret Language - Classical

Magic Points: 46

Spells known are not listed; assume Helseher has access to anything you wish him to have. This is also true for magical items - obviously Helseher has both his own magic items and Guild property to call upon, so just decide that he has anything (within limits!) you wish him to have.

DEPUTY HIGH WIZARD: JANNA EBERHAUER

Human, Female, Level 2 Wizard

Personality and Appearance



Looks about 26. Height, 5' 9". Build, curvaceous. Auburn hair. Hazel eyes, freckles on cheeks and across bridge of nose.

Eberhauer dresses smartly and well, with quiet and good style.

Eberhauer, an able deputy for whom Helseher has great

respect, is intelligent and friendly, and very able at getting information out of people. She does not air opinions too readily and gives little away; she often sounds ambivalent in her views, quite deliberately so.

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
5	44	40	5	6	8	55	1	43	60	73	70	69	55

Age: 33

Alignment: Good

Skills

Ambidextrous; Arcane Language-Magick; Cast Spells - Petty Magic, Battle Magic 1 & 2; Charm; Evaluate; Etiquette; Herb Lore; Identify Plants; Immunity to Poison; Magical Sense; Meditation; Read/Write - Classical, Old Worlder; Ride - Horse; Rune Lore; Secret Language - Classical; Seduction

Magic Points: 31

See note on spells and magical possessions for Helseher above.

Role

Seniors of the Magicians' Guild of Middenheim, consulted by Graf Boris on any matters in which magical skills may be important, especially to the security of the city. Magicians have played an important role in the defence and protection of Middenheim in times past, and magicians are more readily accepted and valued here than in many cities. They are not much involved in court circles, however.

Locations

Both magicians live in the Guild House, but Eberhauer also has a small town house in the more select part of town. Neither is married. Both attend some Carnival Week events, most obviously the Black Pool Illuminations which they are responsible for organizing (see their NPC Reference Cards). Janna Eberhauer is notably more sociable than the High Wizard and is easier to encounter about town in a casual meeting.

POWER BEHIND THE THRONE

Reactions

When you make any *Fellowship* test for a PC with respect to either wizard, use half the PC's **Fel** score plus half the **Int** score. Add a +10% modifier if the PC is a wizard (including an illusionist, but not if the character is any other sub-type of magician or a mere apprentice).

Knowledge

The magicians don't have much to do with politics although Janna Eberhauer is somewhat more worldly than Albrecht Helseher. They know little of direct value to the PCs, but they do have a little influence with Graf Boris. One fact that is relevant to the plot is that Law Lords Erhlich and Hoflich must have *both* voted for the tax laws since Wasmeier (being a Wizard himself), would have voted against them.

Misconceptions

The wizards think that both they, and the military, have somewhat more influence on Graf Boris than they actually do, but Helseher is beginning to wonder about this given the imposition of the Scroll Tax and the lack of results his furious but reasoned protests have got. At the time Graf Boris seemed to be very sympathetic to him...

Goals

Within the context of this adventure, the repeal of the excessive Scroll Tax, providing that this in no way undermines the security of the city (difficult to see how it could since some Wizards are leaving Middenheim to escape the tax, which must be bad for security). If the PCs promise to do something about this specific tax (the magicians don't care much about the other taxes) and can present evidence that they have given careful thought to how to go about this, then the wizards will be helpful to them, although Helseher's caution will be important. In any initial encounter Helseher will give as little as possible away, pumping the PCs for all the information he can get.

They are both cautious and will be loath to involve the Guild directly until it is clear that the PCs have much support elsewhere. Also, of course, the Scroll Tax doesn't raise concerns in other quarters in the same way that the Dwarf and Temple Taxes do, and thus the magicians are slightly isolated in this respect.

One final factor is important. Even if the magicians are favourably disposed towards the PCs, there is no question of their putting the resources of the Guild (magical items and the like) at the service of the PCs; this cannot be countenanced for non-members of the Guild (no, the PCs cannot join). However, it might be possible for the PCs to get some *Identify* skill used on something they've found, or some similar minor service performed.

Attitude to Other NPCs

Josef Sparsam - Chancellor: Both suspect him of being the origin of the Scroll Tax; it's just the kind of thing this bookish man would think up. Janna Eberhauer is still seething about her meeting with him (see the Chancellor's NPC description p36). Helseher regards him as able, clever, but very detached (rather like him, though he doesn't see it like this). Poor current relations. If the point is put to them, both will agree that Sparsam's suggestions to Janna were really very out of character (Janna has told Helseher about this) and this will set them wondering about him.

Dieter Schmiedehammer - Champion: No dealings with him, although Eberhauer knows of his engagement to Kirsten Jung.

Rallane Lafarel - Minstrel: No dealings, but Eberhauer (who is a moderate flautist) cares for his music and considers him rather an attractive Elf (Rallane has no idea of this).

Katarina Todbringer - the "Princess": No dealings. They will talk vaguely about her, in an offhand way.

Hildegarde Zimmerlich - Chaperone: No dealings, but Helseher will commend her many years of service to the family of the Graf.

The Military Commanders: Professional dealings at infrequent intervals to discuss the security of the city. Helseher is surprised and pleased at their intelligence, but relationships are still only professional.

High Priest Ar-Ulric: Very few dealings. Helseher thinks him rather weak, Eberhauer disagrees and considers him a good man, wise and lacking any malice. Both agree that he is fairly tolerant and a decent man. They have not seen him for some time, and know nothing of his affair or his anxieties.

The Graf's Paramour and Other Ladies-at-Court: Neither of them know which Lady-at-Court is the Paramour; Helseher is unaware that the Graf has a Paramour. Indeed, Helseher hardly knows any of them even by sight and is utterly indifferent. Eberhauer, however, sometimes meets Petra Liebkosen for a late-night cocktail at a good hostelry; they have become fair, if unlikely, friends. Petra has let slip that one of the other Ladies-at-Court is the Graf's Paramour, but not which one (she doesn't know for sure in any event). Eberhauer has rarely met the others, but has inferred that if Dieter Schmiedehammer - a very decent man - is engaged to Kirsten Jung, then Kirsten must be a good sort.

Siegfried Prunkvoll - Knight Eternal: Both of them know him as an idiot and are very scathing about him at the slightest opportunity.

Allavandrel Fanmaris - Master of the Hunt: No dealings. Helseher knows nothing about him, Eberhauer has seen him out drinking late at nights and knows of his general reputation; she is looking forward to closer acquaintance.

Gottbard Goebbels - Kommission Convenor: No dealings. The magicians have no links with the world of commerce and have heard no rumours about him.

Luigi Pavarotti - Baronial Physician: Haven't seen him but have heard the wilder rumours flying around concerning him. They treat these fairly lightly and are pretty much indifferent.

The Law Lords: They don't know Ehrlich or Hoflich, but are suspicious of them, because they are certain that Karl-Heinz Wasmeier (their man - he is a wizard, after all) voted against the Scroll Tax. Ergo, these two must have voted for it. Naturally Wasmeier didn't tell them straight out that he voted against the tax, because by long custom Law Lords never divulge internal voting on their judgements and recommendations, but he'd hardly vote for a tax which has hit him hard and betrayed his Guild into the bargain. Helseher warmly commends Wasmeier as a fine wizard, a skilled and able man and highly intelligent. The wizards only meet the other two Law Lords rarely and then only professionally.

Reactions

When you make any *Fellowship* test for a PC with respect to either wizard, use half the PC's **Fel** score plus half the **Int** score. Add a +10% modifier if the PC is a wizard (including an illusionist, but not if the character is any other sub-type of magician or a mere apprentice).

High Priest Of Ulric: Ar-Ulric

Human, Male, Cleric - Level 4

Personality and Appearance

Height, 6' 0". Build, muscular and strong. Brown-auburn hair, hazel eyes, long eyelashes, Roman nose, high cheekbones, long-limbed.

Ar-Ulric is a tolerant, kindly, decent man, a generous spirit, currently under great strain. He has been having an affair with the Graf's Paramour for some months now, and is being blackmailed by Karl-Heinz Wasmeier through the intermediary of the Wizard's 'pawn', Brunhilde Klaglich (further details below). His anxiety is clear to almost anyone (a *Fellowship* test with a +10% modifier will reveal this to any PC observing him in conversation) - he trembles, shakes, avoids eye-to-eye contact, stammers slightly, drops things occasionally, and is generally something of a nervous wreck. He has a permanent air of distraction about him.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	42	43	6	7	9	60	1	77	72	55	61	66	62

Age: 48

Alignment: Neutral

Skills

Arcane Language - Magick; Cast Spells - Petty Magic, Clerical 1, 2, 3, & 4; Charm; Disarm; Dodge Blow; Etiquette; Immune to Disease; Immune to Poison; Manufacture Potions; Manufacture Scrolls; Magical Sense; Meditation; Public Speaking; Read/Write - Classical; Read/Write - Old Worlder; Scroll Lore; Specialist Weapon - Flail Weapons; Specialist Weapon - Two-Handed Weapons; Strike Mighty Blow; Strike to Injure; Theology

Magic Points: 49

No spells are given for Ar-Ulric; if the necessity arises for him to use any, just decide that he can cast whatever you wish him to. So far as magical possessions go, he does have a ceremonial suit of white enamelled +1 plate armour and a +5 two-handed flail (+5% to hit rolls), and any minor items you wish him to have.

Role

Ar-Ulric is technically Court Cleric, although Graf Boris has been very careful to balance the interests of the churches of Ulric and Sigmar in Middenheim. Ar-Ulric also technically makes representations to Graf Boris on the communal interests of all cults within the city, and he also has a wider role in The Empire, since he is one of 14 Provincial Electors charged with electing a new Emperor if the present incumbent should die. The fact that Ar-Ulric has this wider duty, outside of the city, and the fact that he is High Priest of his cult for the entire Empire is very important in understanding his behaviour in the context of this adventure. Any mishap which might befall him will be disastrous for the entire cult of Ulric within the Empire! He has, slightly surprisingly, only modest influence with Graf Boris - the Graf has always felt that Ar-Ulric has been too concerned with the Church in The Empire to be wholeheartedly, and unambivalently, devoted to the best interests of Middenheim.

Locations

Ar-Ulric lives in the Inner Palace (see City Map), although he spends some time at the Church of Ulric (see City Map also). He also attends many Carnival Week events (see his NPC Card). He will not at this time be found at any temple or church other than that of his own deity.



POWER BEHIND THE THRONE



Reactions

Females make him very anxious now (-10% to *Fellowship* tests for initial reactions) and he is tongue-tied with them and tries to avoid them. A male cleric of Ulric gets a +5% modifier to any *Fellowship* test with him.

Knowledge

Ar-Ulric knows who influences Graf Boris, of course. He could also effect introductions to other NPCs, as you see fit (keeping in mind his relations with them, documented above). The crucial element with him is, of course, the blackmail issue. In this respect Ar-Ulric has come to the conclusion that a powerful figure must be behind the blackmail attempt: a simple thief or racketeer would not dare to move against an Elector. At the moment, however, the High-Priest is too worried about the consequences to try and discover who it is.

Misconceptions

None. Ar-Ulric knows who has the ear of Graf Boris.

Goals

Ar-Ulric desperately wants the letters he is being blackmailed with returned (for further details, see the end of this section on the Priest and also "Pawns of the Evil Wizard" in the Trigger Events section). This service will gain his gratitude and friendship. So far as the taxes go, he is obviously desperately unhappy about the Temple Tax, but since the church of Ulric is very powerful (and very wealthy) in Middenheim it is not an acute problem for his cult. Freed to oppose it, he would of course jump at the chance. He also feels that the tax on Dwarfs is socially divisive, and the Scroll Tax threatens to undermine a crucial element of the defence of Middenheim, because wizards are already leaving the city. However, at the present time he is forced to defend all the taxes, albeit unconvincingly if he is carefully questioned. Lastly, note that if the blackmail letters are returned he will terminate his affair for Emmanuelle Schlagen, although he is very fond of her.

Attitudes Towards Other NPCs

Josef Sparsam - Chancellor: Dislikes him. Thinks the Chancellor cold, aloof, uncaring of human happiness and the social effects of taxation. To some extent, this is a projection of his own guilt at being forced to support the tax changes.

Dieter Schmiedehammer - Champion: Hardly knows him personally, but is aware of his reputation as a good, honest man. These two might become friends if they got to know each other.

Rallane Lafarel - Minstrel: Likes him but hardly knows him. Admires his music and wonders if he might not be a "wise fool". He has no idea, though, that Rallane knows of his affair with Emmanuelle Schlagen and would be desperately fearful if he was appraised of this.

Katarina Todbringer - the 'Princess': A touch of doting fondness; she seems responsive to his dutiful homilies about the necessity for wisdom and tolerance combined with a never-ending vigilance against evil and Chaos. Feels that she has a good heart and is a kindly soul.

Hildegard Zimmerlich - Chaperone: Knows she does her job well, but is actually rather intimidated by her. Feels she is a little too strict, unbending, perhaps a little too unforgiving and harsh about young people.

The Military Commanders: No dealings, doesn't know them.

The Wizards: Very few dealings, neutral towards them.

Emmanuelle Schlagen - the Graf's Paramour: For the record, she seduced him. Has been head-over-heels, but the anxiety is getting to him now and he realizes what a mistake it all was. He still loves her and would not treat her badly or betray her, under any circumstances.



Ladies-at-Court: Very wary of them, because he knows they are chummy with Emmanuelle and wonders what they know (or suspect); indeed, Emmanuelle has told him that she suspects that Petra Liebkosen knows about their affair and he is particularly apprehensive of her. He is trying not to believe that she is in league with whoever is blackmailing him.

Siegfried Prunkvoll - Knight Eternal: It is good to see someone as dutiful and ardent, but while Siegfried lacks any malice he really is a pompous fool and hardly a walking advertisement for the virtues of being a Decent Chap. Ar-Ulric will not deride or belittle him, but nor will he enthusiastically defend him against negative comments (unless very coarse and tactless).

Allavandrel Fanmaris - Master of the Hunt: No dealings, thinks vaguely of him as a reasonable fellow, but knows his high-living reputation.

Gotthard Goebbels - Kommission Convenor: Has met him briefly, and has instinctively felt that he is evil; but in his current turmoil he hardly trusts his instincts any more. Still, he distrusts him, and believes the rumours he has heard of him (that he is a crook and a pervert into the bargain). Ar-Ulric has wondered whether Goebbels might not perhaps be his blackmailer...

Luigi Pavarotti - Baronial Physician: Has met him several times, for Ar-Ulric and other priests have frequently attempted to minister to the pitiful Stefan, without success. Thus, Luigi's relative success in dealing with the Baron arouses mixed feelings in Ar-Ulric. He is also apprehensive of the man, because Luigi is obviously completely consumed by his desires for drink, food, drugs, sex and heaven knows what else, and people like that can often recognise problems associated with such matters in others - could Luigi have detected his guilty secret? Ar-Ulric fervently hopes not and avoids the man.

The Law Lords: Ar-Ulric knew Reiner Ehrlich moderately well but talked with him relatively little (he was an extremely introverted man). If the High-Priest was not concerned about other matters he would visit the Law Lord to help him get over his acute depression.

THE BLACKMAIL SCENARIO

Obviously, Ar-Ulric will be extremely reluctant to divulge the information noted here. PCs will have to lead up to it with extreme care, unless they somehow manage to actually get the blackmail letters before discussing matters with Ar-Ulric.

Here is the information which Ar-Ulric could give the PCs; you must decide how much he will tell, and when. His actions must be considered in the light of his fondness for Emmanuelle Schlagen, and it must also be remembered that this man is in a state of anxiety and desperate turmoil over the possibility of being found out - both of the Graf's reaction and of the consequences for his cult should this become popular knowledge. The fact that he has so lacked judgement as to take to mistress the Paramour of the city ruler would be taken as evidence of great foolishness on his part, quite apart of the religious prohibition against such an act. Reward very diplomatic play by PCs, also: if (for example) a PC cleric of Ulric (or a church not unfriendly to his cult) enquires solicitously about Ar-Ulric's current anxiety then Ar-Ulric will think well of that PC and might overlook some slight gaffe in later conversation. But Ar-Ulric will be desperate to avoid having the PCs learn of his indiscretions; he may try to sidetrack them by telling them that Goebbels is corrupt and should be investigated, for example. On the other hand, if he is softened up and then confronted in a forthright manner a shocking scene might ensue in which he cracks up entirely and sobs uncontrollably, bemoaning his foolishness and wretchedness. Determine his actions as a function of PC play and the needs for plotline advancement.

Ar-Ulric's affair with Emmanuelle Schlagen began about eight months before the present time. Two months ago, he received a letter which notified him that certain letters of affection from him to Emmanuelle were in the possession of a third party (unfortunately he has destroyed this letter so the PCs cannot see it). These letters are quite explicit and discuss activities only possible for two people with truly exceptional Dex scores. It is impossible to be absolutely certain when they were stolen. The following day, one Frau Elise Kaltblutig arrived, requesting an appointment at once to discuss certain 'letters'. He had her admitted, and she informed him that the condition for the return of the letters was his support for the tax changes which have now been effected. If the tax changes did not follow, he would be able to look forward to exposure and

disgrace. He had no choice but to comply. If asked to describe Elise, he will say that she wore an amorphous cloak and pulled a cowl over her head during the discussion, but that he could estimate her height at between 5' 6" and 5' 9"; she took great care to talk in a stilted, flat monotone, not giving away any accent or intonations.

Since the tax changes have taken place, he has received a second visit from Elise Kaltblutig, who informed him that the letters would be returned to him in two months time provided that the tax changes remained in effect. If Ar-Ulric is asked whether he asked for proof that the woman had the letters, he will say that she brought one of them along to the meeting as evidence (no, the PCs can't see this). She made it clear that if Ar-Ulric had her arrested he would be exposed at once. This is all he can tell the PCs. If they try to make enquiries at the Palace gates about "Frau Kaltblutig", that's another matter. The guards will have no recollection of visits more than a month ago but it is quite possible one of the guards, Josef Gropius, will refer to his encounter with a female whose name began with 'K'. Josef is in fact talking about Brunhilde Klaglich, disguised as 'Frau Kenner' on her visits to see the Chancellor. For more information see 'Frau Kenner' (p82).

If the PCs can recover the blackmail letters, obviously Ar-Ulric is going to be very grateful and will support them in the eventual audience with Graf Boris. Until then he will help the PCs in other ways as best he can (eg, if they do have a run-in with the Evil Wizard's minions he will do what he can to arrange for their wounds to be healed - determine this as you see fit), but he cannot wander around accompanying them, and spellcasting as they wish - he has too many official duties for this. He will also pledge the PCs to absolute silence on the matter and make them swear an oath in his Temple to seal this bargain. He will, however, obviously be as helpful as possible in other ways, introducing them to other NPCs they wish to meet and quite possibly loaning them funds from the wealthy Church of Ulric.



The Graf's Paramour: Emmanuelle Schlagen

Human, Female

Personality and Appearance:

Height, 5' 8". Build, medium-slender. Ash-blond curly hair. Pale green eyes, slender-fingered.

Emmanuelle is bright, sharp, a survivor. Once an actress, she became a Lady-at-Court through the influence of a past lover (Ulrich Schutzmann, whom she selected precisely because of his ability to get her the post). She is very beautiful, graceful in gestures, and expressive. She uses her native talents to the full in exploiting males and while having a disposition which could fairly be described as randy, is highly discreet and discriminating. She is very manipulative and crafty.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	37	34	3	4	6	51	1	80	35	69	54	38	69

Age: 28

Alignment: Neutral

Skills

Acting; Ambidextrous; Art; Blather; Charm; Consume Alcohol; Contortionist; Dance; Disguise; Etiquette; Fleet Footed; Haggle; Mime; Mimic; Seduction

Role

One of the Ladies-at-Court, she has also been the Graf's paramour for the 15 months preceding the adventure (but the Graf is certainly not demanding). She has moderate influence on Graf Boris.

Locations

Lives in the Outer Palace, but attends many Festival events, where she will either be with at least one other Lady-at-Court or chaperoned by an NPC or a senior member of the City Guard on many occasions. She also likes visiting high-class hostelrys at nights, wining and dining and dancing, and enjoying a little gambling; also theatrical events, especially if informal (see her NPC Card).

Reactions

For males, base any *Fellowship* test necessary not on *Fel* score but on $1/3 \text{ Fel} + 1/3 \text{ Cl} + 1/3 \text{ Dex}$. PCs without the *Etiquette* skill must accept a negative modifier of -10%. Elves gain a +5% bonus.

Knowledge

Emmanuelle is highly knowledgeable about who influences Graf Boris, and can confirm for the PCs that the Graf's powers are failing and that he does more or less what the majority opinion around him suggests, (this information is obviously very useful). However, she doesn't push her luck by enquiring which NPC suggested what, or trying to use the moderate influence she has to influence political affairs. She is fearful that if she attempted this, she might lose her position. She can, however, confirm for the PCs that Graf Boris spontaneously told her that the Chancellor was enthusiastic about the tax changes and the military and wizards have both argued against them.



She also knows that a considerable degree of inertia exists, in that given that the tax changes have been effected it will take a clear majority among the advisers to have them reversed. Emmanuelle also knows that Petra Liebkosen has a good knowledge of gossip in exalted social circles, and if the PCs have already found out about the blackmail scenario and are being sympathetic and diplomatic she will suggest that they talk to Petra, just generally, to see what they may pick up from her. She suspects that someone with access to the Inner Palace must have stolen the letters since there was no sign of break-in.

Also, Emmanuelle may tell the PCs of the advances Luigi Pavarotti made to her if this seems in any way relevant (she hasn't mentioned this to Ar-Ulric), noting what he said about drugs, and suggesting that the man is probably some kind of drug fiend. If the PCs know about (or suspect) The Chancellor's drug addiction, of course, they may suspect Luigi of being the origin of the problem!

Emmanuelle is an important NPC, because she has moderate influence on Graf Boris and her knowledge of who influences him is highly valuable. The PCs should have to work hard, and be very careful, in winning her support.

Misconceptions

None. Through talking with Graf Boris she has an almost perfect knowledge of just who influences him, and how much.

Goals

Survival and money. She doesn't care about politics or the tax changes and is concerned only with getting her neck out of the blackmail noose and acquiring material assets. She has already considered fleeing Middenheim to escape, but feels some guilt about leaving Ar-Ulric to face the music, since he obviously cannot leave; but she will overcome this scruple if nothing changes soon. In this respect if the PCs meet her and infer blackmail she may panic and flee unless Ar-Ulric has already warned her that the PCs are investigating the matter. If Ar-Ulric has already informed her then a visit from the PCs will have one of two results: if they appear confident then she will reveal all she knows; if they appear as amateurs she will demand money in return for information. In the latter case she will take the money and flee at the first opportunity.

If she does leave, Ar-Ulric may panic, Graf Boris may begin investigations, and Karl-Heinz Wasmeier will do all he can to find out who has been stirring things up and have them killed (see *Pawns of the Evil Wizard*, p80). The PCs may even be forced to pursue her and bring her back. Only try this series of events if the PCs are otherwise progressing exceptionally well in the adventure. Otherwise, have Emmanuelle stay in Middenheim and be as helpful as the PCs diplomacy and successfulness warrants. Without the blackmail letters being recovered she will certainly never be prepared to pledge her influence to their support, and she won't do this anyway unless they clearly have other supporters in Court circles.

Attitude To Other NPCs

Josef Sparsam - Chancellor: Loathes him; he's stiff, formal, dislikeable. She insults him with beautifully backhanded 'compliments'.

Dieter Schmiedehammer - Champion: Knows him only from very infrequent meetings and Kirsten Jung's comments about him. Thinks him kindly, strong, and attractive but lacking in excitement value.

Rallane Lafarel - Minstrel: Friends for years; nowadays her trusted platonic male friend, although four years ago they did have a brief affair. She hasn't mentioned her affair with

Ar-Ulric to him (although he knows about it) and thinks that he is too trusting to suspect anything; she knows how unrealistic he is about females. Likes him, finds his company agreeable and refreshing.

Katarina Todbringer - the "Princess": Resentment - she knows the Princess dislikes all the Ladies-at-Court. Has persuaded the Graf not to have her meet Katarina with the Graf, arguing that this would upset the Princess.

Hildegard Zimmerlich - Chaperone: Hatred. The chaperone treats her with utter contempt and Emmanuelle would dearly like the chance to do her down.

The Military Commanders: As noted, Schutzmann is an ex-lover, although they do not meet now; Emmanuelle is also aware that Von Genscher's son, Anton, is having an irregular affair with Petra Liebkosen. Thinks that Von Genscher is a fine figure of a man. Has no particularly strong feelings about any of them.

The Wizards: No dealings, and is indifferent.

High Priest Ar-Ulric: Given her appetites and the Graf's waning powers, Emmanuelle was always likely to take another and Ar-Ulric's *Dexterity* is nearly equal to her own, after all (and he has lots of wealth). Genuinely fond of him, but feels superior to him - thinks him gullible, a little soft-hearted. She is tougher and sees herself as the dominant half.

Ladies-at-Court: Not particularly friendly with any of them. She thinks Kirsten Jung kindly and good-natured (but a little prim), and is perhaps closest to Petra Liebkosen, since their personalities are not radically dissimilar. However, she is wary of Petra; she doesn't know who found out about her affair with Ar-Ulric, but suspects Petra of gossiping, although she doesn't think that Petra would stoop to blackmail or associate with anyone who would. Natasha she does not like, because she is haughty and condescending to Emmanuelle.

Siegfried Prunkvoll - Knight Eternal: Waspsishly insulting about him, but not to his face (avoids him). Thinks him very naive and stupid.

Allavandrel Fanmaris - Master of the Hunt: Friendly. Allavandrel was a friend of a theatre director who gave her early opportunities on the stage after the Elf mentioned her to him, and is an amusing and trustworthy consort. They have never had an affair as such, but prior to Emmanuelle becoming the Graf's Paramour, they enjoyed the occasional night of passion.

Gottard Goebbels - Kommission Chairman: Dislike. Goebbels attempted to buy her favours some years ago, before she became a Lady-at-Court, and she despises him for that. Will be delighted to have the chance to spread both professional (he's a crook) and personal (he likes choirboys) rumours about him irrespective of their truth.

Luigi Pavarotti - Baronial Physician: Very alarmed by him, and avoids him. He recently made some quite explicit advances to her which were hardly what she needed at such a complicated time in her life. Thinks he is uncontrolled, immoral, and a dangerous nuisance. Importantly for the plotline, Luigi made specific references to the ways in which certain drugs he knew of could marvellously enhance male potency.

The Law Lords: Has heard of them through Ar-Ulric, but doesn't know any of them. She thinks of them as courteous, capable, men who do their job upholding the reputation of the Law well enough.

The Ladies-At-Court

POWER BEHIND THE THRONE

These three are considered together, although they are rather different characters and personalities! They have no influence with Graf Boris, but Petra in particular can be helpful to the PCs.

KIRSTEN JUNG

Human, Female

Personality and Appearance

Height, 5' 7". Build, medium. Ash-blond hair. Dark blue eyes.

Kirsten is a wise and ingenious woman in many ways; her judgement of people is sound, although she takes time to form her views. She is intuitive, not very talkative. She dresses in simple clothes, classically good taste, away from court functions.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	34	30	4	4	6	40	1	51	37	51	37	35	58

Age: 26

Alignment: Good

Skills

Art; Charm; Cook; Dance; Etiquette; Herb Lore; Palmistry; Ride - Horse; Sing

PETRA LIEBKSEN

Human, Female

Personality and Appearance

Height, 5' 7". Build, medium. Long, curly brown hair. Dark brown eyes. Dimpled chin, mole on left cheek.

Petra is highly extrovert, and while being a gossip is very careful about what she says to whom. She is an extremely attractive woman who makes the most of herself with fine (but never flashy) clothes and likes extravagant (but not cloying) perfumes (eg, musk-based rather than floral). She is openly materialistic and hedonistic.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	44	25	4	4	6	41	1	57	43	44	44	36	62

Age: 25

Alignment: Neutral

Skills

Charm; Consume Alcohol; Dance; Disguise; Etiquette; Gamble; Gossip; Lip Reading; Luck; Night Vision; Pick Pocket; Seduction; Ventriloquism; Wit

NATASHA SINNLICH

Human, Female

Personality and Appearance

Height, 6' 0". Build, slender. Platinum-blond hair cut in page-boy style. Ice-blue eyes.

Natasha is a tall, glacial beauty, favouring black, deep blue, and silver in her clothing. She is very formal and correct in her behaviour, and is a worshipper of power.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	46	33	5	5	6	44	1	44	50	43	57	27	50

Age: 26

Alignment: Evil

Skills

Art; Bribery; Charm; Consume Alcohol; Dance; Etiquette; Fleet Footed; Gamble; Immune to Disease; Lightning Reflexes; Read/Write; Seduction; Speak Additional Language - Eltharin

Role

The Ladies-at-Court attend court functions, adding a note of elegance and beauty to surroundings; they may escort VIPs who are visiting Middenheim. Note that all this involves propriety, although what the Ladies-at-Court do in their own time is their own business; however, keeping the job is not compatible with blatant immorality outside the court circles (or within them).

Locations

All reside in the Outer Palace (see *Map 4*), but attend many Festival events (see NPC cards).

Kirsten is easily found with Dieter at many events and at social gatherings.

Petra can readily be found living it up by night at expensive hostelrys, often being escorted by a rich rake or sugar daddy.

Natasha is the hardest to find, since she is much in demand escorting VIPs within the Palace, or to cultural events during Carnival Week.

Reactions

Alignment affects Kirsten's reactions; she intuitively detects this (+10% for Good alignment, -20% for Evil or Chaotic alignment, to Fellowship tests). For the purposes of making any *Fellowship* tests with Petra, male PCs can add one-fifth of *Dex* score to their *Fel*. With Natasha, such *Fellowship* tests can be made normally, but she will never react with real warmth or friendship to any PC.

Knowledge

Kirsten knows little of use to the PCs, and her major importance is her involvement with Dieter and the influence she may exert on him and also on their mutual friends (eg, Rallane and Allavandrel) - do not forget her Good alignment.

Natasha knows who influences the Graf, but that's all; she is not of particular importance to the PCs because they can get this information elsewhere.

Of the three, Petra is the most important. First, she can tell the PCs of the pass which Josef Sparsam, the Chancellor, recently made at her (this is so out of apparent character that it should make the PCs wonder). Second, she knows who influences the Graf. Third, she is aware that Emmanuelle Schlagen is the Graf's Paramour, and although she has dismissed the idea that Emmanuelle is also having an affair with Ar-Ulric the idea has crossed her mind. If the PCs discuss the possibility with her she can say "I did wonder about that", to confirm their suspicions, if this helps advance the plotline. Fourth, she knows the guilty secret of the Chaperone. Hildegard Zimmerlich's nephew, Bruno Kohl, is a bad lot. He is a drunkard and dabbles in drugs, prostitution and other unsavoury business. She also knows where he hangs out (see *The Dope Dealer* in the Trigger Events section). Further, she knows that Rallane had a crush on the Princess, and although she will not specify her source, she will insist that the Elf did not instigate the Dwarf Tax - he dislikes them sure, but this kind of machination simply is not his style. Moreover, he hasn't the allies within the court circles to pull this off. Too many people regard him as a mere ornament ('rather like us', she will say ruefully), not taking him seriously, for him to have been successful.

Petra will reveal some, or all, of this information, in return for material reward, (gold crowns are sordid, gems are so much prettier), but this must be handled delicately and without any sordidness. Petra doesn't "sell information", it's just that one good turn deserves another....you get the drift. Although Petra has no influence on Graf Boris (neither do the other two) she does know a lot of useful information, and she may feed this bit by bit to the PCs, keeping the best stuff till last, milking them along the way.



Misconceptions

Petra, by virtue of social contacts, has a fair idea of who influences the Graf, and so does Natasha, who has worked hard to find out (determine exactly what they do know as you see fit to feed the PCs, depending on how well they are doing with their investigations). Kirsten knows little about such matters, but she thinks that Ar-Ulric has more influence than he actually has.

Goals

Kirsten will soon be marrying Dieter Schmiedehammer, the Graf's Champion, and leaving court circles. Like the other court ladies, she has no real involvement in politics and the quiet life of the future seems to hold exactly what she wants. However, she has detected the tension in court circles of late and is apprehensive about it.

Petra is materialistic; she knows that love, beauty, peace and understanding and all that stuff is a lot less durable than diamonds and uses her charms to infatuate wealthy court lackeys and sugar daddies into making her presents of gems and fine jewellery.

Natasha is also desirous of personal wealth, but is fascinated by power (and regards wealth only as a source of power); she wishes that she had influence in court circles and may even pretend that she does.

Attitudes Towards Other NPCs

Josef Sparsam - Chancellor: Kirsten and Natasha ignore him and are indifferent, but he made a pass at Petra recently at a feast night which surprised her and she hopes that he might become a useful source of personal jewellery in the future. She does not like him, however. He has forgotten this, though, and currently lusts after Natasha (who is quite unaware of this)...

Dieter Schmiedehammer - Champion: Kirsten, his fiance, loves him dearly and is very proud of him. One particular matter of interest within the context of this adventure is his attitude to the tax changes; Kirsten has noticed his espousal of the Dwarf Tax, and was very surprised by this - she also thought his commending the other tax changes odd. She knows Dieter simply doesn't talk in this way, and knows this is very definitely odd. She has argued with Dieter about it, and he simply refused to discuss the matter after an initial expression in favour. See *You Are Feeling Sleepy...* (p73) for full details.

Petra likes him for Kirsten's sake as much as anything else, finding him a little straightforward for her tastes.

Natasha is rather haughty to him and thinks him weak; a man in his position should have made more of himself in political circles.

Rallane Lafarel - Minstrel: Kirsten likes him and sees a lot of him in company with Dieter.

Petra likes his music, but knows how romantic he is and sees a possible source of monies here at some future time. She likes his parties a lot and has met many useful people there.

Natasha dislikes him for his frivolous ways and inconsistency, she is aware that he doesn't like her either.

Katarina Todbringer - "The Princess": All of them resent Katarina's dislike of them, although their reaction varies (irritation in Kirsten's case, stylish and elegant put-downs from Petra, and icy spitefulness from Natasha).



Hildegard Zimmerlich - Chaperone: Heartily disliked by all of them. Natasha has made some provisional plans for poisoning her sherry.

The Military Commanders: Kirsten knows of many of the senior Guild men through what Dieter has told her, and liked von Genscher in a brief meeting, otherwise she has had few dealings with them and is neutral about them.

Petra is regularly escorted by one or other of the senior men, and is currently toying with von Genscher's son Anton (he is young and impulsive, but amusing).

Natasha regards the military as below her standards - she does not much care for "a bit of rough" and the seniors seem to deliberately eschew making anything of their potential political power, so she has no dealings with them.



The Wizards: No dealings, indifference all round, save that Petra has had a few drinks with Janna Eberhauer (the Deputy High Wizard) recently and is surprised to find her quite outgoing and amusing.

The High Priest Ar-Ulric: Kirsten is not well-disposed to him, for she is a follower of Shallya and this cult does not much care for the ways of a priest of Ulric. That aside, she has no particular personal animosity towards him, and sees little of him.

Petra has noticed his recent discomfiture and wonders whether the cleric isn't in love with someone he shouldn't be, and has wondered whether this might not be Emmanuelle, but has concluded that they wouldn't be so stupid.

Natasha, being evil, dislikes him and would like to see him done down if it were not for the fact that Werner Stolz, the High Priest of Sigmar, would be the most likely beneficiary of this, and Natasha hates the cult of Sigmar even more than she hates the cult of Ulric.



Paramour and Ladies-at-Court: The four Ladies-at-Court do share a certain esprit de corps, despite their obvious differences, and will generally be reluctant to do each other down even in cases where one dislikes the other. This should be kept in mind by the GM.

Kirsten is mildly friendly with Emmanuelle, and neither knows nor suspects that she is the Graf's Paramour or Ar-Ulric's lover; she has a superficial friendship with Petra but dislikes and avoids Natasha. If she stopped to think about it, she would probably rationalize that Natasha is evil, but she mostly ignores her.

Petra likes Emmanuelle, although she has seen little of her lately; they have similar personalities. Petra is pretty certain that Emmanuelle is the Graf's Paramour, but she has dismissed from her mind the thought that she is also having an affair with Ar-Ulric. Petra is mildly friendly with Kirsten, and has a lot of respect for Natasha. She sees the tall blonde as icy, frigid and joyless, but single-minded and a tough person - no namby-pamby nonsense with her.

Natasha doesn't like any of the other Ladies-at-Court, and isn't friendly with any of them, although she respects Petra's ardent pursuit of wealth. Natasha strongly suspects that Emmanuelle is Graf Boris' Paramour and is very jealous of her for the power she must, surely, possess, but she has no idea of her affair with Ar-Ulric.

Siegfried Prunkvoll - Knight Eternal: Kirsten thinks him harmless and not a bad sort, Petra thinks him a fool and a ninny, and Natasha hates him for his well-known alignment and despises him for his unimpressive intellectual powers.

Allavandrel Fanmaris - Master of the Hunt: Kirsten and Petra both like him and see him fairly often about town, enjoying a drink or two. Petra has enjoyed an occasional dalliance with him in the past. Natasha dislikes him, knowing that he is highly sociable and regarding this as a failure of discriminative powers.

Gottbard Goebels - Kommission Convenor: Kirsten knows almost nothing of him.

Petra found that she could get nothing out of him (not even the price of a cocktail) without submitting to his perverted demands, which was too much to contemplate; so she thinks of him as a skinflint and a miser.

Natasha has also taken a powerful personal dislike to him after merely superficial encounters; a major personality clash.



Luigi Pavarotti - Baronial Physician: Kirsten thinks him somewhat alarming and avoids him, having only met him once or twice at his most flamboyant.

Petra has found that the man possesses remarkable stamina and athletic prowess but has declined to repeat the experience on the grounds that it took her two days to get over it.

Natasha loathes him because he managed to seduce her and was spectacularly successful in eliciting a response. This was very bad for her self-conceit and she fears he may boast of the matter.

The Law Lords: No dealings, indifference, although Natasha would dearly like to be on closer terms with such politically powerful men.

The Knight Eternal: Siegfried Prunkvoll

Human, Male, Templar

Personality and Appearance

Height, 6' 0". Build, medium. Brown hair and grey eyes. Fastidiously manicured.

Siegfried goes everywhere in full plate mail (the City Guard know him), which is almost weightless (but it gets hot in summer). So far as his personality goes, Siegfried is (not to put too fine a point on it) a complete prat. He is boring, pompous, and affected, and he presents and discusses his coat of arms and its significance and symbolism to anyone foolish enough to listen to him (it is said that even his socks are decorated with this). He has a great love of heraldry, jousting, and military history, and is actually very knowledgeable about such matters. He is an appalling chauvinist.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	47	30	4	4	9	36	1	45	40	23	47	34	33

Age: 34

Alignment: Lawful

Skills

Art; Cartography; Etiquette; Heraldry; History (Military only); Law; Read/Write; Ride - Horse; Specialist Weapon - Fencing Sword, Lance, Two-handed Weapons, Strike to Stun

Role

The post of the Knight Eternal has its origins in prehistory (almost). Legend tells that when Middenheim was first constructed, an aged soothsayer predicted that unless the city was always protected by a Knight of great virtue and selflessness, selected by the most inscrutable and brilliant men of the city, it would fall in the immediate future. At once, a volunteer stepped forward to do the decent thing by Middenheim. The people rejoiced and awarded him a good stipend from the city coffers. The Knight would henceforth be known as the Knight Eternal, since such a protector would be needed for all time, and a wizard of the time prepared a magnificent white suit of magical plate mail which would be worn by one Knight after another, so that while the individuals holding the post might die off, this totemic badge of office would endure for all time.

The first Knights Eternal were very fine warriors (although, admittedly, the first one just happened to be the soothsayer's son and was penniless at the time) but the current occupant of the post is another matter. Few accord the job the significance it had so long ago, but general superstition ensures that the Graf and his advisors keep the tradition going. Siegfried actively solicited the post while the last Knight Eternal was struggling with a very tiresome terminal illness and, since no-one better could be persuaded to take it, he got the job. No court functions or duties are attached to it, and technically the Knight Eternal should never leave the walled city or something appalling will happen to the place. He has no influence on Graf Boris.

Locations

Siegfried lives in the Outer Palace, but attends certain cultural events during Carnival Week (see his NPC Card). He is unlikely to be found at casual events, merchants stalls, and the like.



POWER BEHIND THE THRONE

Reactions

Social class and appearance is important: a PC of high social class (ie, a noble) who is well dressed and speaks posh can get a positive modifier of up to +20% on any *Fellowship* test with Siegfried. A Dwarven thief, dressed in grimy garb and speaking coarsely can get a huge negative modifier (don't even bother making a dice roll).

Knowledge

Siegfried knows nothing of any value to the PCs. He is actually a complete waste of time, but dumb (or incredibly suspicious) players might just waste their time having their PCs try to get information out of him. Note that if Siegfried gets a whiff of anything going on which might undermine the security of the City (and the Graf) he will consider it his sacred duty to march in to the Graf and tell him all, and will announce his intention of doing exactly this to the PCs, demanding that they accompany him. This could be highly unfortunate. You might decide that the only way of stopping him would be to kidnap him, for example...

Misconceptions

Siegfried generally has little idea of who influences Graf Boris. He thinks that he has some influence (he doesn't) and that the military have more influence than they actually do. He is inclined to demean and belittle all possible female sources of influence on the Graf in the most mealy-mouthed manner.

Goals

In this adventure, security of the realm, safety of Graf Boris, and preservation of chivalrous virtues. So far as the tax changes go, he dislikes the temple tax, but approves of the other two; he regards taxation as a rather sordid topic for discussion.

Attitudes Towards Other NPCs

Note: Most other NPCs actively avoid Siegfried, but he is highly insensitive to other people's dislike of him. In most cases his opinions are based on *what* rather than *who* people are.

Josef Sparsam - Chancellor: Good enough fellow, very reliable, but commerce is a rather sordid thing. Must be hard for him. Approves of Sparsam's interest in antiques, history, and memorabilia.

Dieter Schmiedehammer - Champion: A fine fellow, upstanding figure of a fighter. Strongly approves of him and is embarrassingly friendly to Dieter when they meet. Siegfried thinks it's such a shame that he is, well, a little lower class.

Rallane Lafarel - Minstrel: Vaguely approves of having a Court Minstrel but doesn't care for this specimen. He is dimly aware that Rallane doesn't like him and speaks dismissively about him.

Katarina Todbringer - "The Princess": A knee-jerk proclamation of her virtues at any mention of her name. Thinks her a charming, delightful young gel, although they only meet rarely.

Hildegard Zimmerlich - Chaperone: Regards her as a fine, dutiful woman. Their relationship is highly formal, perfectly-mannered and quite excruciatingly polite.

The Military Commanders: Wonderful fellows, flower of the nation, etc. Is quite unaware of their dislike of him.

The Wizards: Siegfried is rather uncertain about magic, thinking that sorcery is unchivalrous and rather foul play (but of course is aware that a wizard made his wonderful plate mail), and is especially dubious about a female Deputy High Wizard.

High Priest Ar-Ulric: Siegfried is an enthusiastic follower of Sigmar so obviously doesn't care for the fact that a priest of Ulric is important within the Graf's inner circle - even if the priest in question is an Imperial Elector. However, he hardly knows Ar-Ulric and will refrain from making any unfavourable comments about him.

Paramour and Ladies-at-Court: Siegfried is unaware that the Graf has a Paramour and doesn't know that Emmanuelle is having an affair with Ar-Ulric. Generally, he thinks them splendid courtly ladies, flower of womanhood, etc. Is rather surprised that they have never asked him to escort them to court functions, but tends to ascribe this to the fact that he has taken vows of chastity and would thus hardly make an ideal prospective husband. Has done his very best to forget the very coarse suggestions which Petra Liebkosen once made to him (not that he understood the more graphic ones), and tries to forgive her on the grounds that her behaviour was probably due to periodic insanity, a brain tumour, or something of the sort.

Allavandrel Fanmaris - Master of the Hunt: Regards him as an upstart, wastrel, peasant, and general ne'er-do-well. Allavandrel has been very abusive to him and Siegfried loathes him.

Gottbard Goebbels - Kommission Convenor: No dealings, total indifference.

Luigi Pavarotti - Baronial Physician: Has never heard of him.

The Law Lords: No dealings with them, but is aware of their reputations and will commend them as stout and worthy fellows.



Master Of The Hunt: Allavandrel Fanmaris

Elf, Male, Hunter

Personality and Appearance

Looks the equivalent of a Human in his early 30's; height, 5' 11". Build, slender (very dextrous and wiry). Long, wavy, light brown hair. Emerald-green eyes.

He is a generally friendly Elf with a fine sense of humour, always ready with a quip. He also likes a drink now and then, and sometimes has massive binges. But he is shrewd, able to sort out fools very quickly, and has a waspish side to him. Loves dissolute living, especially at Carnival Week (but he does have his reputation as the Archery Champion to keep up). He dresses in greens and browns, nothing ostentatious.

Overall, Allavandrel is a rather dissolute, unshockable, hard-drinking, womanizing elf-about-town who is a witty and amusing companion for any PC he likes, but it is expensive and very tiring keeping up with him!

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
7	40	77	6	7	10	75	2	66	47	64	59	54	61

Age: 101

Alignment: Good

Skills

Ambidextrous; Animal Care; Animal Training; Concealment Rural; Consume Alcohol; Dodge Blow; Etiquette; Excellent Vision; Follow Trail; Game Hunting; Heraldry; Luck; Marksmanship; Orientation; Ride - Horse; Set Trap; Specialist Weapon - Fencing Sword, Lance, Lasso, Longbow, Repeating Crossbow; Strike Mighty Blow; Strike to Stun; Trick Riding

Role

The elven Allavandrel is Master of the Graf's Hunt and is thus responsible for the upkeep and overseeing of men and mounts involved in mounted expeditions into the outer reaches of the surrounding forests. Since the Graf has hardly been able ride with the Hunt for some months, Allavandrel is getting very bored. He has no influence with the Graf so far as political matters go, although he could have had had he wished it; he simply didn't want to get involved in politics. However, he does see the Graf moderately often.

Locations

Allavandrel has a town house in the Osttor residential quarter (see *Map 6*). He attends many Carnival Week events (see his NPC card) and is easily encountered both at the Archery Tourney and living it up in a variety of settings (by no means all of them salubrious) at nights.

Reactions

Elves get a +10% positive modifier to any *Fellowship* tests with Allavandrel, Dwarfs a -10% negative modifier. Halflings get a +5% modifier; Allavandrel has a soft spot for the little folk, possibly because his home help and cook is a Halfling who is jolly and amusing.



POWER BEHIND THE THRONE

Knowledge

Allavandrel knows nothing of central importance to the NPCs, although his knowledge of who influences Graf Boris might be helpful, at least in confirming information the PCs have received elsewhere. However, he does know many of the other NPCs and can effect introductions (eg, to Dieter, Rallane, the Ladies-at-Court, possibly even the Chancellor) if you wish him to do so. He could also be helpful to the PCs in telling them where to get drugs for the Chancellor (see *The Dope Dealer* - p78) although if the PCs specify that it is the Chancellor they want drugs for Allavandrel will be very concerned about this. He might also be of direct, adventuring, help to the PCs if you consider this necessary to further the plotline, but be cautious in doing this.

Misconceptions

He has a fair idea of who influences the Graf, from talking with him, although he is inclined to believe that the military have more influence than they do, and likewise Ar-Ulric.



Goals

Allavandrel likes the idea of taxing Dwarfs, but sees that this is going to ferment trouble before long. About the temple and spellbook taxes, he is entirely neutral. He is wondering at the moment whether he should not, after all, have become a political creature. He knows the Graf is a badly ailing man and that Middenheim is very vulnerable. He also has a taste for adventure. He is unhappy that Rallane is being blamed for the Dwarf Tax and would like to see his friend off the hook on this count. He knows that Baron Heinrich (the Graf's son, p10) thinks well of him and he may consider that helping the PCs will be of benefit to him when Heinrich becomes ruler of Middenheim (which surely cannot be more than a year or two away). However, he won't take any overt risks.

In the context of this adventure, taking place as it does in Carnival Week, an important goal for Allavandrel will be excitement and hedonism; high life at night, possibly helping out the PCs by day with whatever information he can dig up and getting introductions to other NPCs for them. However, he is only likely to do this after talking over matters with Rallane, and after PCs have made at least a little initial headway.

Attitude To Other NPCs

Josef Sparsam - Chancellor: Allavandrel has always felt a little sorry for him, feeling that the man is painfully shy and not a bad fellow if given a chance. He has taken the trouble to rescue Sparsam from social embarrassment once or twice. However, their relations are still mostly formal. Allavandrel has not noticed any symptoms of drug use, or odd behaviour, by Sparsam - but then he wouldn't, in the normal course of events. Overall, he feels that the Chancellor is a very honest and good servant of Middenheim and will not want to see him suffer in any way.

Dieter Schmiedebammer - Champion: Good friends and drinking companions. Dieter and Allavandrel haven't discussed the tax changes, but he has been told of Dieter's expressed views by Rallane, and they surprise him.

Rallane Lafarel - Minstrel: Very close friends for many years, they wine, dine, sing and chase the fair sex together. Allavandrel is rather more stable of temperament and more realistic than Rallane, and often ends up having to see the drunken minstrel home to sleep after a heavy night's drinking. Then he goes off to get drunk himself, if he wasn't before.

Katarina Todbringer - "The Princess": Is pleased to find that his naturally graceful manners meet with her apparent approval, that he doesn't have to try too hard. Thinks her rather dim, but a kindly and charitable person.

Hildegard Zimmerlich - Chaperone: She does her job. He is indifferent to her, although they get on well enough.

The Military Commanders: He is on good terms with them, and knows von Genscher very slightly. No strong feelings about them.

The Wizards: No dealings, indifference, but he would be pleased to carouse with Janna Eberhauer and discover that she fancies him.

High Priest Ar-Ulric: No dealings. Indifference; Allavandrel is not a religious Elf and, if anything, is inclined to sympathy with druidic interests.

Emmanuelle Schlagen - Paramour: Friends, on and off, for some years; have never had an affair, but have enjoyed the odd dalliance. For some time now, though, Allavandrel has kept it platonic; he realizes that he could get his fingers burned in this direction. He strongly suspects that Emmanuelle is now the Graf's Paramour, but knows nothing of her affair with Ar-Ulric. However, he suspects from her demeanour that she may be having an affair with someone else. Allavandrel is very sensitive about two-timing females. He can detect infidelity at a hundred paces, being fairly accomplished at it himself.

Ladies-at-Court: Friendly with Kirsten and Petra, and has sometimes spent the night with Petra. He has also escorted them about town many times. Natasha he doesn't like; she is cold and joyless, in his eyes.

Siegfried Prunkvoll - Knight Eternal: Allavandrel absolutely hates the man, a major personality clash. He will insult this hapless and harmless man with a stream of invective to anyone who will listen.

Gotthard Goebbels - Kommission Convenor: Knows from Dieter that the man is a crook, and knows from others that he treats females badly, a trait Allavandrel dislikes. Doesn't know him personally, however.

Luigi Pavarotti - Baronial Physician: They have met only briefly, and as it happened, at the time Luigi was very quiet and they had a brief conversation about court affairs. Allavandrel rather liked him, and feels that he cannot be as bad as his reputation suggests. However, he has not seen him since.

The Law Lords: No dealings with them; rather a stuffy occupation in his view. Knows of their reputations, of course.

The Kommission Convenor: Gotthard Goebbels

Human, Male, Merchant

Campaign Note

If you have played *Death on the Reik* and have access to Middenheim, you will find more fascinating details about Herr Goebbels. Suffice it to say here, that Gotthard Goebbels is an alias for Gotthard von Wittgenstein, and that this thoroughly corrupt individual is also the leading light in one of the City's foremost Chaos cults - the Jade Sceptre. If you wish further to complicate this adventure, you may allow any PCs who studied the Wittgensteins' family portraits (see *DOTR*, p78) to recognise this sole surviving member of the family. The Middenheim book has plenty of suggestions for what Gotthard is up to in Middenheim, or you may devise a sub-plot of your own. You could also, of course, decide that the PCs *won't* recognise him, and/or that he's not up to anything in particular - other than being generally decadent and thoroughly nasty.

In the unfortunate event that the PCs reached Middenheim, discovered Goebbels' true identity, and despatched him before you began playing **Power Behind the Throne**, simply replace Goebbels with any personality of your choice. You may still follow most of the notes outlined here, but you will need to amend things to fit in with the events of your campaign. In this case, the importance of this NPC is considerably downgraded. He will not long have held the post, and should quickly be eliminated from the PCs' lines of enquiry: both as a suspect, and as a source of information.

Personality and Appearance

Height, 5' 10"; build, medium; grey-black hair flecked with silver, brown eyes, trimmed beard.

His personality is wholly avaricious, but very cunning. He deals in contraband, even slavery, and one of his businesses converts aged horseflesh (and perhaps worse) into savoury meat pies. He is rude to those whose acquaintance he does not need, but usually servile and toadying to those he thinks may be of use to him. Notably, he is very rarely at home and never gets anything done on time. He dresses rather shabbily, in blues and greys, for everyday wear, doing what he does, it is best to be inconspicuous.

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
4	32	25	4	5	7	35	1	42	49	29	44	30	38

Age: 31

Alignment: Chaos

Skills

Begging; Blather; Bribery; Concealment Urban; Consume Alcohol; Embezzling; Evaluate; Flee!; Haggle; Law; Numismatics; Palm Object; Pick Pocket; Read/Write; Secret Language - Guilder (Merchants' Guild, and Thieves' Guild)

Role

Goebbels is the Chairman both of the City Kommission on Commerce, Trade, and Taxation, and of the Governing Body of the Merchants' Guild. In this former capacity he chairs the council which makes representations to the Law Lords on all mercantile matters which might affect legislation (and suggests changes in taxes, laws affecting merchants and trade, and the like); in the latter role he chairs the Guild which represents the interests of merchants at all levels of official Middenheim life. He has maintained both positions (which are technically elected by a semi-democratic process) by a mixture of bribery, extortion, bootlicking, flattery, threats, and grovelling.



POWER BEHIND THE THRONE

Locations

Goebbels lives in what appears from the outside to be a modest town house in the merchant's area of the city (see *Map 6*); it is rather less modest inside, but not over-luxurious. This might attract attention, and Goebbels (while being very wealthy) is too mean to spend money on a luxurious home in any event. He is virtually never at home if called on, and the door will eventually be opened (on a very stout chain) after much banging and knocking by a hunchbacked servant, Adolph, who will say that his master is not at home and is away on business (even if he is in). Likewise, he is hard to find at any of his numerous warehouses and businesses around the city. He attends some Carnival Week events (see his NPC Card) - usually in the hope of being seen hob-nobbing with the upper classes - and might be encountered amongst merchants in almost any part of the city. He will not be encountered in any unsavoury part of the city, fearing an assassination attempt from a disgruntled person he has swindled.

In short, Goebbels is of little importance to this adventure (cf *Campaign Note*, above), but the PCs may spend some time fruitlessly pursuing him.

Reactions

No special modifiers apply, but bribes go a long way.

Misconceptions

Goebbels has a poor idea of exactly who does influence Graf Boris and over-emphasizes the admittedly strong influences of the Chancellor and the Law Lords.

Goals

Goebbels is very pleased with the tax changes. He surmises that the Treasury needed extra funds and is delighted that the merchants have not had to pay an extra penny. Naturally, he

has been able to tell other merchants that his reasoned, forceful and clever arguing ensured that the burden of tax changes fell elsewhere in their entirety, and indeed he is fairly popular with resident merchants at the present time. Avarice and protection of his own position are his only goals in the context of this adventure.

Attitudes Towards Other NPCs

Josef Sparsam - Chancellor: Careful toadying by Goebbels has created a modest friendship. Thinks the Chancellor able enough and is delighted to be on good terms with him, but considers him lacking in base cunning.

Dieter Schmiedehammer - Champion: Rather fearful of him; he swindled him for a few crowns over a horse deal some months back and now regrets this. Knows his reputation and avoids him.

Rallane Lafarel - Minstrel: Goebbels has avoided Rallane, since he knows that Rallane is a smart observer (Elves always are) and is friendly with Dieter.

Katarina Todbringer - "The Princess": Has never met her. Thinks of her as a namby-pamby do-gooder, but entertains the occasional unsavoury fantasy in this direction.

Hildegard Zimmerlich - Chaperone: Has never met her and knows nothing of her.

The Military Commanders: Indirect dealings only (trading and the like - he has been very careful in his horse-dealing here), and is very careful to deal with them honestly and fairly.

The Wizards: No dealings, but he is very apprehensive about any wizards, fearing that they might ferret out his guilty secrets. Is in awe of, and very superstitious about, magic.

High Priest Ar-Ulric: Has met him very briefly and has no personal feelings. As an evil man, disapproves of any priest of Ulric, but hardly sees him as a threat.

Emmanuelle Schlagen - Paramour: Knew of her when she was a young actress and attempted (without success) to buy her favours. Very spiteful about her, would delight in her downfall.

Ladies-at-Court: Tries to be polite to them on the rare occasions that they meet and behaves in what he imagines to be a courtly manner. Likes to think that they are well-disposed to him, save for Natasha, whom he dislikes strongly "cold, aloof, stuck-up", etc.

Siegfried Prunkvoll - Knight Eternal: No dealings, but he knows his reputation as a fool, and takes pleasure in privately mocking him.

Allavandrel Fanmaris - Master of the Hunt: Minimal dealings, indifference.

Luigi Pavarotti - Baronial Physician: Doesn't even know that there is such a man.

The Law Lords: Goebbels has regular (bi-monthly) meetings with them in his official capacity as Chairman of the City Kommission to discuss the fiscal interests of merchants with them. Of late, Hoflich has been quite friendly to him, and he interprets this as evidence that he is listened to, has influence, etc, and will claim to be friendly with all the Law Lords.



The Baronial Physician: 'Herr Doktor' Luigi Pavarotti

Human, Male, Charlatan

Personality and Appearance

Height, 6' 2". Build, enormous (295 lbs.). Thick black curly hair and beard. Brown eyes. Huge hands.

Luigi is an amazing, larger-than-life character; he is flamboyant, shouts rather than speaks, gestures wildly, and appears half-crazy. Actually, he is no fool, but he often appears to overlook things which he has actually noticed. He doesn't like being serious if it is at all avoidable (but he can talk and act in deadly earnest when he has to); he would rather enjoy himself. Luigi does everything to excess; he dresses in outrageous attire (improvise as you wish), and eats and drinks avariciously. He enjoys stimulant drugs, tinctures, extraordinary and murderously potent liqueurs, and will enter with great gusto into any form of sexual activity with anyone or (almost) anything. He bursts into song (snatches of his beloved Miraglianese opera) at frequent intervals. He hails from Miragliano, in the Tilean City States. He came to Middenheim because "travel broadens the mind". He appears to be completely tactless but, in fact, he can keep a secret if he thinks that this is necessary. In short, he's not half as uncontrolled and impulsive as he appears to be.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	40	27	8	8	14	44	2	48	45	50	55	81	55

Age: 40

Alignment: Neutral

Skills

Acting; Acute Hearing; Arcane Language - Druidic; Astronomy; Blather; Brewing; Charm; Chemistry; Consume Alcohol(1); Cure Disease; Dodge Blow; Escapology; Gamble; Heal Wounds; Herb Lore; Hypnotize; Identify Plant; Immune to Disease; Immune to Poison; Luck; Magical Awareness; Magical Sense; Musicianship; Palmistry; Secret Language - Druidic; Seduction(2); Read/Write; Sing; Strike to Stun; Strongman; Very Resilient(*); Very Strong(*)

(1) Luigi can consume almost any amount of alcohol without his stats. being affected in any way. He is, simply, the most prodigious drinker ever seen in The Empire.

(2) Treat this as a double-strength skill; Luigi gets a +20% modifier to a *Bluff*, *Bargain*, or *Gossip* test with females, who must make a *WP* check with a -10% penalty to resist his blandishments.

(*) These skills are included in the profile

Role

Luigi is employed to take care of the invalid Baron Stefan Todbringer, and by dint of his relative success has gained modest influence with Graf Boris ('1 vote').

Locations

Luigi lives in the Inner Palace close by Stefan's rooms (see Map 4, p85). He will also attend many Carnival Week events



(see his NPC Card) and is particularly looking forward to his performances at the Royal Opera House. Since he is now getting settled in Middenheim, you can also have the PCs meet him at a market of some kind (especially one selling food and drink), in a red-light area, or singing at some hostelry or other. Luigi is pretty accessible.

Reactions

Luigi adores all females and Elves (no *Fellowship* test needed for initial reaction, but if one needs to be made, it is with a +20% modifier), because he has had great success in his erotic adventures with both.

POWER BEHIND THE THRONE



Knowledge

Luigi doesn't know anything particularly important, save for his perceptions about Ar-Ulric. In addition to his modest influence on the Graf, his major importance is that with his *Hypnotize* skill he could deal with the hypnotic suggestions which have been implanted in Dieter Schmiedehammer's mind (for details of this scenario, see *You Are Feeling Sleepy...*, p73).

You might also wish to have him be helpful towards the PCs with respect to his healing/curing abilities or his herbal skills.

Luigi is a very colourful NPC, and he is an obvious focus for the PCs initial suspicions. His devil-may-care attitude to life, and the fact that he is a foreigner, will not detract from these suspicions. But, in fact, he is a benign person, and provided that the PCs can satisfy his goals and desires and clearly mean no harm either to him nor to the Todbringer family (he is very loyal to his benefactors), he can be very helpful. However, keep in mind that visible association with this flamboyant man may lead to the PCs being in disrepute with more refined members of the court circles, and also that keeping Luigi happy will be expensive, and costly to dignity.

There is, finally, the problem of Luigi and the Chaperone. Hildegard Zimmerlich will make it quite clear that there is no question of her supporting the PCs while this beast, this animal, remains in the court. The PCs are supposed to be disposing of him (somehow). Of course, they may somehow manage to disgrace him but if they do then Luigi's influence on Graf Boris cannot be accumulated on the PCs' side and they may lose his valuable ability to deal with the Champion. Obviously the PCs would like to get both on their side. This is hardly a simple matter, but one possible way out is suggested here.

If the PCs tell Luigi about the Chaperone's demands he will be thoughtful and tell them that he can take care of the woman. He will prepare a very powerful sleeping draught which will knock her out for a couple of days. All the PCs have to do is to spike her sherry and she'll sleep like a baby (the PCs will doubtless realize that this will also enable them to get at the Princess). If the PCs adopt this plan, the success of it should depend on the smartness of the players in timing exactly when they do this. They should do it late in the week so that the Chaperone will wake on the last day of the Carnival, just before they go to Graf Boris for the crucial final audience. They can then put pressure on the somewhat disorientated Chaperone when she wakes; with any luck, if they have won the Princess over, they can get her to tell the Chaperone how vital it is that she must support them, for Daddy's sake. They can even pretend that they have got evidence to disgrace Luigi and that they will do this after the crucial audience, but right now they must have every influential person they can corral on their side.

The still-dozy Chaperone will crack under the weight of this and agree. This is just an example - albeit a particularly successful resolution of the problem. You may want to make your players sweat over this conundrum for a while and see if they can come up with an idea of their own!



Misconceptions

Luigi has little idea of who influences Graf Boris, and is not certain whether he has any influence himself (in fact, he does have modest influence in that the Graf would listen to him if he discussed politics because of his gratitude for his work with Stefan). He is not interested in politics, as noted earlier.

Goals

Luigi is entirely unconcerned with politics and regards what goes on in Middenheim as nothing to do with him. His goals are the ingestion of food, alcohol, drugs, etc, and seducing anything that moves. He is, however, concerned about Baron Stefan, to whom he attends, and is genuinely fond of the hapless invalid and even prays for his recovery. At the moment Luigi is using his advanced knowledge of hypnotism to quieten him down.

Attitude To Other NPCs

Josef Spasam - Chancellor: A prude, sadly repressed. Luigi makes colourful suggestions for how this might be put to rights. Luigi has observed the recent change in the Chancellor's behaviour and has wondered whether this may not be due to drugs - but he is uncertain and will certainly not suggest the possibility to the PCs if they don't suggest it to him.

Dieter Schmiedehammer - Champion: Doesn't know him, thinks he may have seen him briefly. Will not respond well to hearing that he is to be married. Luigi regards marriage as a bad thing.



Katarina Todbringer - "The Princess": Luigi is realistic enough to know that he cannot hope to carry off the hand of the young girl (and is opposed to marriage anyway) but claims that any young Princess should definitely receive sex education and be skilled in the ways of pleasing men. He illustrates this thesis in striking and original ways. He considers her very charming, pretty and desirable and will suggest to a handsome male PC that it is about time that the PC in question followed his (Luigi's) family motto with respect to the Princess.

Hildegarde Zimmerlich - Chaperone: Great dislike. Regards her as a killjoy, a repressed old hag who would destroy the harmless pleasures of the flesh given half a chance. He will make extremely improper suggestions about what the PCs should do to her.

The Military Commanders: Has never met them and knows nothing of them, but he will use any mention of them to launch into a long tale of the doings of Sartosan sea pirates back home, and encounters with the Tilean Navy. He will claim to have been as Admiral of the Fleet in the great epic encounter with the pirate fleet (this is, in fact, absolutely true) and will go on about the details of this in colourful language for hours if the PCs don't interrupt him (he will not take this amiss).

The Wizards: Knows nothing of them, but he thinks he has seen Janna Eberhauer at a court social event, and will beg for the PCs to introduce him to her so that he can attempt to seduce her. He does actually know quite a lot about Druidic magic - although he won't give this away - so the arts of wizardry are not a closed book to him.

High Priest Ar-Ulric: Although he may not give this away at first, Luigi has noted the anxiety of the cleric and has correctly divined the probable source of this. In short, Luigi thinks Ar-Ulric is enjoying carnal pleasures with someone who is in some way Forbidden, although he will venture no guesses about who this might be (and has no idea). He expresses this opinion in his usual forthright and graphic manner. He has no strong feelings about the priest.

Emmanuelle Schlagen - Paramour: He will state frankly that she has turned down his advances and will appear genuinely puzzled by this rebuff. Further, he will tell the PCs without this being solicited that he told her of his herbal preparations for enhancing male potency, and that this still didn't do the trick. He appears quite innocent about this. He does not know that Emmanuelle is the Graf's Paramour and would not have made approaches to her if he had been aware of this.

Siegfried Prunkvoll - Knight Eternal: Has never heard of him, would thoroughly disapprove of him and ridicule him if informed of Siegfried.

Allavandrel Fanmaris - Master of the Hunt: Remembers meeting him briefly when he was a little hung-over and a trifle melancholic; he had just been singing the chorus from a tragic opera when they met. Liked the Elf and hopes to meet him again. Will be pleased to learn of his dissolute nature and will express his desire for a party to which he can invite the Elf and a few friends, mostly of the female gender.

Gotthard Goebbels - Kommission Chairman: Has never heard of him and cannot recall any meeting with him.

The Law Lords: Has never met them. Knows their reputation and feels that Middenheim needs men like this but glad he doesn't have to do the job. Luigi will say with feeling that Middenheim's licensing laws should certainly be liberalized so that he can go out carousing at any time of day and night as he could back in Miragliano.

Ladies-at-Court: When they are mentioned he will look sly and knowing. He will not readily admit that he has had carnal knowledge of Petra and Natasha, but this information can be wheedled out of him eventually. He is aware that Kirsten Jung is to be married (although he does not know to whom) and therefore has made no advances to her ('Married women, yes, but not one about to be married, for she must still be in love with her man'). He likes them all, and will say that he loves them all dearly, they are all very beautiful, and their presence is a wonderful thing and they should all thank the good gods for women such as these. Lay it on thick.



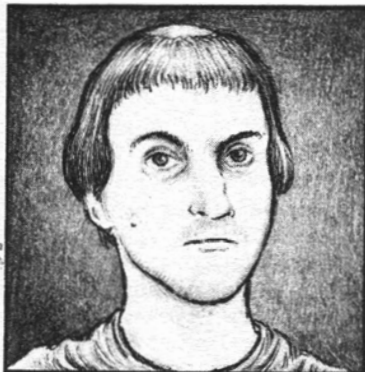
The Law Lords Of Middenheim

All three men dress in plain grey robes at all times, wearing golden badges of office (brooches made of gold filigree in the shape of a set of balances).

REINER EHRLICH

Human, Male, Lawyer

Personality and Appearance



Height, 5' 9"; build, slender; brown hair (balding at the crown), hazel eyes. Reiner Ehrlich has always been a very quiet man, shy and reserved, but a man of true goodness. He is concerned that laws should not be drafted which would produce bad consequences for the poor, disadvantaged, or unenfranchised folk of Middenheim.

However, despite his gentle manner and general good deeds, few people really like him on account of his perpetual nervousness: he is always worried about something and prone to severe depressions.

On the other hand, even fewer people actively dislike him. As a lawyer, Ehrlich was noted for his brilliant mind but equally for his slowness: a court lawyer he was not!

Although unable to get along with people very well, Ehrlich has a natural affinity for animals. His house in the city is given over to many creatures, mainly dogs, cats and songbirds and in his spare time Ehrlich devotes himself to the welfare of these animals.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	25	2	4	8	45	1	46	44	65	48	44	46

Age: 41

Alignment: Good

Skills:

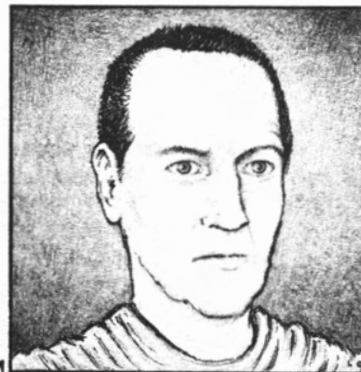
Animal Care; Arcane Language - Magick; Astronomy; Charm Animal; Etiquette; Law; Public Speaking; Read/Write; Secret Language - Classical; Secret Signs - Lawyer

JOACHIM HOFLICH - Doppelganger

Human, Male, Lawyer

Personality and Appearance

Height, 5' 10"; build, medium; short-cropped black hair, grey-green eyes. Of the three, Hoflich is known to be the hardest and has a reputation of being a humourless cynic, (due to being both teetotal and celibate). He is very observant, though not particularly tolerant, when it comes to human nature, (his time as a City Prosecutor was noted for a 100% success rate when calling for the death penalty). His sharp mind makes for a decisive nature and his major pet hate concerns people who hesitate.



All these traits are, of course, reproduced by the doppelganger. In fact, the reason Hoflich was replaced in the first place was due to his powers of observation and decision: Wasmeier knew he had no chance of deceiving the real Hoflich for long, or of obtaining his support by bribery, blackmail or force.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	33	4	5	11	30	2	33	43	29	29	25	36

Age: Appears 45

Alignment: Neutral

Skills

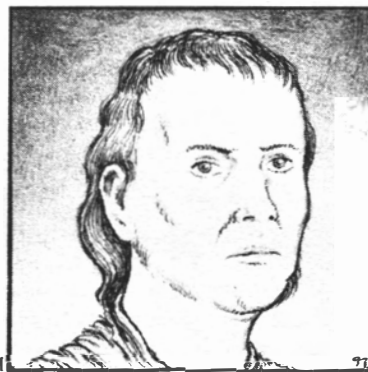
Blather; Etiquette; Evaluate; History; Law; Numismatics; Public Speaking; Read/Write; Ride; Secret Language - Classical; Secret Signs - Lawyer; Supernumerate;

NB: The statistics above are those for a doppelganger except for Fel which is equal to Hoflich's original value. The doppelganger has access to all of Hoflich's skills but with only half the usual chance of success; eg Law requires a test against Int which gives the doppelganger only a 14% chance of success. The doppelganger will try to avoid any situation that could demonstrate this weakness.

KARL-HEINZ WASMEIER

Human, Male, Lawyer and Wizard

Personality and Appearance



Height, 5' 11"; build, medium; medium-length wavy brown hair, brown eyes. Wasmeier has a formidable reputation as a scholar and is hard-working and clever; he is also observant. He has a habit of holding his chin in his right hand when he is pondering something. He thinks fast, and is virtually fearless (so long as he

feels in control of matters). He has, of course, been developing a cruel and ruthless streak progressively for some time, and is now a man consumed with avarice and powerlust. This powerlust is by far the most important driving force in Wasmeier's personality. Even so, despite a high confidence in his own abilities Wasmeier has long since prepared for the day when he might have to leave the city in a hurry - he has no intention of suffering prolonged conversation with a Witch-Hunter! If Wasmeier is forced to flee you should refer to 'The Wizard Unmasked', (p80).

M	WS	BS	S	T	W	I	A
5	45	42	4	5	11	74	1

Dex	Ld	Cl	WP	Fel
53	69	84	57	38

Age: 39

Alignment: Evil

Skills:

Arcane Language - Magick; Cast Spells - Petty Magic, Battle Magic 1 (levels 1-3); Demon Lore; Evaluate; Herb Lore; Identify Magical Artifact; Identify Plants; Identify Undead; Lightning Reflexes*; Magic Sense; Magical Awareness; Meditation; Prepare Poison; Read/Write; Ride; Rune Lore; Secret Language - Classical; Scroll Lore; Sixth Sense; Very Resilient*.

Magic Points: 44**Petty Magic**

Curse, Gift of Tongues, Magic Alarm, Magic Flame, Magic Lock, Marsh Lights, Produce Small Creature, Reinforce Door, Remove Curse, Sounds, Zone of Cold, Zone of Silence

Battle Magic 1

Aura of Resistance; Cause Animosity, Fireball, Immunity from Poison, Steal Mind, Wind Blast

Battle Magic 2

Cause Panic, Mystic Mist, Smash, Zone of Steadfastness

Battle Magic 3

Animate Sword, Arrow Invulnerability, Magic Bridge

General Note:

Wasmeier is a cautious sort and carries a small pouch with him at all times containing non-fantastic ingredients plus 1 dragon's tooth for the *Cause Panic* spell. In his private house he also has 3 more dragon teeth, 2 pints of dragon blood (*Zone of Steadfastness*) and 8 locks of giant hair for the *Smash* spell.

Role

The Law Lords are appointed by Graf Boris to serve for seven-year terms and advise on all legislation in Middenheim. Many City Kommissions make recommendations (or pleas) to the Law Lords, and the Worshipful Guild of Legalists assists the Law Lords in drafting the laws. These then go to Graf Boris for approval and signature, after he has discussed them with other advisers (he can dismiss anything he wishes, or send things back for revision).

The Law Lords give judgements by unanimous or majority vote; in the latter case it is unheard of for the dissenting Law Lord to express his dissent in public, although there was a famous case 358 years ago where one Law Lord actually resigned in protest over such a matter. They remain very carefully aloof from other major NPCs at a personal level to preserve impartiality of judgement. Acting en bloc (or a two-of-three majority) they have a powerful influence on Graf Boris (3 "votes").

Wasmeier and the Purple Hand

In addition to his official duties, Law Lord Wasmeier is also Magister Magistri of the Cult of the Purple Hand. The Cult has two other top-ranking members who, together with Wasmeier, make up the Inner Council. These are Gottfried Jarmund (a well-liked and respected lawyer), and Erich Kalzbad (a studious assistant in the Chancellor's office). All three men are removed from the day-to-day running of the cult but, if needed, can obtain standard thugs to do their bidding at short notice. Given the cult's obsession with secrecy, more specialised services take a couple of days to arrange and hence probably unavailable considering the timescale of this adventure.

As Head of the Inner Council Wasmeier is by far the most influential and the other two know little of his plan. All that Wasmeier has said is that it is required that all cult members support the taxes enthusiastically even if they suffer as a consequence. Gottfried and Erich have no idea that Hoflich is a doppelganger or that they are destined to become far more influential should Wasmeier's plan succeed.

Locations

All three Law Lords work in the Inner Palace and have rooms there (see map p85), as well as separate town houses (locations N1, N2 and N3 respectively on the City Map). Wasmeier's house is also illustrated in Map 4.

At the time of the adventure Ehrlich has fled to his town house and can be found there 100% of the time. His only contacts with the city is through the daily deliveries of foodstuffs for himself and his animals.

Wasmeier is 90% unlikely to be at home at any given time, being rather in the Palace, liaising with his pawns, or out and about in Carnival Week (see NPC Cards and Master NPC Card for details). A similar state of affairs applies for Hoflich. All Law Lords are carefully guarded on official public appearances and the PCs should simply find it extremely hard to get at them.

Make it very clear that the Law Lords are in some sense the ultimate legislative authorities, aloof and distant men, and nobody gets an audience without being a representative of key interests within Middenheim (the PCs, as outsiders, can hardly qualify on this score).

Reactions

The Law Lords are notorious for having no "personal" relations and reacting to people in an entirely formal way. They will express no warmth or friendship and no annoyance or personal dislike either. *Fellowship* tests will not be necessary here.

Knowledge

Ehrlich is in despair. Nearly two months ago he was approached by Hoflich who simply told him that his niece Reya had been kidnapped and would be slain unless Ehrlich voted in favour of new tax laws that Hoflich was about to propose. Confused and frightened, Ehrlich did just that and, although Wasmeier voted against the changes, the 'majority' rule applied and the new taxes were put to the Graf. Ever since the Graf passed the tax laws, Ehrlich has remained in his house, following Hoflich's instructions to speak or see no one until after the Carnival is over, at which time, (so Hoflich has promised), Ehrlich's niece will be returned unharmed. This is a crucial piece of information since it points the finger directly at Hoflich, (in accord with Wasmeier's secret plan).

The **Hoflich-doppelganger** knows which NPCs are under Wasmeier's control, (he has had to tell it to minimize the risks of accidental misunderstandings), and of its own role in the forthcoming murder and duplication of Graf Boris. It doesn't know of the subsequent replacement of close advisers to the Graf with members of the Purple Hand.

Wasmeier, of course, knows everything. In addition to details of his own overt and secret machinations Wasmeier is also knowledgeable about the identity of top-ranking members of the Cult of the Purple Hand.

It will probably be rather unfortunate for the PCs if they do manage somehow to gain an audience with either Hoflich or Wasmeier, for they will almost certainly arouse Wasmeier's suspicions at once (the doppelganger will tell Wasmeier what the PCs say if they visit him, obviously). Given the grave consequences of this, you may like to give the players a break and have Hoflich enquire a little too keenly about 'who else knows of this?' After all, the doppelganger is not very bright and would like to get credit for foiling the adventurers. Wasmeier will not make the same mistake and will refrain from hindering the PCs until he is sure he can silence all of them in one go.

Misconceptions

None. The Law Lords know exactly who has influence with the Graf, although they understandably tend to underestimate the influence the Princess would have if she attempted to use it.

Goals

Ehrlich: His prime goal will be to follow Hoflich's orders until after the Carnival. If the PCs manage to gain access to his house, they will be faced with a man in tears as he pleads for them to leave. Even if they guess that he is under some dire threat, Ehrlich will still say nothing. Only when Ehrlich knows that his niece is safe will he talk, making straight for High-Priest Ar-Ulric in a late attempt to find out what's going on and putting it right. Of course, the rescuers of his niece will be looked upon with favour.

This refusal of Ehrlich to speak is crucial to the pace of the adventure. His knowledge of Hoflich's involvement effectively puts an end to any PC investigations. For further details on running the climax to the adventure see '*Pawns of the Evil Wizard*', (p80).

Hoflich: For the doppelganger, becoming Graf Boris seems a pretty nice idea; he's looking forward to this a lot. His only other goal will be to save his skin should things go wrong with the plan. In this respect, there is one unlikely but possible way in which the PCs might just extract some benefit from dealing with the Hoflich-doppelganger. If they have somehow managed to discover Wasmeier's plans, they might just wonder whether Ehrlich wasn't Wasmeier's supporter within the group of three and Hoflich the decent guy. If they lay bare Wasmeier's plans to Hoflich, the doppelganger may decide the whole thing is blown and flee the city.

If this should happen, Wasmeier will no longer have the same influence he currently has; it is not technically possible for a single Law Lord to make representations to Graf Boris or to draft proposed legislation. Unless Ehrlich is brought into play, Wasmeier's influence should be reduced to 1 vote, helping the PCs considerably.

Wasmeier: Wasmeier's goals with regards to the city have been fully explained earlier. His secondary goal will be to thwart any attempt to stop him. You should decide when the PCs actions become "socially visible" enough for Wasmeier to get interested in them. Examples of such visibility would be overcoming the Champion in combat (so that Wasmeier will lose a source of influence on Graf Boris) and public meetings between Wasmeier's 'victims' (eg, the Chancellor) and strangers (ie, the party). In all cases the Law Lord will make some casual enquiries about the individuals concerned. If his suspicions are aroused he will have them followed for a day, basing future actions on what is reported back.

Through his pawns he has many options - leaving classic "leave well alone, or else" notes for them, having one PC sidetracked and assaulted (an attempt at killing might come later, after this warning). However, these actions will only instigated if Wasmeier believes the PCs to be bungling amateurs. If he suspects or knows that the party is clever, he will bide his time, hoping for his plan to succeed before moving against them with the full power of the Graf. Only if the party are getting close to the truth will Wasmeier instruct his pawns to ambush and kill them all. Generally such an attack will take place close to the end of Carnival Week; Wasmeier won't risk directing such an attack (with the possibility that it may fail) until his plans are very near to completion. This man is very smart and will not risk extreme actions unless it looks like he has to. In short, when the PCs start getting somewhere, you have to decide how much Wasmeier will learn, how, and what he will do about it.

Attitudes Towards Other NPCs

General note: Keep in mind what has been said about the Law Lords' very neutral attitudes others at a personal level.

Josef Sparsam - Chancellor: The Law Lords have always had formal, but mildly cordial, relations with him. Wasmeier, of course, has the Chancellor under his thumb because of his drug addiction (see p36).

Dieter Schmiedehammer - Champion: Only minimal contacts, expressions of mild approval but no more than this. Wasmeier has had one of his pawns hypnotize Dieter so that he is also 'controlled' by Wasmeier ('*You Are Feeling Sleepy...*' p73).

Rallane Lafarel - Minstrel: No dealings, but Wasmeier and the Hoflich-doppelganger are wary of him, considering that he is no fool and could be troublesome.

Katarina Todbringer - "The Princess": All the Law Lords have always taken pains to be very correct and deferential, and now Wasmeier regards her as a potential influence on Graf Boris which he really doesn't have to worry about.

Hildegard Zimmerlich - Chaperone: Again, the Law Lords have always behaved very formally and correctly towards her.

The Military Commanders: Rare professional meetings; the two groups keep separate and exchanges are infrequent and highly formal. Wasmeier underestimates the intelligence of the hierarchy and does not consider them as threats to his plans, knowing their abhorrence of getting involved in politics.

The Wizards: Dealings are almost always exclusively through Wasmeier, who is still a member of the Wizards' Guild. Wasmeier has taken great care to keep good relations with Albrecht Helseher, the High Wizard, and has hinted fairly obviously to him that he, Wasmeier, did not vote for the Scroll Tax. Wasmeier knows that the wizards are smart but also knows that no-one in the Guild would be of suspicious of him.

High Priest Ar-Ulric: All have formal dealings with him, but Ehrlich was slightly closer than the others. Wasmeier thinks that Ar-Ulric and Ehrlich might have been friendly (they weren't) and that Ehrlich's depression added to the blackmail, may push Ar-Ulric into a breakdown. Therefore, he is rather concerned about the well-being of this pawn of his.

Emmanuelle Schlagen - Paramour: No dealings and indifference, save of course that Wasmeier is indirectly blackmailing the Paramour. He regards her as a tough-minded, no-nonsense female who is probably propping up Ar-Ulric.

Ladies-at-Court: No dealings, indifference.

Siegfried Prunkvoll - Knight Eternal: No dealings; they know of his reputation and regard him as an irrelevance.

Allavandrel Fanmaris - Master of the Hunt: Hardly know him and are indifferent. Wasmeier, however, is a little concerned about his friendship with Rallane - two Elves make a smart combination - but is reassured by the minimal influence they have on the Graf.

Gotthard Goebbels - Kommission Convenor: They meet him bi-monthly as the official chairman of the City Council on Trade, Commerce and Taxation - quite an important post. Ehrlich dislikes him, and thinks him servile and self-serving; he feels that Goebbels is probably a crook (which he is). Wasmeier and the Hoflich-doppelganger, while originally indifferent, have now cultivated his acquaintance a little; it was vaguely in Wasmeier's mind that Goebbels could be used as a scapegoat if minor problems with taxation reforms arose, but this does not seem to be likely now. The stakes are higher than that these days.

Luigi Pavarotti - Baronial Physician: Ehrlich never met him and is indifferent. Wasmeier and Hoflich are slightly concerned about him - he might just be an oaf, but on the other hand he is dangerously unpredictable and maybe the joker in the pack. Wasmeier might attempt to have Brunhilde Klaglich and her team (see '*Pawns of the Evil Wizard*' - p80) kill Luigi at some stage if matters are beginning to hot up.

PEOPLE AND EVENTS

Trigger Events

In this and following sections, some major events and characters are described in detail. You should use some or all of the material here to advance the plotline as you wish. In most cases, the encounters detailed are not ones over which the PCs have control, though they can react to them as they choose.

FIRST ENCOUNTERS

A major part of the PCs' early activities should be directed towards meeting the various high-level NPCs of Middenheim. The outcome of the first encounter with a particular NPC will determine (in part) the nature of any future interaction. However, in the first instance the party must decide how best to approach the NPC, and there are a number of ways of doing this.

The first is via official channels. Many of the NPCs have functions connected with the running of the City, and theoretically should be open to approach by others with valid interests. In practice, this use of official procedure will produce an appointment in 2-9 days time, probably too long a delay as far as the party is concerned.

The second method is to 'bump' into the NPC concerned in a social setting, say at the opera or the Archery Tournery. This is a more likely tactic on the PCs' part since they do not have to come up with plausible cover stories. It is for this reason that you have access to all the NPCs' movements during Carnival Week.

The third way of meeting NPCs is through sheer chance; the PCs could come across the NPCs as they wander around the City. Below is an example listing of such 'chance encounters'. You can use them to liven up an unproductive session of play, but try to use them sparingly, or the players may simply sit back and wait for the encounters to happen. NPCs like the Graf's Champion have not been included, since they are very easy to come across during the normal course of play.



Chancellor Sparsam

The Chancellor doesn't go out much during the Carnival. He has little interest in many of the events, and he is also wary

of showing his face where Dwarfs may recognise it. He has had complaints from all the groups affected by the taxes, but the Dwarfs have become increasingly abusive.

One way the PCs might come across him then is as he flees from a mob of Dwarven hecklers. The party might be attracted by the noise of the mob, or by the sight of the Chancellor running through the streets dodging a barrage of rotten fruit. If the party 'rescue' Sparsam, he will be, quite grateful. Of course, if the party has a Dwarven member they could capitalise on this by arranging a fake rescue, as the Dwarf PC makes a loud and near-violent assault on Sparsam.



Another way in which Sparsam can be met is through his interest in antiques. If the party know what he looks like they could recognise him at an auction or sale. He will have his eye on one particular object, but will probably be bidding for others as well, to hide his interest. Bidding against the Chancellor may prove expensive - although rich, he is miserly, and will pull out of the sale when the price rises 10% above the item's worth (eg at 110 GCs for something worth 100 GCs). A pleasant (and knowledgeable!) conversation on antiques, struck up at an auction, might result in an invitation to look at Sparsam's collection.



'Princess' Katarina

Given the large contingent of Knights guarding the 'Princess', she is a very difficult NPC to meet. Only in very secure (rich, high-society) surroundings will her 'private army' be absent. However, her Chaperone will still be present, and will do her best to present an obstacle.

If the PCs are getting on well with the Minstrel, you may like to have him throw a small party to which the PCs are invited. The 'Princess' will visit for a half-hour or so, and if Rallane likes a good-looking male Human PC, he will strive to distract the Chaperone's attention to allow the PC access to the 'Princess' - he had better have some good lines ready! The Chaperone will return in five minutes. How the 'Princess' reacts to her suitor is up to you, but 'love at first sight' may prove complicated to run.

Chaperone Zimmerlich

Most of the time she is with her young charge, but you may like PCs to learn that her interest in the unusual will (as in the past) take her to the Fire-Breathers on Backertag (Day 4).

Knight Eternal Prunkvoll

Siegfried often wanders the streets doing nothing in particular save behaving like a Knight Eternal. If the party get involved in some small fracas or other - apart from in the slums - you may like to have the Knight intercede, but make sure the time does not clash with one of his planned activities.

The Knight could also prove useful if the party is in serious trouble from a prepared ambush, since his presence will certainly cause most thugs to flee. Of course, the party may believe they have been set up for the Knight to 'rescue' them, but a few minutes conversation should convince them he couldn't be the man they are after - could he...?



'Herr Doktor' Pavarotti

Any time the PCs are abroad late at night, they could meet with this extraordinary creature as he makes his way home from a night on the town. Any attractive female PC (including a Dwarf) will gain his immediate attention, and the right noises from the PCs (ie offers of food, drink, etc) could get them an invite to the Royal Garden Party!



The Spy: Nastassia Hess

Statistics are given for this NPC, followed by a discussion of when (and if) to use her in this adventure.

Personality and Appearance: Height, 5' 6"; build, medium; auburn hair, grey eyes. Nastassia is piercingly intelligent and very observant. She is ever vigilant and is expert at getting other people to talk about themselves and others. She is shrewd, keeps her views to herself, and manipulates others effortlessly and without their realising. She has had a number of past careers and has travelled widely in the Old World; she can speak all dialects of Old Worlder.

Nastassia is the trusted lieutenant of Baron Heinrich Todbringer, the firstborn son of Graf Boris. He has taken on the responsibility for many diplomatic missions and forays since his father's powers began to fail. During this adventure, Heinrich is away in Salzenburg on a diplomatic errand. However, he has left Nastassia in the city to keep an expert watch on people and events.

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
5	51	57	3	5	11	54	2	53	47	59	72	34	77

Age: 37 (looks about 32)

Alignment: Neutral

Skills

Act; Blather; Bribery; Charm; Concealment Urban; Cryptography; Disguise; Dodge Blow; Etiquette; Evaluate; Flee; Gamble; Linguistics; Luck; Mimic; Palm Object; Pick Lock; Public Speaking; Read/Write; Ride; Seduction; Scale Sheer Surface; Shadowing; Silent Move Urban; Sixth Sense; Specialist Weapon - Parrying Weapon; Street Fighting; Wit.

Possessions

+2 Magical sleeved mail coat (3 AP, body/arms/legs); +2 Magical mail coif (3 AP, head); Magical Dagger +10 hit and +2 extra damage (+10 I, +10 to hit, no Dmg penalty, -20 Parry); Sword-breaker (-2 Dmg, -10 Parry); *Amulet of Thrice-Blessed Copper* (-1 Dmg from any hit from non-magical weapon, +20 to all Poison tests, turns green if within one inch of poison); *Potion of Tongues*; *Potion of Invisibility*; 20 Gold Crowns (carried - assume that she can lay her hands on 1,000 GCs within an hour); carrier pigeons (in private house), authentic pass to Inner Palace.

USING NASTASSIA IN THE ADVENTURE

She won't be mentioned to the PCs for one simple reason; nobody knows who she is, or whom she works for. She has her own home in Middenheim, and is never seen with Heinrich. Her role is simply to go out at nights and socialise with people on the edges of diplomatic and government circles, learning what she can and reporting to Heinrich. A lot of her time is spent in the company of minor clerks, who are pleased to brag about their jobs to impress such an attractive woman. She has contacts and spies of her own in several major cities in the Empire, and in the Tilean City States. She is also perfectly capable of stealing documents and undertaking other covert activities when necessary.

The purpose of introducing Nastassia here is simple: if the players are really getting into a hopeless mess, you can use her as an 'invisible' NPC. Her role as Heinrich's spy means that she is well placed to hear lots of minor gossip, including news on the PCs' activities. Intuition will tell her that something is going on, and she will then investigate indirectly, using the PCs if possible, and report any concrete information she acquires to Heinrich.

In this respect, she can prompt the PCs with helpful (and anonymous) notes, messages and so on. To keep *some* mysteries for the players to unravel, she doesn't know about the central intrigues within Middenheim, only snippets of odd behaviour connected with major NPCs. You should use her prompts as little as possible, bearing in mind that the EP awards (see p 93) should be adjusted to take account of this extra help.

You can decide, for example, that she knows the following:

Ar-Ulric and the Paramour are having an affair, and the High Priest has been showing signs of anxiety;

The Chancellor is a drug addict, and Brunhilde Klaglich, under the alias 'Frau Kenner' is his dealer, having bought the drugs from a place called 'The Pit';

Luigi Pavarotti can be trusted, (having met him on a visit to the Tilean City States);

and so on.

Try to dispense as little of this information as is necessary; hopefully the players will begin to start picking up leads and won't need further prompting.

Of course, Nastassia won't be helpful unless she believes that the PCs are genuinely trying to do something helpful and constructive about the problems in Middenheim. Assume that she sits not far away from them in a tavern sometime and overhears their conversations. She is perfectly capable, too, of renting a room next to theirs and hearing through the wall. She is highly resourceful!



You Are Feeling Sleepy...

This section details the possibility of the PCs discovering that Dieter has been hypnotised into supporting the tax changes, and attempting to negate the effects of the hypnosis. If they can do this, (and if Dieter is still the Graf's Champion), the PCs will have turned one of Wasmeier's pawns into one of their own supporters. While Dieter has only modest influence, this step will be a productive one for the PCs.



DISCOVERY

The PCs may suspect that there is something irrational about Dieter's attitudes about the tax changes simply by talking to him.

As has been detailed in the material on Dieter (see p 38) he has been hypnotised to him say certain things whenever he is questioned about the taxes. You should be familiar with these prepared phrases before play.

When talking about related matters - say Dwarfs in general - Dieter is under no such compulsion, and the players may notice Dieter contradicting himself. If questioned about this, Dieter will not see that his statements are incompatible.

It is up to you to play this encounter very carefully; on the one hand Dieter's mind has been tampered with, but on the other, the effects are not readily apparent. If the players are having trouble you may wish the brightest PC to have an *Int* test to notice a subtle change in Dieter's behaviour when talking about the taxes - a glazed look in the eyes, a slight lack of emotion in the voice, and so on. If a PC has *Hypnotise* skill he or she will recognise the condition straight away, and know what to do about it (see *De-hypnotising Dieter* p74).

A final hint to very slow players - and this might happen anyway - will occur if Dieter gets very drunk. Just before unconsciousness, the effects of the alcohol will temporarily negate the effects of the hypnotism, and Dieter can converse about the taxes as he thinks fit - if somewhat slurred. When he sobers up, however, the hypnosis will be operative again.

WHAT TO DO?

Assuming the party has realised Dieter is under some sort of charm or mental control, they will probably want to do something about it.

Questioning Dieter when he is drunk will produce little information; in this state Dieter can barely talk, and is a long way from remembering who hypnotised him. If a PC has *Hypnotise* skill, or is a Physician, then you should reveal that the symptoms point to hypnosis (if they haven't figured this out already). To do anything more, the party will have to gain the co-operation of someone with *Hypnotise* skill. Failing their own resources, there are three sources to which the PCs can turn:

Carnival Entertainers

This would be a risky business, since the person selected might not be trustworthy - after all, hypnotists tend to be charlatans out for a quick profit. However, finding a genuine hypnotist will not prove to be difficult if the PCs are prepared to ask around. Treat this individual as a standard Entertainer or Charlatan with *Hypnotise* skill. Dr Woldo Zeggismund seems an appropriate sort of name. The initial cost for a de-hypnosis will be 10 GCs, rising to 20 GCs if Woldo learns who he is to hypnotise, and 80 GCs if Dieter is unwilling (see below).

The Physicians' Guild

The Middenheim Physicians' Guild (location 12) is rather fussy about whom it accepts, and in the eyes of the Guild Council hypnotism smacks of charlatanry. However, if the PCs fail to find a hypnotist anywhere else, and they are careful about how they approach the Guild, they may be successful here. The initial price quoted will be 20 GCs, doubling once the physician realises whom he is dealing with.



The Temple of Shallya

If handled correctly (perhaps with a story about a friend with a mental ailment which seems to have been induced by hypnosis), enquiries here will provide the party with the services of Maria Ferberg, who - although still a novice - has excellent powers of hypnosis (-10 to Dieter's *WP* test, +10 to her own). While no charge is made for her services, a donation to the Temple will be expected.

The Good Doctor

If the PCs do start looking for a person who can de-hypnotise Dieter, perhaps one of them might pick up a rumour (at the Physicians' Guild, for example) that Baron Stefan's improvement is due to a powerful hypnotic influence exerted by Luigi Pavarotti. This could place them in a dilemma.



Firstly, they might conclude that Pavarotti is behind Dieter's condition. They might even conclude that his is the evil influence behind the whole plot, and do something to upset him. They would be alienating a powerful potential ally, but on its own this one setback should not make the adventure impossible to complete.

On the other hand, they might not follow this red herring; they might try to arrange a meeting with the 'Herr Doktor' and try to persuade him to treat Dieter in addition to sounding him out for information. If Pavarotti realises that Dieter has been hypnotised, he will begin to take an active interest in the situation, and may be of considerable help.



POWER BEHIND THE THRONE

Other Major NPCs

In addition to these possibilities, the PCs may wish to discuss the problem with one or more of Dieter's friends: Rallane, Allavandrel, and his fiancée Kirsten Jung, for instance. They will tend to go along with whatever the PCs suggest, provided it doesn't put Dieter at risk. This means that none of the three will allow Dieter to be subjected to the attentions of a hypnotist picked up from the Carnival entertainers. Only Kirsten knows that the Baronial Physician is reputed to have hypnotic powers, but she will not be too happy about Dieter being subjected to Luigi's ministrations, and may need some persuading.

88



He points out that hypnotically induced amnesia can only be overcome in trance, so that this is a good time to ask questions.

The original hypnosis is wearing off, so any attempt at negating it will succeed. The precise details of what Luigi can extract from Dieter depend on what he asks him. It's assumed here that the PCs have discussed at least something of what they want to ask with Luigi - after all, they will have to have given Luigi some reason for doing this in the first place.

Some possible questions are detailed below, but you will have to improvise answers to other enquiries. The information in italics may be useful.

When? 'Nearly two months ago.'

Where? 'The Showboat' (Great Park). *Dieter had been out on the town and had ended up mildly drunk at this upper-class establishment. Sitting alone in a quiet corner, he was approached by a young woman. If she is present, Kirsten will not like this answer.*

What he was told to do? At this, Dieter will repeat in sequence all the phrases detailed in his NPC listing (p 38).

Who told him? 'Charlotte'.

What did she look like? 'Attractive'. *Kirsten will like this answer even less.*

Describe 'Charlotte': 'Red hair, green eyes, mid-20's, about 5'6", and medium build. She spoke with a Bretonnian accent.'

This was a disguised Brunhilde Klaglich.

After using up his allotted number of questions (signified when Dieter fails to answer), Luigi will then suggest that he negates the hypnosis, and implant strong suggestions within Dieter's mind against being hypnotised by the same person again if this is acceptable. This latter ability cannot be performed by other hypnotists, it is part of Luigi's advanced knowledge and skill. The effect will last 1-4 weeks. Kirsten will agree to this if she is present. The process will take Luigi several minutes.

After the Hypnosis

Dieter will not be able to remember anything about this session, but he will have a vague recollection of being hypnotised before.

If Maria is the hypnotist, she will return to the Temple and say no more of the incident. Woldo (or any entertainer) will probably stay silent on the matter: getting involved in high-society affairs is a dangerous business. Still, you may like him to ask for a little extra gold.

Luigi will be intrigued by all he has learned. He will not be pleased that someone has exerted hypnotic control over this decent man, although he has a grudging admiration for the original hypnotist's skill. He will realise, of course, that skullduggery is afoot and this will make him more positively disposed to the PCs - but his goals with respect to them (p 65) will still apply.

Dieter's eventual response is important. Realising that he has been hypnotised into supporting the new taxes will make him angry. However, he will now be on the side of the PCs as they try to get as many sources of influence as possible. If he has already been defeated as Champion, however, he will no longer have any influence to use to help the PCs, but he will certainly help in any other way which is possible. Any NPC friend of Dieter who has seen or learns the above will also be positively disposed to the PCs, and will provide some further help (if possible) in gratitude for what the PCs have done.

Following up the reference to The Showboat will prove fruitless. Dieter visits fairly often, so his presence was nothing new. In addition, 'Charlotte' was very careful not to draw undue attention to herself, approaching Dieter as he sat in one of the secluded booths designed to foil prying eyes. The only other clue worth having is the fact that Luigi Pavarotti did not hypnotise Dieter. If the party were suspicious of him this fact points towards his innocence; if Luigi was behind everything, wouldn't he be able to hypnotise Dieter himself, and in a less public place?

DE-HYPNOTISING DIETER

Dieter will not much care for the idea of being hypnotised, but if the PCs speak to some of his friends (Rallane, Allavandrel and Kirsten) then he will eventually agree, albeit reluctantly.

Failing persuasion, the PCs might get Dieter mildly drunk, so that he is unaware of the initial hypnotic contact. Note that Maria Ferberg will not hypnotise someone without their knowledge, unless instructed by her superiors. The description below assumes that Pavarotti is the hypnotist; he is a major NPC and prone to acting on his own initiative. A similar sequence is seen if a PC or one of the other NPCs are involved.

A quiet, darkened room will be necessary. This should be easily arranged; Rallane will be happy to have his back room used, for example. Luigi will sit Dieter in a comfortable chair, and tell him to fix his eyes on a silver medallion on a chain which Luigi will swing before his eyes. Luigi drones in a monotone...

'Look at the disc, the disc, and listen to my voice. Listen to my voice. All you attend to is the disc, watch it swing, you cannot look away from it, and also my voice. As you watch the disc your eyes are feeling tired, your eyelids are closing, and you are feeling sleepy now. You are relaxing, listening to my voice, and you are feeling sleepy...'

This continues for a few minutes. After this time, Dieter is deeply hypnotised and will react only to what Luigi tells him.

Luigi will now enquire what the party wants. He could try and negate any existing influence, or he could first ask one or more questions (see WFRP, p 52).

Chaos Strikes By Night

This is an optional event, which you may use if you wish - say if your players are finding things too easy or if they are spoiling for a fight. If you decide to use this event, the time should be about an hour before dawn on any day before Festag (Day 8). The band of creatures detailed here is numerous and quite strong; you may wish to change their numbers, so that they are a challenge to the adventurers without being an insuperable foe.

RECENT EVENTS

There is a Chaos band in the City! They have spent the past few weeks camping near to Middenheim, waiting for the order to deliver Reya Ehrlich, the 11-year old niece of Law Lord Ehrlich. As related in *The Evil Plot* (p8), Reya was kidnapped from her parents' farmstead by the band. Part of Wasmeier's plan is for her body to be found in Klaglich's hideout (p83), and so the child must be brought secretly into the city.

The leader of the band, a Skaven called Snikkit, was to smuggle the girl into the City and hand her over to Klaglich in return for 100 GCs. Unfortunately, the rest of the band didn't trust their leader to return with the gold, and insisted on going with him. They made their way to Klaglich's lair through the sewers, and handed the girl over according to plan, but they were spotted as they tried to make their escape. The cry went up - '*Beasts in the sewers!*' - and the Watch set about hunting them down.

In the ensuing chase, the band made its way across the city, but Snikkit knew that the net was closing. Their only chance was to go above ground, take hostages, and try to force their way out by threats. So the band made its way up through a manhole, and into the nearest building: The Templar's Arms.

CONFUSION IN THE INN

The first thing the PCs know of events will be shouting and screaming from the main bar-room of the inn. They will have about a minute (10 rounds) before the door of their room is kicked open and they are faced with a pair of Beastmen. Run this minute in real-time; time a minute from the first scream, and add noises like shouting, crashes, footsteps on the stairs, and so on. If the players end up shouting at each other in a blind panic, you will know that things are going well.

You should keep a careful note of how long PCs take to act. They should have time to grab a weapon and put on easily-donned armour (coif, helmet, shield), but stopping to don a full suit of armour, or casting more than one spell per spellcaster, is out of the question.

If the party is quick off the mark, they may be able to deal with several of the band piecemeal as they are still searching the inn in pairs and rounding up hostages; this will help them a great deal in any later confrontation.

The Chaos band is rounding up everyone in the inn and herding them into the bar, where they are tied up. Those who offer no resistance will not be harmed; the band needs live hostages. Most of the inn's guests will flee rather than fighting. Just who is captured and who flees is up to you. However, it is suggested that the Halfling cook Tiasmara (p17) be captured; this will stop Uli and his staff from wading in.

Remember that this is a very volatile situation, and be prepared to play things by ear. Most of the Chaos band are as nervous as the hostages, and may suddenly erupt into violence - or lose their nerve and make a run for it - at any time. You should make sure that Snikkit either fights to the death or escapes into the sewers - you should not allow him to be captured.

THE CHAOS BAND

Snikkit - Skaven Champion

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	43	17	4	3	7	50	1	24	24	24	18	29	14

Snikkit has a sleeveless mail shirt (1 AP, body) and a shield (1 AP, all locations), and is armed with a spear and a dagger. He has one eye, which accounts for his low BS.

3 Skaven Warriors

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	25	3	3	7	40	1	24	24	24	18	29	14

Two of the warriors are armed with halberds, and the third with a club and a dagger. All are unarmoured.



POWER BEHIND THE THRONE



8 Beastmen

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Rel
4	41	25	3	4	11	30	1	30	29	24	29	24	10

The Beastmen are equipped as follows:

- Beastman 1: two swords, no armour;
- Beastman 2: two swords, no armour;
- Beastman 3: sleeveless mail shirt (1 AP, body), club, horns*;
- Beastman 4: sword, no armour;
- Beastman 5: leather jerkin (0/1 AP, body), 2-handed axe;
- Beastman 6: halberd, 2 daggers, no armour;
- Beastman 7: sword, no armour;
- Beastman 8: breastplate (1 AP, body), shield (1 AP, all locations), sword.

* This Beastman has a *gore* attack in addition to its weapon attack.

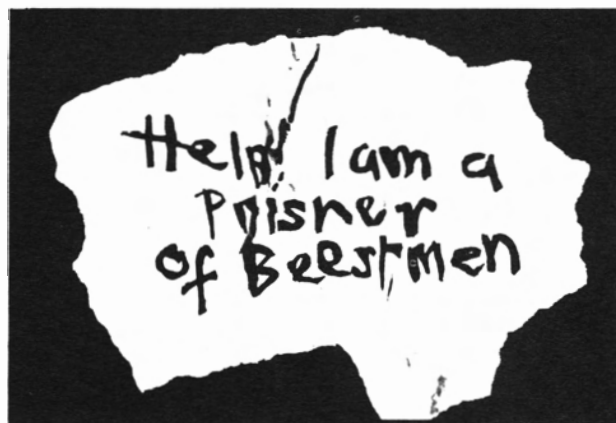
3 Goblins

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Rel
4	25	25	3	3	7	20	1	18	18	18	18	18	18

The Goblins are equipped as follows:

- Goblin 1: sleeved mail coat, shield and helmet (2 AP, all locations), sword;
- Goblin 2: sleeveless mail shirt and helmet (1 AP, body/head), spear;
- Goblin 3: leather jerkin (0/1 AP, body), helmet (1 AP, head), spear.

Goblin 1 also has a rag doll, which belonged to the girl. Hidden in the doll's clothing is a slip of paper, on which a message is crudely written, in what appears to be a child's writing:



This is reproduced in *Handout 1*.

A note on weapons: Spears and halberds are unwieldy in the confined space of the inn: I -20, To Hit -10. All other weapons carry normal modifiers (WFRP p 120).

A HELPING HAND

If the PCs get into difficulty you may like have some of the inn's other guests take part in the action. Two possibilities are given below:

Erina Eberhauer, Level 1 Wizard

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Rel
5	27	33	4	2	7	38	1	35	32	51	51	44	46

Age: 27

Alignment: Neutral

Skills

Arcane Language - Magick; Astronomy; Cast Spells - Petty Magic & 1st level Battle Magic; Gossip; Identify Plants; Magic Sense; Rune Lore; Read/Write; Scroll Lore; Secret Language - Classical; Speak Additional Language - Eltharin.

Magic Points: 18

Spells

Petty Magic: Curse; Magic Alarm; Magic Lock; Sleep.

Battle Magic 1: Aura of Resistance; Cure Light Injury; Fire Ball; Flight; Steal Mind.

Possessions: These are all in her room; she is dressed in her nightgown, and only had time to snatch up a bag of spell ingredients.

Erina won't take personal risks, using attacks such as *Steal Mind* or a targetted *Fire Ball* (if possible) to aid the PCs. She will also be prepared to use her *Cure Light Injury* spell. She escaped the Beastmen by using *Flight* as soon as she heard combat, but may reappear unexpectedly.

When the fight is over, the PCs may notice that Erina bears a striking resemblance to Janna Eberhauer, the High Wizard's deputy (p 49) - any PC who has seen Janna should make an Int test to notice the resemblance. She is, in fact, her younger sister, staying in the inn overnight before springing a surprise visit on Janna. Although she will not admit to being related to the Deputy High Wizard (far too many people ask for favours), she will mention the PCs to Janna if they have performed well in this situation.

Golthog - Ogre Mercenary

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	17	4	5	17	30	2	18	18	14	18	29	10

Age: 14**Alignment:** Neutral

Skills: Disarm; Dodge Blow; Secret Language - Battle Tongue; Speak Additional Language - Old Wordler; Specialist Weapon - Fist Weapons; Strike Mighty Blow; Strike to Stun.

Possessions: sleeveless mail shirt (he was sleeping in it!) and helmet (1 AP body/head), knuckleduster, mace, 25GCs, 17/4.

Golthog has come to Middenheim to join Baumann's Blitztruppe (see *Rumours*, p 14), and is staying at the Templar's Arms largely because Uli didn't feel confident to turn him away. Before he signs up, he is taking the opportunity to see the Carnival - particularly those events which involve eating and drinking. He will, of course, not even consider the possibility of surrender.

Throughout the fight, Golthog will battle away with gusto, bellowing encouragement to the PCs along the lines of 'G'aan, Slim - fill yer face!' ('Come on, non-Ogre, get stuck in!'). If he is particularly impressed with the way the 'Slims' handled themselves during the fight, Golthog might be persuaded to join them - but this is only recommended if you need a replacement PC.

He will not be a great deal of help during most of this adventure - in fact, the other PCs may find it necessary to keep him out of the way! However, if you wish you might have him join the party at the end of the adventure, having decided not to join the Blitztruppe for one reason or another. If Golthog does become a PC, note that he may only follow careers in the Warrior class, and costs three times as much to feed as a Human character. Also, in future adventures you should bear in mind how people will react to a party of adventurers which includes an Ogre.

**CONCLUSION**

The party has two basic options in this event; they can stand and fight, or they can flee. In either case, you should ensure that they survive - perhaps wounded, and perhaps minus a Fate Point or two, but alive. Having said that, if they attempt anything idiotic like taking on the entire Chaos band at once without help, then they deserve everything you can do to them.

The Watch will arrive in force (2D6+6 Watchmen with two Sergeants and a Captain) some 5 minutes (50 turns) after the event starts. If the party has dealt with the Chaos band by this time, all well and good. The Captain will ask for the PCs names, and commend them on their public-spirited actions. The following afternoon, the PCs (together with any NPCs who assisted) will be called to see Watch Commander Schutzmann (p46), who will offer them his congratulations; this can be a very good introduction to this NPC.

If the party fails to deal with the situation, the Chaos band will be allowed to leave the inn, and the streets will be cleared for their walk to the gates. However, by this time the Wizards will be ready, and will cast a number of *Cause Stupidity* and *Cause Panic* spells, allowing the band to be killed or captured.

If the party takes any prisoners, they will have a limited time to question them before the Watch takes them away. None knew where they went in the City, having moved underground by a twisting route. All they can say is that they took a young Human from a farm and hid her in the Drak Wald Forest before bringing her to the City. They cannot describe the person to whom they handed the girl over, apart from stating that he or she was definitely Human. This is all the useful information that they can supply.



The Dope Dealer

THE PLACE

The pit (location N7) is a notorious tavern in the Altquartier - arguably *the* lowlife area of Middenheim. PCs should be directed there if they are seeking a drug supply for the Chancellor, and they may specifically know that Bruno Kohl is the man to see. It is also possible that Klaglich could be tracked to this place (see p82). Map 1 shows the ground and first floors of this tavern; there are also (unmapped) cellars which contain beer barrels, a lot of cobwebs and the like. Upstairs rooms are used as drug dens, and for the dubious entertainments which abound in this district.

The bar is an awful place. The walls and ceilings are covered in grime and filth, and the floor is probably worse - fortunately it is covered in sawdust, although large pools of beer (some second-hand, so to speak) lie around. The air is blue with smoke, and the smell is better imagined than described. In short, The Pit is very aptly named.

As can be expected, the clientele are as disgusting as the place. At any given time there will be 3-18 *Scum* (see GM reference section, p95) drowning their sorrows here, of whom all but d6 will be *Drunken Scum*, heavily intoxicated through drink or worse. The proprietor will always be here, and he has two barstaff, although one of them may be asleep somewhere upstairs.

THE STAFF

FRITZ SCHWANGER - Proprietor

Personality and Appearance: Height, 6' 4"; build medium-heavy; greasy short black hair, brown eyes, scar down left side of face. Fritz is a brutish, coarse man. He especially detests elves, whom he refers to as 'fairies'. He chews tobacco and frequently spits it at customers he takes a dislike to. Add +20 to his BS for this attack, at which he is highly practised; on a roll of 05 or below, he has spat right in the target's face, causing blindness for 1 round.

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
4	48	27	5	4	9	40	2	37	33	22	30	37	27

Age: 43

Alignment: Evil

Skills

Brewing; Bribery; Consume Alcohol (double strength); Dodge Blow; Immunity to Poison; Specialist Weapon - Flail; Strike Mighty Blow; Street Fighter; Wrestling.

Possessions

Leather Jerkin (0/1 AP, body); Sword (on wall, over the bar); Flail (-10 to hit, +1 Dmg, -10 Parry - below the bar counter); Left-hand dagger (-2 Dmg, -10 Parry).

Fritz has a money bucket behind the bar containing (among other things) 53 Crowns, 43 Shillings and 81 Pennies. The staff get their change from here.

OTTO GESCHWUR - Barman

Personality and Appearance: Height, 6' 2"; build, large; brown hair and eyes. Otto is dumb, crude and very lecherous, with a dreadful temper. He fancies himself as a ladies' man.

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
4	40	25	5	5	7	36	1	30	25	26	37	33	29

Age: 31

Alignment: Evil

Skills

Brewing; Consume Alcohol; Cook; Embezzling; Frenzied Attack; Haggle; Story Telling; Very Resilient*.

Possessions

Club (below counter); Dagger (+10 I, -2 Dmg, -20 Parry)

SELENA - Waitress/Bargirl

Personality and Appearance: Height, 4' 11"; build, medium (but distinctly top-heavy), dyed-blond hair, brown eyes. Selena is materialistic, giggly, and awesomely stupid.

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
5	22	22	3	3	6	40	1	49	20	10	27	20	41

Age: 22

Alignment: Neutral

Skills

Charm; Consume Alcohol; Dance; Immunity to Disease.

Possessions

Dagger (+10 I, -2 Dmg, -20 Parry); Gold bracelet (4 GCs); Vial of perfume; Silver amulet on neck-chain (2 GCs 10/-).

It is, of course, by no means unlikely that Fritz and his staff will join in any fracas which ensues in their bar. Given the cramped space and the large numbers of Scum and Drunken Scum littering the place (you may add a Thug or two if you wish), bodies could end up flying in all directions. However, the PCs should have business here. Whether or not they have learned about Bruno Kohl, this is the man to whom they will be directed if they come seeking drugs. He spends about 80% of his time on the premises.

BRUNO KOHL - Drug Pusher

Personality and Appearance: Height 6' 0"; build, slender; blue-streaked auburn hair, bloodshot green eyes. Bruno shakes most of the time due to the dope he stuffs himself full of. Bruno dresses in a way which makes Luigi Pavarotti conservative - his face is plastered with ghoulish white paint, his hair streaked, and his clothes come in all colours of the rainbow. Bruno is, frankly, weird. He is also the nephew of Chaperone Zimperlich (see p44) and will reveal this information to try and unnerve people who might harm him, eg 'Kill me and you'll be sorry. I have relatives in high places'.

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
4	31	35	3	4	7	41	1	43	28	44	41	30	34

Age: 28

Alignment: Neutral

Skills

Acting; Blather; Bribery; Charm; Chemistry; Concealment - Urban; Consume Alcohol; Haggle; Herb Lore; Immunity to Poison; Pick Pocket.

Possessions

Dagger (+10 I, -2 Dmg, -20 Parry); Gold necklace (value 2 GCs); 2 Gold rings (value 2 GCs each); 7 grams of Whizz (see below); 2 grams of Laughing Powder (see below); 2 vials, insinuating poison (Blade Venom); Bottle of absinthe.

Marie-Astrid Platini - Bruno's girlfriend

Personality and Appearance: Height 5'4", slim build, dark complexion and raven-black hair. This woman hails from the Bordeaux region of Bretonnia, and speaks with a very heavy accent. For some reason she is enamoured with Bruno but this does not stop her flirting with any handsome male.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	22	27	3	3	5	37	1	44	22	27	35	28	46

Age: 19

Alignment: Neutral

Skills

Acting; Dance; Disguise; Gamble; Palm Object; Seduction.

Possessions

Dagger (+10 I, -2 Dmg, -20 Parry); Silver/pearl necklace (value 10 GCs); Gold bracelet (value 4 GCs); 1 gram, Laughing Powder (see below); Vial of musk perfume; 2 silk handkerchiefs; 2 Gold Crowns; 5 Silver Shillings.

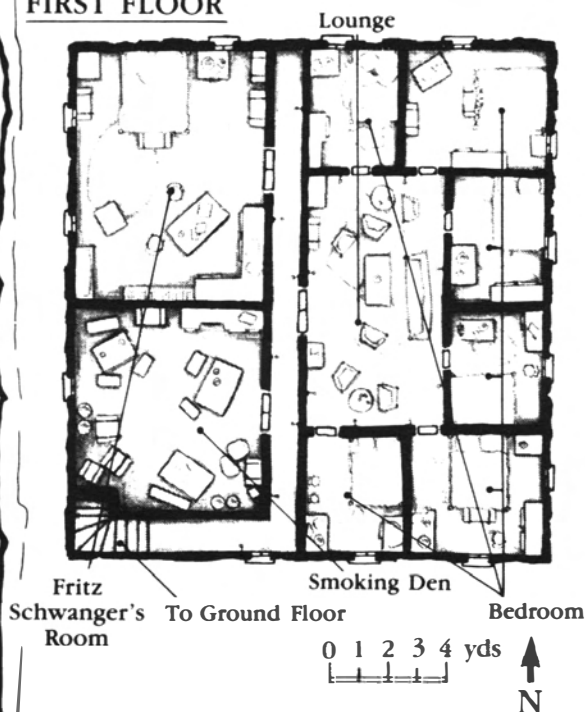
Bruno is quite willing to do business with anyone. However, the party may not know what they are after. The Chancellor is addicted to *Laughing Powder* and the party will probably need to take some along so that they know what to get.

The charge for what would be a week's supply for the Chancellor (about 4½ ounces of the stuff) will be 12 Gold Crowns - but the PC doing the most talking may reduce this to 10 GCs with a successful *Bargain* test. (The Chancellor requires about 4 doses a day, ¼ ounce and 5/- each). The only way in which a PC can be sure that the drug is indeed *Laughing Powder* is to have tried some of the Chancellor's supply and snort some of what Bruno offers; a successful *Int* test (with a +20% modifier) will reveal they are the same. A character with the *Chemistry* skill can also ascertain whether what is sold to the PCs is *Laughing Powder* provided he/she has the appropriate equipment. There's no question of setting it up in the bar, although renting a room upstairs for 2 Gold Crowns for an hour would be fine with Werner and Bruno would not object.

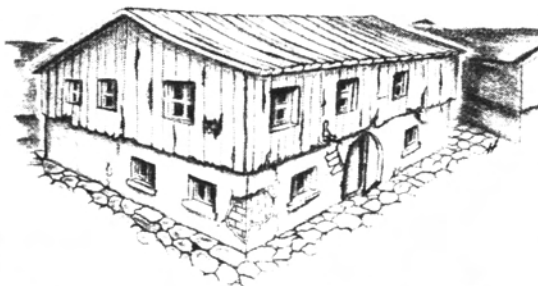
If the question of a regular supply is raised, Bruno will say that he is always here, and in any event can sell them up to 8 ounces more if they wait while he gets it. He will leave and return with this in 30-60 minutes; he will ask for what the PCs paid him before but with a 10% reduction for a bulk deal if a *Bargain* test is made.

The PCs may start making enquiries about a woman who buys *Laughing Powder* on a regular basis. If they give Bruno the description of Klaglich known to Chancellor Sparsam he will wink knowingly but say that she is a good customer and just *couldn't* afford to lose her. In fact, Bruno will guess that the woman is likely to fall foul of the party and stop buying drugs soon. With this in mind he will aim to get some money out of the party first - about 50 GCs if possible. For this, Bruno will reveal that she visits once a week and he expects her again sometime on Festag night (evening of Day 8).

Finally, The Pit can be used for the setting of a number of small incidents, anything from a bar-room brawl to a raid from an Elite Guard squad looking for a kidnapped VIP. The PCs will be all right if they stay quiet, but other customers may panic and a fracas could ensue in which the PCs are unfortunately involved, and they *are* carrying drugs...

GROUND FLOOR**FIRST FLOOR**

—MAP 2—
The Pit



POWER BEHIND THE THRONE



THE TRAITOR UNMASKED



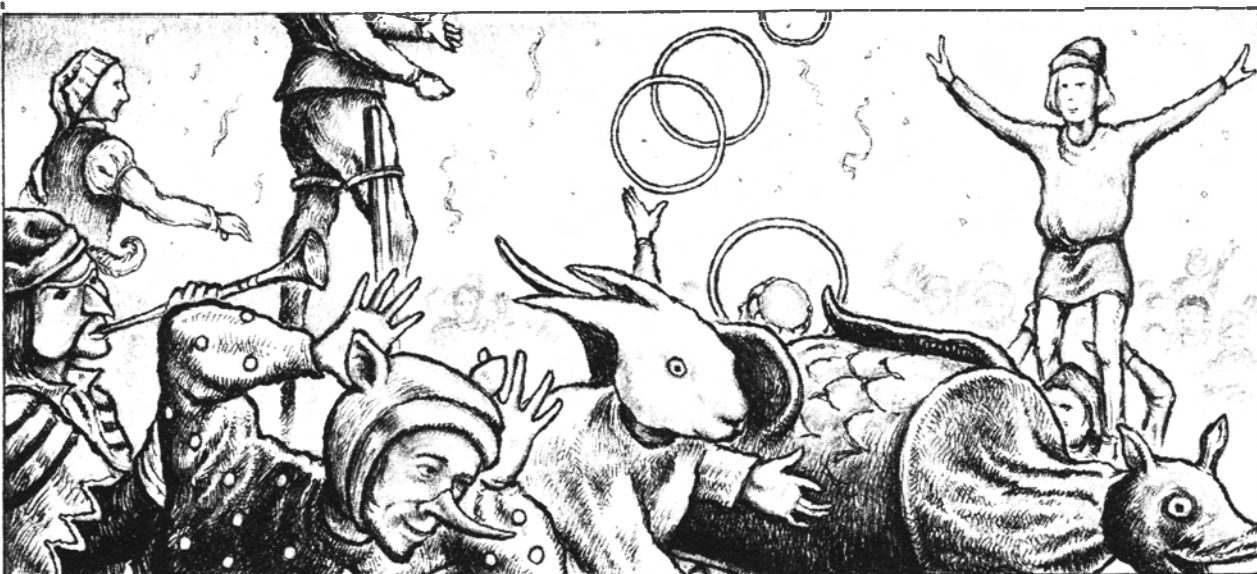
Pawns Of The Evil Wizard

Note that this section has alternative features - depending on when the party find the lair - and you should be familiar with these before play.

The NPCs described below are the personal servants of Wasmeier: apart from their leader (Brunhilde Klaglich) they are not cultists as such, but are paid by the Law Lord to do his dirty work. They spend most of their time playing cards in a seedy den (location N7) and practising their *Consume Alcohol* skill. Unless prepared for some action, there is a 90%

chance that one or more will be asleep.

Wasmeier may use his pawns to spy on the PCs after their actions have made them 'socially visible'. If he then decides to have them 'dealt with', you must determine whether, when, and how the NPCs will strike. You should bear in mind that Klaglich is a smart woman and, if any of the other pawns get caught, she will immediately move to a previously prepared lair; keep the same map, but give it a new location. If the PCs go to the authorities, enquiries will be made, but nothing will come of them - except perhaps the authorities will become more interested in the party.



Brunhilde Klaglich (alias Elise Kaltblutig & Frau Kenner)

Personality and Appearance: Height, 5' 7"; build, medium; honey-blond hair, green eyes, full lips, long legs. Brunhilde is highly-observant, fast-moving, fast-thinking, witty and sarcastic. She is cruel and sadistic, and cares for non-one and nothing. She is a mistress of disguise.

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
5	44	42	4	5	10	55	2	51	43	47	50	41	60

Age: 28

Alignment: Evil

Skills

Acute Hearing; Blather; Charm; Concealment - Urban; Consume Alcohol; Cryptography; Disguise; Dodge Blow; Escapology; Fleet Footed; Follow Trail; Hypnotize; Immunity to Poison (Manbane); Mimic; Pick Lock; Pick Pockets; Prepare Poisons; Read/Write; Scale Sheer Surface; Specialist Weapons - Lasso, Throwing Weapons; Torture; Wit.

Possessions

Sleeved mail coat (1 AP body/arms/legs); Magical Headband (under broad-brimmed hat, 1 AP head); Magical Sword (+1 Damage); 2 Daggers (+10 I, -2 Dmg, -20 Parry); 2 vials ingestive poison (Manbane); Potion of Brasso (see below); 2 opals (value 50 GCs each); purse containing 22 GCs, 11/-.

Dagmar Mitschuldige

Personality and Appearance: Height, 6' 1"; build, strong and muscular; light brown hair, hazel eyes, freckles on bridge of nose and also on backs of her hands and forearms. The two front teeth of her upper set are missing. Dagmar is a hired mercenary, a dour and cynical woman but loyal enough if paid well. She has been mostly cooling her heels in the group's den, and is bored and twitchy. However, she has recently become friendly with Reya Ehrlich, the Law Lord's niece delivered here by the Chaos band (see p75).

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
4	46	29	5	5	10	41	2	35	22	22	25	29	27

Age: 30

Alignment: Neutral

Skills

Consume Alcohol; Disarm; Frenzied Attack; Pick Lock; Secret Language - Battle; Specialist Weapon - Fist Weapons, Two-Handed Weapons; Strike Mighty Blow; Street Fighter.

Possessions

Mail shirt (1 AP, body); Plate arm bracers (1 AP, arms); Helmet (1 AP, head); Two-handed sword (-10 I, +2 Dmg); Short Sword (+10 I, -1 Dmg); Sword-breaker (-2 Dmg, +10 Parry); Knuckledusters; 15 Gold Crowns; Gold ring (value 5 GCs).

Hultz Fleischer

Personality and Appearance: Height, 6' 1"; build, medium-strong; long black hair, green eyes, warty hands and fingers. Fleischer is a local ne'er-do-well, a mean and evil man, who seems half-crazy; but this is a front. He is vicious and crafty, and might possibly surrender if he thinks he can plead for his getaway after.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	42	32	4	4	9	50	1	41	33	32	36	35	27

Age: 26

Alignment: Evil

Skills

Consume Alcohol; Dodge Blow; Gamble; Secret Language - Battle; Specialist Weapons - Fist Weapons, Parrying Weapons; Street Fighter; Strike to Stun.

Possessions

Mail coat (1 AP, body/legs); Heavy Club (-10 I, +1 Dmg); Left-hand dagger (-2 Dmg, -10 Parry); Knuckledusters; 14 GCs, 11/-.

Anton Hundisch - (Wizard's Apprentice)

Personality and Appearance: Height, 5' 2"; build, slender body; lank long black hair, large brown eyes which are permanently bloodshot due to infection. Anton is a real depressive, spending most of the time rocking himself in a chair. However, when a combat is in the offing, sheer fear will ensure that he does his best. On a good day he is cowardly, pathetic and wretched. His past master abandoned him some weeks ago, and Brunhilde found him wandering around and thought he might prove useful. Now, she is not so sure.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	25	2	3	7	38*	1	32	32	44	37	37	24

Age: 19

Alignment: Chaotic

Skills

Arcane Language - Magick; Cast Spells - Petty Magic; Dodge Blow; Lightning Reflexes*; Secret Language - Classical; Scroll Lore; Ventriloquism.

Possessions

Magical dagger of cold (+10 I, -2 Dmg, -20 Parry plus D3 chilling damage if T test failed); Scroll with 4 spells: Aura of Resistance, Cure Light Injury (x3); 4 GCs, 9/8.

Magic Points: 7

Petty Magic Spells: Curse; Gift of Tongues; Magic Lock; Sleep; Zone of Silence.

Note on Possessions: The possessions listed for the NPCs are those which they will typically wear in their lair. If Brunhilde is wandering around in the city, for example, she won't be wearing armour and so forth.

**KLAGLICH'S ROLE**

This very capable woman is Wasmeier's trusted lieutenant. She is the only one who knows just who their master is, and she will never tell of him - if she is captured, he will be her last hope of freedom. She will drink her *Potion of Brasso* if it looks like she is about to be caught. The effects begin in 1D6 rounds and make the imbiber utterly drunk, but at the same time blocks out all pain. These effects last 2-12 hours, and during this time Klaglich will be incapable of any intelligent action but will also be immune to *Interrogation*, or *Torture*.

Wasmeier contacts her using coded instructions sent by carrier pigeon. Klaglich always burns a message after decoding it, but intercepted messages can be deciphered after 2D6 turns if an *Int* test is made (-20% modifier due to difficulty of the code, modified by *Cryptography* skill as normal). The code uses non-alphabetical symbols, so it is not possible to decipher the handwriting. If Klaglich has to contact the Law Lord in an emergency, she adopts a disguise and visits him at home, taking great care that she is not being followed (-10 to all *Hide* tests by people following her).

Klaglich has been very busy, and the party may have come across some or all of her activities. As 'Charlotte' she hypnotised the Graf's Champion into supporting the tax changes (p38). She stole the love-letters from Ar-Ulric to the Graf's paramour, and in her guise as 'Elise Kaltblutig' (p51) she then used blackmail to gain his support. Finally, as 'Frau Kenner' (p82) she continues to supply drugs to the Chancellor, and persuaded him that the tax changes should be maintained. This last role is very important since she contacts the Chancellor on a regular basis, giving the party a chance to encounter her and track her to the lair.

POWER BEHIND THE THRONE

'Frau Kenner'

Klaglich visits the Inner Palace in this disguise once a week on Festag night to deliver drugs to Sparsam. He has given her a pass, permitting entrance to the ground floor area; it was with this pass that she was able to gain access via the gardens to the apartments of the Ladies-at-Court residence and steal the love-letters.

Josef Gropius, a Palace man-at-arms, was attracted to Frau Kenner and, in a romantic move, followed her home one night some four weeks ago. He tracked her to the Altquartier. At this point he almost gave up but out of curiosity he continued until he saw her enter an inn called 'The Pit' (p 79). He thought this strange, but concluded that the woman must be working undercover for someone important in the Palace. He then decided to leave her alone. Like all Palace staff, Josef is reliable and will only reveal this information if asked by someone with authority - such as any of the major NPCs.

It is very important to the pace of the adventure that the PCs are able to follow Frau Kenner after her visit to Sparsam on Festag night. She will lead the party to the lair, and from this point on events will lead to a thrilling climax. The party can achieve this in various ways, depending on how they have come to hear about 'Frau Kenner'. These are detailed in the following paragraphs.

You should emphasise that it is impossible for one person to trail someone through the huge crowds in the city on the last night of Carnival. The more PCs take part the better the chance of success, and the Street Brats (p21) could also be used profitably. The crowds will thin out as the Altquartier is reached, but even here the streets will have a sizeable number of drunken revellers.



If the Chancellor is the key, then all the PCs have to do is wait for her next delivery on the last night of the Carnival at about 9.00pm. Sparsam is attending the opera that night, but will pop back to the Palace during the interval.

If they have talked to Josef Gropius, the party will be aware of a place called The Pit. Or they may already have been there, and bought information on 'Frau Kenner' from Bruno Kohl (p 78). They may simply stake the place out, in which case they will see 'Frau Kenner' arrive to buy the drugs for the Chancellor at about 8.30pm. She can then be trailed to the Inner Palace and, after supplying Sparsam, be trailed back to her lair. She will have a few drinks in various inns before she returns, arriving back at about 11.30pm.

If the PCs are having difficulty tracing Frau Kenner, you may like one of the NPCs mentioned in *The Dope Dealer* (p 78) to approach them with information about Frau Kenner's base. A 'gratitude payment' of anything up to 100 GCs seems reasonable for such a kind service. Again, the pace of the adventure will benefit if this information is obtained on the last night of the Carnival (see *The Court Climax*, p 84).

One final possibility is for the party to try and locate the lady in question by recruitment, perhaps hinting gently to dubious characters that they are looking for a woman with good disguise skills to pull off some confidence trick or other. The PCs might get into some rather unpleasant company in this way, but Brunhilde may hear of them and rise to the bait. Although she works for Wasmeier, this doesn't stop her undertaking other commissions. She will be very wary, though, and try to arrange a meeting somewhere where she is totally confident and can escape if the need arises.

THE LAIR OF THE PAWNS

Finding the Lair

Trailing 'Frau Kenner' from her meeting with Sparsam will lead the party to the lair (location N8) at about 11.30pm. The PCs may have entertained ideas about calling the Watch, but what they will find may make them change their mind. After a wait at the front door, 'Frau Kenner' will be seen to go inside a ruined house, outside which is a cart loaded up with bits of furniture, blankets, and so on. It looks like the occupants are getting ready to leave, so the PCs are going to have to act quickly. In any event, the Watch does not patrol this area of the city.

The four live in the basement of the ruined house. There is no plan of the house itself, since no action takes place there. The rooms contain only dust, damp, rotten wood and debris. The windows are boarded up, but the back one has a 6-inch hole cut into the wood, for the carrier pigeons. An *Observe* test will reveal feathers caught in the wood plus grain and droppings on the floor. The front and back doors are both locked (CR 10%). The back door has been rigged with a deadfall trap which drops a lump of masonry on anyone opening it (S 4, roll D6 for hit location: 1-2 left arm; 3-4 right arm; 5-6 head).

There is a trapdoor (3ft square) in the ground floor back room, which is barred on the underside. The signal to open the trapdoor is two stamps, pause five seconds, two stamps. Only the four pawns know the code, so if they are all in the lair, they will naturally be suspicious of anyone outside using it. Beneath the trapdoor, a set of narrow wooden steps lead down about fifteen feet. Living rooms and corridors in the underground lair have a ceiling height of nine feet and are lit with oil-burning lamps. Refer to Map 3.

The Basement

Landing: Bare, undecorated, and only dimly lit.

Dagmar's Chamber: Dagmar the mercenary will be here, idling away her time carving at wood or playing solitaire. The room contains a pallet bed, a wardrobe with spare clothes (nothing unusual), a small table and two chairs, and other mundane living, drinking and eating utensils.

Hultz's Chamber: The general decor is very similar to Location 2 above, although there are a couple of better (but hardly good) carpets on the floor and a thick fur bed-cover.

Food Store: Contains ale, wine, fruits, sweetmeats, pickles, cheese, tubers, dried meat, salted fish and so on. If nothing else, the pawns eat well during their stay here.

Latrine: A vertical shaft to the sewer not far below.

Stores: Oils, spare lamps, ropes, candles, a bale of twine, lengths of wood, coils of wire, various tools etc. In addition, this (unlit) room will contain the bound and gagged form of Reya Ehrlich, dumped in here after being delivered by the Chaos band (p 75). Klaglich has orders to kill her just before they vacate the lair. This may put her at odds with Dagmar, who has become attached to the girl. Klaglich has told the others that she is being held for a ransom, which is to be paid soon.

Brunhilde's Chamber: This room is sparsely furnished, with a pallet bed, small wardrobe, table and chair, and two tatty fur rugs. Some minor items (plates, cutlery and the like) litter the place. In one corner is a small aviary containing D4-2 carrier pigeons trained to go to Wasmeier. Careful searching will reveal a small pile of ashes where past messages have been burnt.

There is a small secret compartment underneath the bed, containing one bag with 126 Gold Crowns, a bag with two fancy necklace and ear-ring sets of chrysoberyl and lapis lazuli in silver settings (each set worth 50 Gold Crowns), and a solid gold ingot worth 80 Gold Crowns. The jewellery is stolen, so if the PCs sell it in the City they could get into trouble. Also in this hidey-hole are the love-letters from High Priest Ar-Ulric to the Paramour. They are addressed to someone called 'Em' and are signed by an individual calling himself 'Big Bad Wolf'. Academics will note that the parchment and ink are of very high quality. The contents are horribly sentimental protestations of undying affection, poems, and so on. Finally, the code-book for Wasmeier's messages is here.

Bath Chamber: A wooden tub, with a pump nearby for drawing water. Soap, towels and a mirror are on a table but do not appear to have been used much.

Anton's Chamber: Decor is generally the same as for any other bedroom/chambers. Contents include various books (no spell books), worth about 20GCs in total, and small quantities of material components for his Petty Magic spells, notably a bottle containing sixteen sewer rat tongues (for his *Gift of Tongues* spell).

NPC Strategy

Obviously, this depends on how much warning they get, if they are asleep at the time, and so on. If they have already made an attack on the PCs they will be highly vigilant, and likewise if the PCs have announced their presence by smashing down locked doors without using a *Zone of Silence* spell they will be forewarned. These NPCs are fairly brave (save for Anton): Brunhilde and Dagmar are unlikely to surrender, and Hultz will not do so unless offered amnesty. It is unlikely that any will be able to escape, although Brunhilde will try to do so to warn Wasmeier. Unfortunately, even if she does escape Wasmeier will not be at home for most of Festag night, having other plans for the evening (see *The Court Climax*, p 84).

Advancing the Plotline

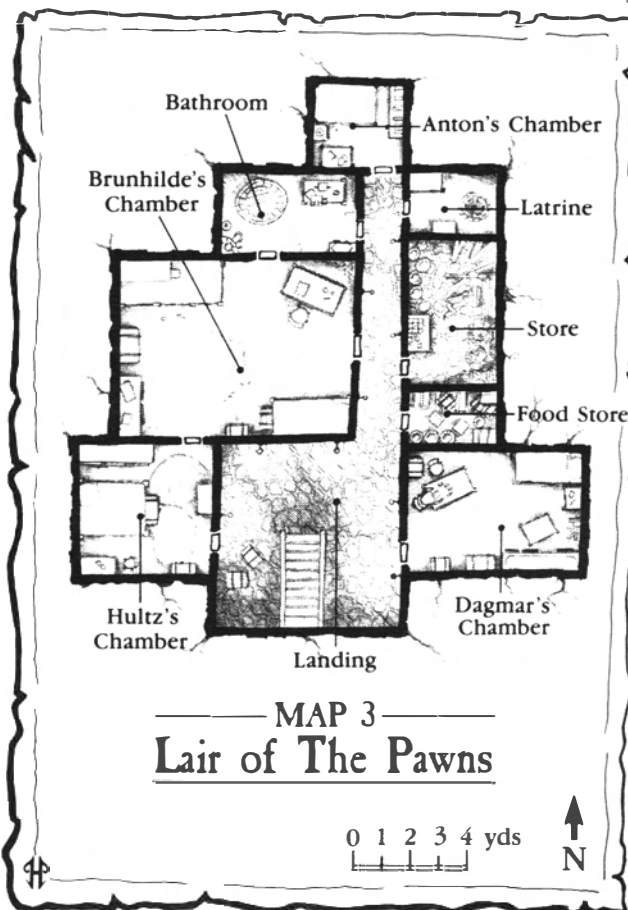
If the party discovers the lair on Festag night, events are set to increase in pace. Assuming the love-letters have been found the PCs should be able to guess who wrote them, and how politically sensitive they are. Even if they were unaware of

the blackmail pressure on Ar-Ulric before, they should now understand why he has been silent on the tax issue. However, by far the biggest gain is the niece of Law Lord Ehrlich. When ungagged Reya will prove to be a independent and plucky sort, demanding to be taken to someone in authority. In all probability the PCs will be quite unaware of the pressure exerted on Law Lord Ehrlich and the girl's presence should be another piece in the jigsaw. Taking Reya to her Uncle is dealt with in *The Court Climax*, p 84.

If the party deal with the pawns before Festag night, you should change things slightly. Do not have Reya Ehrlich in the lair, and instead of love-letters have the party find a partly-burnt scrap of paper in the ashes close to the aviary. All that is readable (in code) is a place (of your choosing, in the Altquartier) and a time (11.30pm Festag night). This will be where another group of cultists will hand over Reya and the love-letters to Klaglich. Only one cultist need be involved, so the party will have little difficulty and events should continue as described above.

If Klaglich is killed, the first Wasmeier will know of it is when she fails to act on one of his messages, which may take time. He will start investigations using minor cultists, and if he discovers the lair has been attacked he will instruct a *second* group of cultists to take delivery of Reya and the letters. Since the original lair has been discovered, the cultists will plant the evidence in another run-down house. This meeting could get very complicated as both PCs and cultists wait for the same 'shipment'.

Finally, if Klaglich escapes an early attack, Wasmeier will be warned immediately. Since neither of them knows that the PCs know of the handover on Festag night there is no reason why the aforementioned delivery will not take place, but in this instance it will be Klaglich waiting for the girl and letters rather than other cultists. She will then plant the evidence as described. *The Court Climax* (p 84) explains why this 'evidence' is so important).



The Court Climax

Wasmeier's plot reaches its devastating conclusion late on the last night of the Carnival. As the crowds drink and cheer at the Black Pool Illuminations, the evil Law Lord sits back in his apartments at the Inner Palace, waiting for the summons from Graf Boris that will tell him all has been successful, and that for the Cult of the Purple Hand, the Time of Changes has arrived.

WASMEIER'S PLAN

In the Law Lord's warped but brilliant mind, the events of Festag night are planned as follows. At about 9.00pm his second-in-command, Brunhilde Klaglich, will visit Chancellor Sparsam with his next batch of drugs. She will then return to the lair to oversee the final leaving preparations; it is important that the lair be made to look like it has been vacated in a hurry. Her last act will be to kill the niece of Law Lord Ehrlich.

Meanwhile Wasmeier and the Hoflich-Doppelganger will be enjoying *The Ring of the Nibble Unger Lied*, an opera at the Royal College of Music. The performance is set to end at midnight and by 12.30am the two men will have returned to the Palace.

Wasmeier will make his way to his room but Hoflich will go to the Graf's chambers and seek an immediate audience. Despite the time, the Graf's personal guard would not think of denying entrance to one of the three Law Lords - especially Hoflich with his fearsome reputation. The Graf will, of course, be alone, and his death will be simple.

At this stage, the creature will not assume the Graf's form. It will open a window and leave - still as Hoflich - instructing the guards that the Graf does not wish to be disturbed for the next hour.

Back in his apartment, the Hoflich-Doppelganger will consume a *Potion of Invisibility* supplied by Wasmeier and re-enter the Graf's rooms via the open window, using a rope-and-grapple. The attention of the Outer Palace Guards will be distracted by the Illuminations.

The Doppelganger will then take the Graf's form and, after the invisibility has worn off (which may take up to an hour), instruct the guards to fetch Law Lord Wasmeier. The two will celebrate their success, and watch the remainder of the fireworks from the south window. Wasmeier will then pay a visit to Hoflich's apartment before going home; this visit is just for show, to indicate that Hoflich is still in the Palace.

Next morning, Graf Boris will surprise everyone by calling for a meeting of his advisors; all will attend apart from Law Lord Hoflich. Not bothering to wait, the Graf will demand to know who was behind the taxes. Wasmeier will expect many of the advisors to remain quiet, but he will speak out and name Hoflich.

A second call will go out for the Law Lord, and when he can't be found his Palace rooms will be searched. As detailed in *The Evil Plot* (p8) incriminating evidence will be found - the mouldering body of the real Law Lord, the diagram of influence, and the address of the pawns' lair. There, the body of Reya Ehrlich and Ar-Ulric's letters will be found, and a ghastly plot may be deduced.

From the way both Hoflich's apartment and the lair has been left it looks like the criminals vacated in a hurry and Law Lord Wasmeier will publicly blame himself for this: after his conversation with Graf Boris he went and informed Hoflich that the Graf was against the taxes and meant to repeal them.

FESTAG NIGHT

Though they may not know it, the party should be on a collision course with Wasmeier's plan.

Despite their best efforts, even a very good party will be unable to gain the open support of Ar-Ulric, the Paramour or Law Lord Ehrlich until Festag night. More importantly, the vital clue known only to Ehrlich - that it was Hoflich who introduced the taxes and who threatened him, will not be revealed unless the Law Lord's niece is safe.

So, while the party may have correctly deduced the various holds over each of the NPCs, they will only be able to do something about it on Festag night; either when they trail Klaglich to her lair or intercept the delivery of letters and Reya Ehrlich (see p83). Both these events are timed to occur at about 11.30pm - about an hour before the Doppelganger is due to murder the Graf, which should be more than enough time for the PCs to stop the plot.

A Clash with the Pawns

The first thing the PCs must do is deal with the pawns. If they hesitate, have some of them (but not Klaglich) leave the lair. The party will be forced to react to prevent them escaping. You can have Klaglich join the combat a few rounds later or, if the party splits up, have her in the lair trying to batter down the door

to Reya's prison cell: the mercenary Dagmar has guessed that the little girl is to be killed rather than ransomed, and is attempting to stop it.

Finally, you may like to have one of the NPCs escape; then the party must act before the NPC can get a warning to 'The Boss' - after all, they aren't to know that this can't happen.

Having dealt with the pawns, the party should discover the love-letters and Ehrlich's niece, and will probably wish to visit one of the major NPCs involved.

If they wish to visit Ar-Ulric first, you can have the little girl *demanding* to be taken to her uncle *at once!* Ar-Ulric is not 'booked' to attend any event that night, so he may be difficult to locate in any case.

Note that nearly the whole of Middenheim will be out on the streets by now, as people make their way to the Great Park for the Grand Finale of fireworks and magic. You should tick off the minutes as the PCs try and wade through the crowds, to create a 'race against time' feeling.

Eventually the party will arrive at Ehrlich's house. He will take a minute or so to come to the door - more time wasted. At the sight of his niece he bursts into tears of joy.

'Shallya and Sigmar be thanked!' he cries; hugging the little girl to him. He wipes away his tears with one hand, and, still hugging the girl, he addresses the PCs.

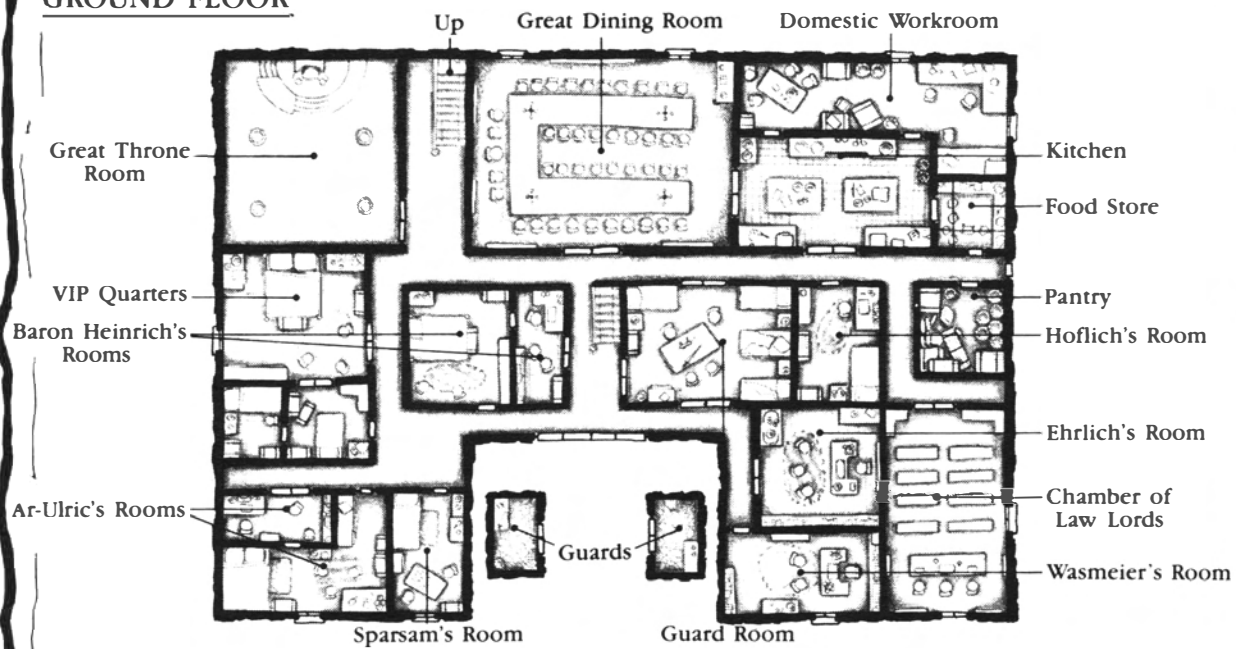
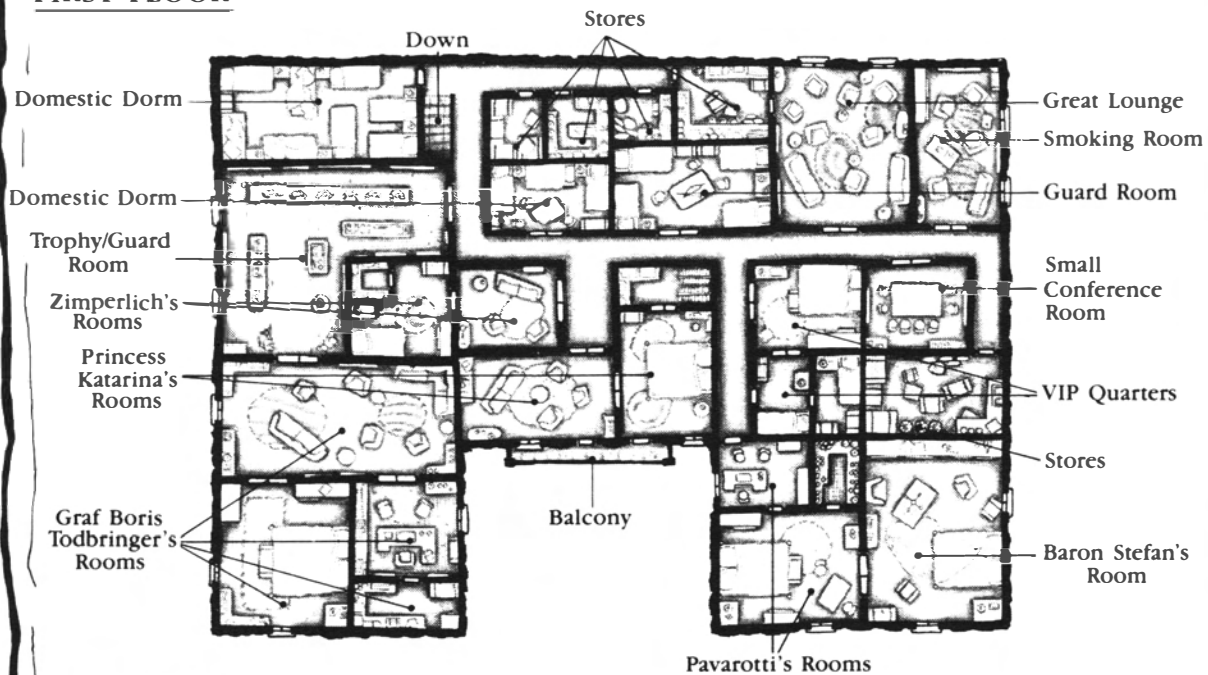
'It was Hoflich! He kidnapped Reya to force me to support his taxes! My friends, there is no time to lose! *Watch, ho!* Quickly!'



The Game is Afoot!

With his niece safe, Ehrlich seems like a different man. Calling a Watch patrol to escort them all, he sets out with Reya and the PCs, intending to confront Hoflich and put the whole matter before the Graf.

What happens next depends on whether the PCs have arrived at Ehrlich's house before or after midnight. If it is already past midnight, Ehrlich will lead the party straight to the Palace; if not, he will head for the Royal College of Music, pointing out that Hoflich is an opera buff and tonight is the last night of *The Ring of the Nibble Unger Lied*. 'If we hurry, we can take him before he knows that his plan has misfired! Come on!'

GROUND FLOORFIRST FLOOR

— MAP 4 —
The Palace

0 5 10 yds N

You should play the rush across the City to the full, consulting the City map. The players should feel the pressure of time mounting against them. Time each section of the journey, ask the players which route they are taking, and roll dice frequently. For example:

'OK, you start off here, and the Royal College of Music is here. (indicating map) Now, you could head down Fursten Allee and round the north side of the Great Park, or you could... that way? Right. To get from one end of Fursten Allee to the other should take you about three minutes... (writes down '3', rolls dice, leafs through book) ...OK, it's not too crowded, and people get out of the way as the Watchmen shout at them to do so... (rolls dice and consults book again) ...hmmm, it's pretty crowded around the Park... (rolls dice again) ...Looks like it will take you about six minutes just to get across the Garten Ring to the Ost Weg. Of course, you could head up Panthers' Parade and along Palast Strasse - it's a longer route, but it might be less crowded... (consults Master Events Card, rolls dice, leafs through book).

All this has no effect on the course of events, but it will give the players the feeling that they are racing against time, building up the tension to the climax of the adventure.



The Royal College of Music

The party will arrive at the Royal College of Music just as everyone is leaving. After a few minutes asking around, they will discover that Law Lord Hoflich has already set off to the Palace in an official coach. They must now hurry back to the Palace, with more time wasted.



The Middenpalaz

Arriving at the Palace, the party will learn that Hoflich arrived about 12.30am. With Ehrlich's authority, they will be allowed access to the Inner Palace grounds. When they arrive at the Inner Palace proper, they will learn that Hoflich went to see the Graf just a few minutes previously. If the party is running late, assume that Hoflich spent some time in his apartment after coming back from the opera.

The party should begin to develop a very bad feeling. Ehrlich summons the duty officer of the Knights Panther, and explains that treachery is afoot.

'Law Lord Hoflich is a traitor!' he cries, 'Guard my niece here with your lives, and summon all the Graf's advisors immediately! And at all costs, make sure that Hoflich does not leave the Palace!'



With that, he leads the party upstairs to the Graf's chambers where they will meet his personal guard of 10 Knights Panther situated in the Trophy Room/Art Gallery.

'Treachery!' cries Ehrlich, 'Hoflich is a traitor! I must speak to the Graf immediately!' While the Knights are still thinking about this, he throws open the doors to the Graf's chambers - and stops in his tracks, in dumbfounded, slack-jawed amazement.

The sight that greets him is this; in the middle of the room two identical Grafts are locked in combat, with one strangling the other from behind with a length of cord! Every character must make an immediate I test, or stand dumbfounded for one round.

The real Graf is the one currently having the life squeezed out of him, and is only two rounds away from death.

This is not a new situation for the Doppelganger. It has been discovered during murder attempts in the past, and its aim now will be to escape. It will release the pressure on its garotte, but keep a hold on the Graf, using him as a human shield. In his feeble, choked state the Graf will be in no position to resist.

The creature will back off towards the nearest southern room, threatening to finish off the Graf should anyone make a move. It opens the door with one hand, and then pushes the Graf forward and darts into the room, closing and bolting the door before anyone can reach it.

If anyone makes a threatening move (including spell casting), the Doppelganger will tighten the garotte, knowing that it has nothing to lose. In this case only two rounds will pass before the Graf of Middenheim collapses, apparently dead!



In either case, the PCs will be faced with a Graf who is close to death and an identical imposter who is attempting to escape. Despite their enthusiasm for capturing the fake Graf, the PCs - or at least some of them - should attend to the real Graf Boris at once. Remember, the old man is not some peasant whose life is meaningless: he is an Imperial Elector with more money and influence than the PCs could possibly imagine. You might like to rule that a successful use of *Heal Wounds* skill by any PC or NPC will aid even a seemingly dead Graf.

The Doppelganger should have a round in which to lock or bolt the door, and while it is being battered down (T 4, D 10), the creature will make its escape by jumping from a window into the gardens, (5 yards).

In the darkness, the Doppelganger will return to Hoflich's form (aware that a Graf dressed in nightrobes will attract too much attention) and try to leave the Palace, bluffing its way out if needed. Remember, at this stage it is only the Palace Building guards who have received orders to stop Hoflich, and the gate guards have no such command, and it will be able to get through the gates in Hoflich's form.

If the creature is being chased and attacked by PCs the guards will naturally side with the 'Law Lord', until the Graf's personal guards (who saw the Doppelganger) emerge to issue other instructions. Should the Doppelganger be killed, it will immediately return to its true physical form.

Things could get very confusing for a while, as different Palace guards side with various NPCs and PCs. However, since the two Law Lords effectively cancel each other out, the mitigating factor will be the intervention of the Graf's personal guards. These are Knights Panther and are not (generally) stupid; they will realise that the fake Graf must have been whatever entered the room in the guise of Law Lord Hoflich.

AFTER THE ATTACK

Eventually the Doppelganger incident will be over; it will either be killed or captured, or it will escape into the vast crowds of the Carnival.

Attention should then return to the Graf's chambers, where there will be much activity. The rest of the Palace will be stirring, too. Dozens of Knights Panther will take up vantage points all over the Inner Palace, with Graf Boris and his family being especially guarded. The Palace grounds will be extensively searched and units dispatched to locate and fetch all high-level advisors, especially Baronial Physician Pavarotti.

During this time, the PCs will guarded until the Midden Marshals arrive and interview them; they will not be allowed to go wandering around the Palace, and are certainly not allowed to leave. In part, this is for their own protection: without escort the PCs are likely to be challenged by any group of guards they come across.

The Marshals will demand a full explanation of events from the Knights and the PCs. Only then, provided they are satisfied by the PCs involvement, will they be treated as 'heroes' rather than 'villains'. By this time all the major NPCs (bar Wasmeier) will be in the Palace, most quite confused.

Given that the PCs can claim to having saved the Graf's life, this reaction may prove a little galling. However, orders are orders and during periods of military crisis it is the senior officer on the scene that has full command. Law Lord Ehrlich will vouch for the party, but his word does not count for everything. However, any information given by Ehrlich and the PCs will be investigated.



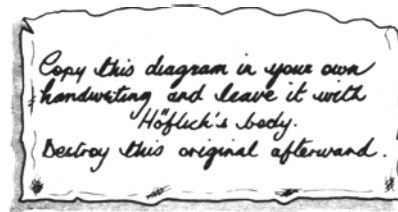
A Grisly Discovery

When the Military have finished talking to the PCs, you should have a Knight appear and talk quietly with Commander Schutzmann. Schutzmann listens, nods, then turns to the party, saying 'Come with me.' They will be led to Hoflich's apartment, which shows signs of a thorough search.

A trunk has been dragged into the middle of the room, and opened - it contains a waxed sealed sack, now slit down the middle to reveal the decomposed body of Joachim Hoflich!

Schutzmann is given three pieces of paper, also found with the trunk. The largest (Handout 4) shows a peculiar diagram. This is actually an overview of Wasmeier's web of influence, designed to convince others of Hoflich's

treachery (outlined in 'Wasmeier's Plan' above). The second (Handout 3) bears the address of the pawns lair (see p82). The final piece of paper is a handwritten note (Handout 2), reading:



This note, written by Wasmeier, was attached to Wasmeier's own diagram of influence. The Doppelganger burned this original but, having put the note aside, forgot all about it, and it fell behind the trunk. Obviously, the writer of the note was the fake Hoflich's boss, which means he or she must be the real mastermind. All the PCs have to do is to find someone who recognises the handwriting - such as Law Lord Ehrlich. It should prove quite entertaining as the PCs rush around the Palace asking people for copies of their handwriting! If the PCs fail to figure this out one of the Military will do so. In any event, recognition of the writing will produce a desperate rush to Wasmeier's apartment in the Palace...

Wasmeier Flees!

As outlined earlier, the evil Law Lord was waiting in his rooms for the Graf-Doppelganger to summon him. His first knowledge of things going wrong will be in the form of a Knight Panther appearing at his door to say that Law Lord Ehrlich requires his presence in the Graf's chambers, and that Law Lord Hoflich is accused of treachery.

Dismissing the Knight, Wasmeier realises that the plan has failed and decides to escape. He will consume a *Potion of Invisibility* and use a *Flight* spell from a scroll to leave undetected through a window. These were hidden in his apartment for just such a possibility.

Thus, when the PCs arrive to deal out justice they will find the apartment empty. Searching the place is dealt with in *The Traitor Unmasked* (p 88).

Audience with the Graf

At the same time the PCs discover that the 'bird has flown', Graf Boris has recovered enough to receive a briefing on recent events. He will then send for the party. They will be admitted to the Graf's bedchamber, where the ruler of the City, despite his brush with death and his confinement to bed, will have some of his old spirit back.

The 'Princess' and Pavarotti will be close by his side and all the influential NPCs (apart from Wasmeier and Emmanuelle) will also be present, along with his personal bodyguard of Knights Panther. The Ladies-at-Court, the Knight Eternal, Allavandrel and Goebels will be waiting in the Art Gallery area.



The Graf addresses the party, somewhat sarcastically at first:

'My advisors tell me that you people, independent adventurers, seem to know more of what is going on than they do. So much so that you, rather than my Knights Panther, saved my life. For this I thank you, and you will be rewarded. Now I learn that the person responsible has fled the Palace, perhaps even the City. This cannot be borne: I command you to locate the traitor Wasmeier and bring his body back to me!'

He waves one hand feebly, dismissing everyone except his daughter. The PCs will be praised by all major NPCs: the crisis seems to done the Graf good, and it looks like he has returned to his old self. Of course, there is still the matter of tracking Wasmeier down... This is dealt with in the next section - *The Traitor Unmasked*.



The Traitor Unmasked

POWER BEHIND THE THRONE

Law Lord Karl-Heinz Wasmeier, Magister Magistri of the Cult of the Purple Hand, has decided to flee.

When things went wrong at the Palace, he had the option of staying in the hope that the attempt to assassinate Graf Boris was successful. However, at the back of his mind was the possibility that Brunhilde Klaglich had been captured, in which case his own secret identity might have already been revealed.

Wasmeier thus decided to quit the Palace and move to his town house; a much safer place altogether, and one where he could start gaining information on events in the Palace and the City. Wasmeier has reasoned that if his own involvement has been discovered, a troop of armed guards will come after him, forcing him to flee. On the other hand, if the Doppelganger succeeded, and Klaglich was dead or free, then Wasmeier could re-assume his role of Law Lord once more with nobody the wiser.



Wasmeier's Apartment

There is no incriminating evidence here, apart from examples of the Law Lord's handwriting for comparison with the note sent to the Hoflich-Doppelganger. An empty vial beside a small pile of ashes will be spotted on a successful *Observe* test: these are the remains of the potion and scroll Wasmeier used to make his escape.

The Graf's Command

The PCs have been instructed to deal with the traitor Wasmeier. They may be willing to do this, but are faced with a few minor problems.

For a start, one or more may be wounded from encounters earlier in the evening. Deputy Wizard Eberhauer can be of help with *Cure Light Injury* spells, and you may decide she will cast some protection spells on the PCs as well.

If the PCs need any particular weapon or armour assume that the Palace Guards can oblige by lending pieces of armour (mail only), hand weapons and shields.

The final problem will be reaching Wasmeier's house, since in all probability none of the PCs will know where it is. Members of the Watch will escort the PCs through the streets.

Law Lord Ehrlich will give the party a Middenheim Seal that identifies them as important servants of the City, but apart from this no direct assistance will be forthcoming from either the military or the wizards.

The military are already at full stretch policing the Carnival, and fear that isolating Wasmeier's house may provoke a riot if people are prevented from returning home. Also, at the back of their mind is the possibility that the replacement of the Graf would be followed by an assault on the City.



The wizards, on the other hand, are keen to get back to the Guild; Wasmeier was a trusted member of the Guild Council and the spellcasters wish to begin checking up on any harm he may have caused there. At your option, an NPC such as Dieter or Rallane may volunteer to go with the party if they have befriended them earlier in the adventure.



WASMEIER'S TOWN HOUSE

This is situated in the Grafsmund-Nordgarten district (location N5). The house is detailed on Map 5. As might be expected, it is well-maintained and constructed, worth something in the region of 4000 GCs. All the windows are shuttered and barred (T 3, D 6), and all external doors are bolted (T 4, D 10). Unless stated otherwise below, internal doors have no locks or bolts.



Ground Floor

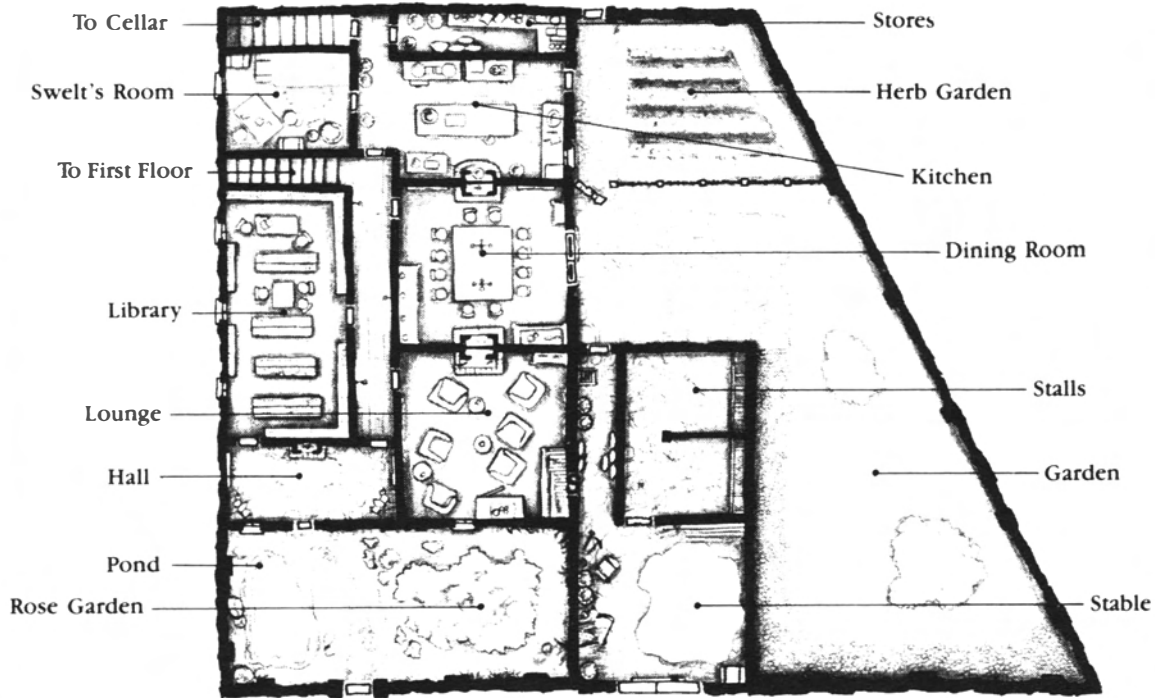
Side Garden: This is well-maintained and has a fine selection of plants. In particular, the area near the kitchen is extensively stocked with various herbs. The back gate to the garden is locked, and is the only direct access through an archway in an 8' high wall (18" thick). There is a gravel path around the edge of the house and stable; it is raked daily by Hawk the gardener and is noisy to walk on (-20 to *Silent Move* skills). During the night a dog belonging to the cook prowls in here and will begin barking if disturbed.

Front Garden: One area is devoted entirely to roses, and a climbing variety grows up a trellis attached to the stable wall. A large fish-pond contains about 12 large carp. The gate to the garden has substantial bolts but these will not have been shot. The path to the front door, like that in the garden, is made of gravel.

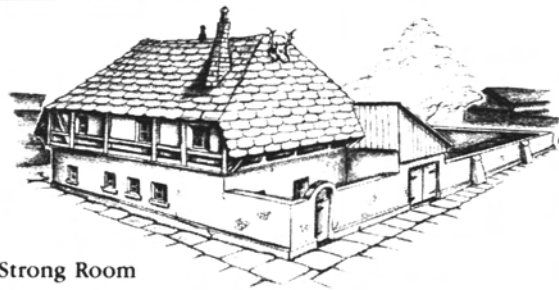
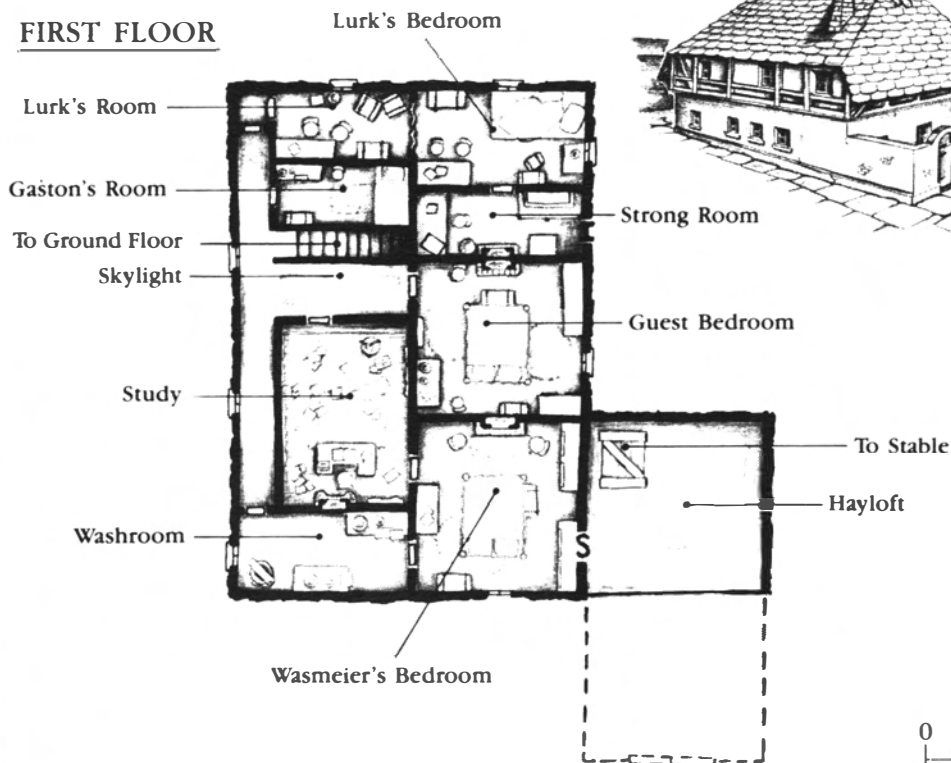
Hall: A sturdy front door leads to a stone-floored hall with fine hardwood panels on the walls. The front door has a large brass knocker that can be heard throughout the house. Decorations in the hall include two suits of full plate armour, a number of impressive looking two-handed weapons plus large paintings of country scenes. In winter time the hearth will contain a blazing log fire.

One suit of armour will fit a character 5' 8" tall, of average build and weighing 140-150 pounds, while the other will fit a character 5' 11" tall, of heavy build and weighing 180-190 pounds. Both have been made for display rather than practical use, and despite their normal encumbrance they provide only 0/1 AP, as if they were made of leather.

The weapons on the walls consist of two two-handed swords, one two-handed axe and one two-handed flail. Again, all are made for display, and suffer a penalty of -10 to hit and -1 damage.

GROUND FLOOR

— MAP 5 —
Wasmeier's Town House

FIRST FLOOR

0 1 2 3 4 yds



POWER
BEHIND
THE THRONE



Library: This is very well-stocked with books on law, history, geography and other dry non-fictional subjects. The doors to this place have locks (CR -20), but are unlocked. A highly-polished wooden floor makes the room smell significantly of varnish.

Lounge: This room is thickly carpeted and draped in various hues of purple. Six plush armchairs take up a lot of the floor space and by each is a small table. A cabinet on the south wall contains spirits, liqueurs and glasses, and beside stands a bookcase with some light reading - historical novels, collections of folk-tales, bestiaries and such. The bookcase is hinged (*Observe* or *Search* test) and forms a secret door to the stable.

Dining Room: The central area is given over to a fine oak table with chairs for a dozen people. The rest of the room has cabinets for silverware, glasses, fine Bretonnian porcelain, and so on - enough for a decent banquet. Fine, but faded, tapestries line the walls. The room has an exit onto a patio through a pair of glass doors (T 2, D 2, locked CR -20 and bolted on the inside), covered by heavy drapes.

Kitchen: A typical layout is seen here, with tiled walls and floor. The cook, Swelt Tunger, keeps the place immaculately clean and very well-stocked. The only (live) animal allowed in the place is his pet dog, Growler. He has a small room off the kitchen and this, plus the doors to the cellar and garden are generally locked (CR -20). In addition, the kitchen door is bolted on the inside.

Cellar (not shown on map): This is about 20 feet square, and has a small but fine collection of wine plus various foodstuffs in bulk; flour, sugar, cheese and so on.

Stable: The north half of this building has two storeys, with the upper level being used as a hayloft. The place is also home to Hawk, who doubles as a gardener and stablehand. A trapdoor and ladder leads from the hayloft to the stable area proper and two fine warhorses are kept here. The rest of the space to the south is taken over by tools, plants etc. plus an unusual wagon (detailed below). The main double-doors are kept secure by a thick wooden plank, the smaller north door is also locked. There are two secret doors leading from the house to the stable. These only work from triggers in the house and cannot be opened from the stable side.

The Battle-Wagon

The 4-wheeled wagon kept here is normally covered by a tarpaulin. It measures 9' in length and 4' in width. The base is 3' off the ground and the wagon has 3' sides except for the back side which is 5' high. This back side is hinged at the bottom and can be lowered when required.

The cart is special in a number of ways. All the wood has been treated to make it flame-proof; the external sides have numerous small, sharp hooks that hamper anybody trying to clamber aboard (test against *Dex* at -20%); vicious 6" spikes protrude at right angles all along the circumference of each wheel, and a lever near the driver causes 2' long blades to spring out from the axle of each wheel. These blades (which do not rotate) and the spikes (which do) cause 1d6+2 damage to anybody who gets in the way of the moving wagon. The final feature is a false floor, metal-lined and packed with gunpowder, about 10 barrels worth in total! A short 10-second fuse leads to a torch-holder on the driver's side. This makes the wagon a large travelling bomb, and the reason for this will be evident shortly.

Upper Floor

Landing: A large skylight (bolted shut) provides a lot of light here and the place is decorated by lots of plants.

Washroom: This contains 2 sets of wash basins, towels etc. plus a garderobe shaft leading to the drains below. Both doors have bolts and the eastern door is also locked.

Study: Unlike the rest of the house this room is more suited to his own personal taste. The panelled walls are covered with various maps, royal lineages, historical timelines and so forth. The floor is littered with various books, all concerned with Middenheim: history, law, religion, buildings, trade - every aspect of the city is covered. Wasmeier knows more about the City than anyone else alive. In the middle of the room, surrounded by all the books, is a huge

throne-like chair of carved wood. The Law Lord has long since dreamed of power, and seated on the chair he developed his evil plan of conquest. Both doors are always locked (CR -30, T 4, D 14).

Bedroom: A four-poster bed dominates the centre of the room. The floor is littered with the remains of half-eaten meals, and the place has a rotten smell about it. The only clean items are Wasmeier's clothes which hang neatly in two huge wardrobes that cover the east wall. The south wardrobe has a false back leading to the loft above the stable.

Guest Room: This is neatly furnished and always clean and aired. A very fine full-length mirror is placed on the west wall (250 GCs).

Gaston's Room: The domestic side of the house is run by the butler/valet Gaston. His room, despite being small, is exquisitely well-kept. Everything is in its correct place and not a speck of dust can be found.

Lurk's Room: Two locked and bolted doors (CR -20, T 3, D 10) lead the way to the living quarters of Lurk - Wasmeier's one-man army. A drape covers the entrance to a nest of a place that Lurk uses for a bed. If anything Lurk is even more untidy than Wasmeier in his eating habits.

The bedroom also contains Wasmeier's personal (locked - CR -40) treasure chest. This holds coins to the value of 2000 GCs and an equal worth of gems and jewellery, mostly obtained during his younger days as a Wizard. It also contains a fully charged **Amulet of Coal** (stores 3 *Fire Ball* spells), a **Spell Jewel** (with the spell *Flight*), plus his spell books. Finally, it also houses Wasmeier's supply of poison: Manbane, Oxleaf and Snake-Venom. There are two doses of each; one ingestive and the other Blade-Venom.

Strong Room: The fortified door to this room has no less than three locks (CR-40, T 5, D 20). The only key to these locks is held by Lurk, although they are normally open.

The room contains all of Wasmeier's material connected with the Cult of the Purple Hand: names of members, codebook, past activities, biographies and notes on all major citizens of Middenheim. If the party has played **The Enemy Within**, there are also copies of letters to Kastor Lieberung. Note that Wasmeier has never met Lieberung personally, and will not recognise a PC who has been impersonating him.

There is also a small aviary that houses carrier pigeons used to send messages to Klaglich - a small secret hatchway in the external wall is used for this.

Lurk's job is to look after the pigeons and guard this room. At any attempt to gain access from the house Lurk tips over a barrel of flammable oil and sets it alight with a lantern always left burning for this very purpose. He then locks the door and throws the key out of a window.

WASMEIER'S HENCHMEN

All NPCs listed below have keys to the parts of the house where they work, (Wasmeier has a master key), plus loose change to the value of 2-12 GCs. You should adjust the strength of the NPCs to suit the nature of your campaign.

Swelt Tunger: Human, Male; Cook and Burglar

Personality and Appearance: 5' 11", build heavy (200 lbs). Despite being an overweight cook, Swelt has retained most of his burgling skills, although squeezing into tight places is not his style. He lives for his pet dog, Growler, and since his master Wasmeier cares little for food, Swelt produces lavish banquets for himself and the dog, (hence the animal's slower M but increased T. He will get very upset if any harm befalls Growler. Swelt never wears armour and prefers his very sharp meat cleaver as a weapon (+1 damage due to incredible sharpness).

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	38	45	4	3	7	46	1	48	26	30	27	29	40

Age: 43

Alignment: Neutral

Skills: Bribery; Concealment Urban; Cook; Drive Cart; Evaluate; Frenzied Attack; Pick Lock; Scale Sheer Surface; Secret Language - Thieves' Tongue; Secret Signs - Thieves' Signs; Sense Magical Alarm; Silent Move Rural; Silent Move Urban; Spot Trap; Street Fighting.

Possessions: Cleaver (+1 damage); Lock Picks; Chef's Hat.

Growler: Swelt's Wardog

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	41	0	3	4	7	30	1	-	43	14	43	43	-

Gaston: Human, Male; Butler, Scribe and Torturer

Personality and Appearance: 6' 5", build slender (130 lbs). Gaston, originally from Bretonnia, always dresses in the best possible taste and behaves with impeccable manners: a perfect butler. Underlying all this is a man who is compulsively tidy and utterly sadistic, wringing the last ounce of pain out of his victims before letting them die of their wounds.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	44	28	5	3	10	43	1	42	37	36	50	54	42

Age: 50

Alignment: Evil

Skills: Acute Hearing; Arcane Language - Magick; Dodge Blow; Drive Cart; Etiquette; Heal Wounds; Read/Write; Secret Language - Classical; Specialist Weapon - Whip; Torture.

Possessions: Leather Jerkin and Coif (0/1 Body/Arms/Head); Dagger, Whip (-10 To Hit, -2 Dmg, -20 Parry, Range 5 yards. If hit, target must make an I test or become *entangled*, counting as prone. May attempt a Dex test each round to get free).

Hawk: Human, Male; Gardener, Poacher and Scout

Personality and Appearance: 5' 10", build slim (160 lbs). Hawk, so named by his affection for the birds of prey, is a very dangerous individual indeed. Absent from home for many years, Hawk returned to find his family bankrupt and homeless, all due to inefficiency and corruption in the City guilds. For revenge he turned to the Cult of the Purple Hand and more than any of the henchmen Hawk is aware that his master's ultimate plan is the overthrow of the City, although he doesn't know how or when. He has a pet hawk which he can use to attack spellcasters and so on.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	55	60	5	4	13	44	2	41	35	44	48	40	28

Age: 38

Alignment: Chaos

Skills: Animal Care; Animal Training - Hawk; Concealment Rural; Drive Cart; Dodge Blow; Follow Trail; Herb Lore; Marksmanship; Orientation; Plant Lore; Prepare Poisons (Herbal); Ride - Horse; Secret Language - Ranger; Secret Sign - Poachers, Scout; Set Trap; Silent Move Rural; Sing; Specialist Weapon - Rapier; Spot Traps.

Possessions: Sleeved Mail Coat and Mail Coif (1 AP Head/Body/Arms/Legs), Rapier (+20 I, -1 Dmg), Buckler (-2 Dmg, +20 Parry), Normal Bow (S 24, L 48, E 250, ES 3, Rld 1), Man-trap (WFRP, p 80 - in hayloft, not set). Also hidden in the loft are 3 doses of Blade Venom (Manbane).

Sinistral: Hawk

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	59	0	1	1	5	50	1	-	14	14	14	14	-

Treat as normal owl with *Night Vision* 20 yds

Thunder and Lightning: Warhorses

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
8	33	0	5	3	11	30	1	-	10	10	10	10	-

These two beasts are vicious and nasty. They will attempt to kick anybody who approaches apart from Hawk or Wasmeier.



POWER BEHIND THE THRONE

Lurk: Human, Male; Pit-Fighter and Bodyguard

Personality and Appearance: 6'1", build medium-heavy (210 lbs). Lurk, despite having the intellect of a child, is a formidable warrior, having survived a long time in the dangerous profession of pit-fighting. He is extremely proud to be the personal bodyguard of such an important man but is slightly put-out by the fact that he never actually gets to guard his master in public. Never-the-less, he is determined to succeed in his role as guardian of Wasmeier's treasure, ensuring that it all burns if the house is attacked.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	59	29	6*	5*	9	41	2	34	25	22	46	30	29

Age: 31

Alignment: Evil

Skills: Disarm; Dodge Blow; Drive Cart; Scale Sheer Surface; Specialist Weapons - Fist, Flail, Parrying, Two-Handed; Street Fighting; Strike Mighty Blow; Strike to Injure; Strike to Stun; Very Resilient, Very Strong.

Possessions: Mail Coat, Mail Coif, Mail leggings, Breastplate, Helmet, Plate Arm Bracers (1 AP arms, 2 AP elsewhere), Magical 2-handed flail (+20 to hit; overall modifiers -20 I, +3 Dmg, -10 Parry). He wears the armour at all times except when asleep.

**The Law Lord Waits**

As soon as he arrives at the house, Wasmeier will instruct his henchman to prepare for combat. Remember, he may still be *invisible* due to the effects of the potion. All the staff will don armour and prepare weapons. Meanwhile Wasmeier will get his magic items, spell ingredients, poison and gems from the treasure chest in Lurk's room. Lurk will load the chest (and money) onto the battle-wagon, and having done this the warrior will return to the secret room ready to destroy the contents if the house is attacked. The bodyguard will place Wasmeier's spell books in a haversack on his back.

The remaining staff will also busy themselves with their assigned tasks:

Swelt will stoke up the kitchen fire so that he can sling a shovel full of hot coals at an opponent, and Growler will be let out to patrol the garden area.

Hawk will hitch the horses to the battle-wagon and prepare it for a getaway. He will then set his mantrap (WFRP p80) by the back stable door, covering it with straw and coating each of the jaws with a dose of Manbane venom. The third dose he owns will be used to coat his rapier.

Gaston will wait in the lounge with Wasmeier, who by now will have a shortsword coated with Manbane.

Wasmeier will cast any spells you deem appropriate and *Meditate* while he waits. At the first sign of trouble Wasmeier will flee to the stable. Other members of the household have one turn to reach the stable before Wasmeier leaves on the battle-wagon. If dawn approaches and he still hasn't received a visit, official or otherwise, he will leave anyway.

The battle-wagon is built to be defended, and tactics will depend on just who managed to reach it in time. The rear side

gives excellent cover against missiles from any pursuer, and the money may be used to cover the escape - Wasmeier scattering gold behind the wagon so that any pursuers have to make their way through the resulting crowds. Wasmeier will head for the south gate, and once there will light the fuse and run for cover. The gates will not withstand the explosion and in all the confusion Wasmeier plus any henchmen will be able to get out of the City.

The PCs will probably not have any horses but, as fate would have it, 4 mounted Watch members on crowd patrol will approach the house soon after the battle-wagon left. Using the City Seal the PCs can order the Watch to hand over the horses and go after Wasmeier. They will arrive at the south gate nearly a turn after the explosion.

Wasmeier at Bay

As the party emerges through the smoke and rubble of the ruined gate, they will see Wasmeier about 50 yards away, standing alone in the roadway with any henchmen a few yards behind him. As the party approaches, the Law Lord will raise both arms aloft and utter a *Word of Command* - as one of the Inner Council of Wizards, he has access to the magical means of destroying the viaduct.

There will be a huge cracking noise, and a split will appear in the viaduct at his feet, spreading rapidly towards the City. PCs on the viaduct have two choices: run back or run forward. A 48-yard length of viaduct is affected, beginning at the Wizard's feet and travelling away from him. The section of viaduct takes 1 round to collapse fully, so an individual's *Movement* rate needs to be high enough to get him or her out of the area in time. If a PC is still in the area at the end of the round, they will be killed by the 500-foot drop to the base of the Fauschlag rock below.

If any PCs reach Wasmeier, a fight to the death will ensue. If the combat does not go his way Wasmeier will flee to the side of the viaduct and leap over the edge. The PCs can see him fall into darkness, but unknown to them Wasmeier will use his *Spell Jewel* to give him the power of flight. On the other hand, if Wasmeier defeats the party he will head towards the toll-gate at the other end of the viaduct. Using his natural authority as a Law Lord, (since these guards will know nothing of events in the City), he can order the gate to be opened to allow him through. In either case, Karl-Heinz Wasmeier will escape into the night, never to be seen or heard of again - at least not in the guise of a Law Lord of Middenheim.





EXPERIENCE POINTS AND CONCLUSION



If the PCs manage to save the Graf and defeat Wasmeier they can expect to be well rewarded for their trouble. For a start, the tax laws will be repealed and all monies taken will be returned. The actual reward must be modified by you to suit your game, but it is suggested that the PCs each receive a wealthy urban house (2400 GCs) or its equivalent.

However, if you intend to continue playing the **Enemy Within** campaign, there is another ending to this adventure, which might surprise the players. After defeating Wasmeier and returning to the city the PCs will find themselves surrounded by Knights Panther and escorted immediately to the Palace dungeon, after being stripped of all possessions!

As the party dealt with Wasmeier, Graf Boris and his advisors quickly reached the conclusion that the PCs were 'politically sensitive material', with knowledge very detrimental to the City of Middenheim - and especially to the Cult of Ulric. The decision was quickly made to incarcerate the party until a more final solution could be found.

Just what this is will be revealed in the next instalment - **Something Rotten in Kislev**.

THE CULT OF THE PURPLE HAND

The death of the Magister Magistri will be a severe blow to the Cult, so much so that it will take at least a year before operations can get back to anything like normality.

If the PCs have deduced that a Doppelganger-Graf would seek to promote cult members to high office, then subsequent investigations may reveal the identity of the other two members of the Inner Circle (see p9). If *this* happens, the cult will be powerless for some 20 years or so.

Finally - but this is unlikely - if the party prevented Wasmeier's documents on the cult from going up in flames, the information therein will lead to the total destruction of the cult in Middenheim. At least a century will pass before the cult can re-establish itself.

Of course, if Wasmeier escaped he could well be planning a suitable revenge on the individuals who caused his downfall...

EXPERIENCE POINTS AWARDS

Experience points should be awarded both for specific objectives (eg gaining the support of important NPCs) and also for general roleplaying. Make notes as to how characters are played so that when you come to the end of the adventure EPs can easily be computed.

Don't forget to penalise the PCs for *not* doing something they should have (eg, Clerics not visiting their temples to ask about the tax changes), missing obvious clues, and general blunders (eg crude attempts to seduce the 'Princess'). The points listed are the *maximum* to be awarded, and may be reduced for poor role-playing.

Plot Objectives

Gaining the Support of Specific NPCs	EPs
Josef Sparsam	35
Rallane Lafarel	10
Dieter Schmiedehammer *	30
The 'Princess'	60
Hildegard Zimmerlich	50
The Midden Marshals	20
The Wizards	15
High-Priest Ar-Ulric	45
Emmanuelle Schlagen	40
Luigi Pavarotti	25
Reiner Ehrlich	55

Note: Gaining the support of an NPC involves *all* the necessary steps for doing this - eg de-hypnotising Dieter, getting drugs for the Chancellor and so on.

* The award for Dieter assumes he is still the Graf's Champion. If not, he has no value.

Early Encounters

Evading Taxes *	10 EPs
Gathering news and gossip:	30 EPs
* Characters of Lawful or Good alignment do not receive this award.	

Carnival Encounters

Befriending the Troll-Slayer	10 EPs
Aiding Merchants	30 EPs
Gaining support of Brats	20 EPs

Carnival Attractions

Enjoying Carnival Events	10 EPs
Fighting the Minotaur	20 EPs
Beating the Minotaur	30 EPs
A winning Snotball bet	10 EPs
Invited to Garden Party	20 EPs
Challenging the Champion	10 EPs
Defeating the Champion	30 EPs
Retaining Title (per defence)	10 EPs
Winning Archery Tourney	20 EPs

Encounters with Officials

The Komissions (each)	15 EPs
The Guilds (each)	10 EPs
Talking to 'Josef'	20 EPs
The Temples (each)	10 EPs

Other Incidents

Defeating the Chaos band	20 EPs
Defeating the Pawn	30 EPs
Recovering Reya	10 EPs
Recovering the letters	10 EPs
Preventing the assassination	40 EPs
Killing/capturing 'Hoflich'	10 EPs
Killing/capturing Wasmeier	50 EPs

Roleplaying

A lot of roleplaying is involved in this adventure, so sessions involving little else should merit about 70 points each, rising to 100 points for exceptional play. For sessions involving other activities, 30-50 points should be awarded, rising to 70 points for exceptional play.

Final

For a successful intervention in a plot to overthrow a City State the PCs may receive 200 EPs and 1 *Fate Point* each. If the party have obtained all of Wasmeier's secret files, they should receive an extra 100 EPs plus another *Fate Point*.



Standard NPCs

During the course of the adventure, characters will meet a variety of minor NPCs in the streets of Middenheim. These profiles cover a number of frequently encountered NPCs and can be referred to whenever required.

ARTISAN'S APPRENTICE

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	3	6	35	1	39	29	35	29	29	29

Skills

Drive Cart; 25% chance of Very Resilient; 25% chance of Very Strong; Trade-related skill

Possessions

Knife; Hand Weapon; Tools of Trade; 2D10 Silver Shillings

BEGGAR

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	35	3	4	5	30	1	29	29	29	29	29	24

Skills

Begging; Concealment Urban; Secret Language - Thieves' Tongue; Secret Signs - Thieves' Signs; Silent Move Urban

Possessions

Begging Bowl; Tattered Clothes; Stick; Knife; Fleas;

BODYGUARD

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	4	3	8	40	2	29	29	29	35	29	29

Skills

Disarm; Specialist Weapon - Fist Weapon; Street Fighter; Strike Mighty Blow; Strike to Stun.

Possessions

Leather Jerkin (0/1 AP, body); Knuckledusters; Dagger (+10 I, -2 Dmg, -20 Pry) or Club; 50% chance D6 Gold Crowns; D20 Silver Shillings



BRAT

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	29	29	3	3	5	35	1	35	25	25	25	25	25

Skills

Begging; 50% chance of Fleet Footed; 25% chance of Pick Pocket

Possessions

Tattered Clothes; Small Stick; Bag of Marbles; Dirty Handkerchief; 75% chance of Catapult; 75% chance of Fleas; 25% chance of D6 Brass Pennies

CHARLATAN

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	35	3	4	7	35	1	39	39	39	31	29	49

Skills

Blather; Charm; Disguise; Evaluate; Palm Object; Public Speaking; Read/Write; Wit

Possessions

University References (forged); Testimonial Letters (forged); 6-60 bottles of coloured oils and liquids (90% useless, 10% have some effect eg powerful emetic); Robes (as for scholar); 2D6 Gold Crowns; 2D10 Silver Shillings.

CIVIL SERVANT

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	29	25	3	3	5	29	1	29	29	39	35	29	29

Skills

Blather; Etiquette; Read/Write; Secret Language - Classical; 50% chance of Speak Additional Language

Possessions

Smart Clothes (50% chance of Robes); Quill, Vellum, Inks; 10% chance of University References; 30 Gold Crowns

ENTERTAINER

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	29	25	3	3	6	35	1	39	29	29	29	29	45

Subtype

Subtype	Skills	Possessions
Acrobat	Acrobatics Lightning Reflexes	Hoop, Pole, Ropes
Animal Act	Animal Care Animal Training	Bear, Monkey, Pony, Dogs (equal chance of each)
Escapologist	Escapology	Chains, Locks etc
Juggler	Juggle	Wooden Balls
Knife Thrower	Specialist Weapon - Throwing Weapons	10 Throwing Knives
Poet	Public Speaking 25% chance of Wit	D6 Volumes of Poetry
Troubador	Musicianship sing	Lute, horn or flute
Ventriloquist	Ventriloquism 50% chance of Blather	Tatty Dummy

All entertainers also have appropriate clothing, either a knife or a dagger (+10 I, -2 Dmg, -20 Pry), 1-2 Gold Crowns, D10+5 Silver Shillings, D10+10 Brass Pennies.



KNIGHT PANTHER (Man-at-Arms)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	55	40	5	5	10	50	2	39	50	39	45	40	45

Skills

Disarm; Dodge Blow; Etiquette; Heraldry; Ride - Horse; Secret Language - Battle Tongue; Specialist Weapon - Fencing Weapons, Two-Handed Weapons; Strike Mighty Blow; Strike to Injure; Strike to Stun;

Possessions

Sleeved Mail Coat (1 AP, body/legs/arms); Mail Coif (1 AP, head); Helmet (1 AP, head); Shield (carried on back: 1 AP, all locations); Rapier (I + 20, D -1); Dagger (I + 10, D -2, P -20); Bastard Sword (I -10, D +1)

KNIGHT PANTHER (Full Cavalry Knight)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	60	50	6	6	12	60	2	49	55	45	49	49	49

Skills

Disarm; Dodge Blow; Etiquette; Heraldry; Read/Write; Ride - Horse; Secret Language - Battle Tongue; Specialist Weapon - Fencing Weapons, Lance, Two-Handed Weapons; Strike Mighty Blow; Strike to Injure; Strike to Stun

Possessions

Sleeved Mail Coat (1 AP, body/arms/legs); Breastplate (1 AP, body); Mail Coif (1 AP, head); Helmet (1 AP, head); Two-Handed Sword (I -10, D +2);

MANSERVANT

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	3	6	30	1	35	25	29	29	29	35

Skills

Cook; Etiquette; Heraldry;

Possessions

1D10 Silver Shillings; Others at GM's discretion

RAKE

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	25	4	4	7	45	1	35	35	35	29	29	45

Skills

Consume Alcohol; Etiquette; Gossip; Seduction; 90% chance of Gamble; 50% chance of Wit; Specialist Weapon - Fencing Weapon;

Possessions

Leather Jerkin (0/1 AP, body); Dagger (+10 I, -2 Dmg, -20 Pry); Rapier (+20 I, -1 Dmg); Flashy Clothes and Jewellery; Pouch with 5D6 Gold Crowns; 75% chance of Brandy Flask.

SCHOLAR

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	29	25	3	3	6	31	1	41	41	50	41	31	41

Skills

Arcane Language - Magick; Astronomy; Cartography; History; Identify Plant; Linguistics; Magical Sense; Numismatics; Read/Write; Rune Lore; Speak Additional Language; 25% chance of Consume Alcohol

Possessions

Knife or Dagger (+10 I, -2 Dmg, -20 Pry); Writing Equipment; Pouch with 5D6 Gold Crowns

SCUM

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	29	22	3	3	5	29	1	29	19	19	19	19	19

Skills

50% chance of Begging; 25% chance of Consume Alcohol; 25% chance of Palm Object; 25% chance of Pick Pocket; 25% chance of Street Fighter; 10% chance of Flee!

Possessions

Filthy Tattered Clothing; Stick; 50% chance of D6 Brass Pennies; 25% chance Bottle of Alcoholic Muck; 5% chance of Infectious Disease.

SCUM (Drunken)

As above but reduce all scores by 1 or 10%. Drunken Scum have D3 Infectious Diseases.

THIEF

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	35	25	3	4	5	35	1	35	29	29	29	29	31

Skills

Concealment Urban; Secret Language - Thieves' Tongue; Secret Signs - Thieves' Signs; 25% chance of Fleet Footed; 25% chance of Evaluate.

Possessions

Dagger (+10 I, -2 Dmg, -20 Pry) or Short Sword (equal chance of either); D6 Silk Handkerchiefs, D10 +5 Silver Shillings, 1-2 Stolen Trinkets.

THIEF

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	35	25	3	4	5	35	1	35	29	29	29	29	31

Skills

Concealment Urban; Secret Language - Thieves' Tongue; Secret Signs - Thieves' Signs; 25% chance of Fleet Footed; 25% chance of Evaluate.

Possessions

Dagger (+10 I, -2 Dmg, -20 Pry) or Short Sword (equal chance of either); D6 Silk Handkerchiefs, D10 + 5 Silver Shillings, 1-2 Stolen Trinkets.

THUG (Labourer, Teamster, Snotball fan etc)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	4	7	30	1	29	29	29	29	29	29

Skills

25% chance of Specialist Weapon - Fist Weapons; 25% chance of Street Fighter; 25% chance of Strike Mighty Blow; 25% chance of Wrestling.

Possessions

Leather Jerkin (0/1 AP, body); Club; Knuckledusters (if specialist skill with fist weapons present).



TOWNSPERSON (Lower Class)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	23	25	3	3	5	30	1	30	29	25	32	29	30

Skills

Evaluate; Haggle.

Possessions

Stick; 1d10 Silver Shillings; 6D6 Brass Pennies.

TOWNSPERSON (Middle Class)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	23	25	3	3	5	30	1	30	34	36	32	29	39

Skills

Evaluate; Haggle; 33% chance of an Artisan-related skill;

Possessions

Dagger (+10 I, -2 Dmg, -20 Pry); Purse with D6 Gold Crowns and D10 Silver Shillings; 50% chance of Bag of Shopping

TOWNSPERSON (Wealthy)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	23	25	3	3	5	30	1	30	39	36	32	29	45

Skills

Evaluate; Haggle; 50% chance of Etiquette

Possessions

Dagger (+10 I, -2 Dmg, -20 Pry); Purse with 2D10 Gold Crowns and 2D10 Silver Shillings; 25% chance of Flunky

WATCHMAN (Ordinary)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	30	4	3	9	39	1	32	27	29	39	32	39

Skills

Specialist Weapon - Fencing Weapons; Strike Mighty Blow; 75% chance of Disarm; 50% chance of Dodge Blow; 50% chance of Strike to Stun; 10% chance of Fleet-Footed.

Possessions

Mail Coat (1 AP, body/legs); Helmet (1 AP, head); Shield (1 AP, all locations); Rapier (I +20, D -1); Dagger (I +10, D -2, P -20); 25% chance of Normal Bow and 20 Arrows

WATCHMAN (Elite)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	35	4	4	10	45	2	39	45	39	39	32	45

Skills

Disarm; Dodge Blow; Secret Language - Battle; Specialist Weapon - Fencing Weapons, Two-Handed Weapons; Strike Mighty Blow; Strike to Injure; Strike to Stun; 50% chance of Very Strong (add +1 to S score given above); 50% chance of Very Resilient (add +1 to T score above)

Possessions

Sleeved Mail Coat (1 AP, body/arms/legs); Breastplate (1 AP, body); Mail Coif (1 AP, head); Helmet (1 AP, head); 2 Daggers (I +10, D -2, P -20); Two-Handed Sword (I -10, D +2)

MASTER ATTRACTIONS CHART

DAY 1: WELLENTAG

PLACE	EVENT	TIME	MAJOR NPCs PRESENT
Square of Martials	Challenges to the Champion	11am-1pm	Dieter Schmiedehammer*, Ulric Schutzmann, Johann Schwermutt, Petra Liebkosen, Siegfried Prunkvoll, Allavandrel Fanmaris
Great Park	Festival of Fine Ales	Noon-11pm	Dieter Schmiedehammer (7-11), Rallane Lafarel (6-11), Ulric Schutzmann (9-10), Johann Schwermutt (5-6), Maximillian von Genscher (5-6), Kirsten Jung (5-6), Petra Liebkosen (5-6), Allavandrel Fanmaris (7-11), Gotthard Goebbels (1-3), Luigi Pavarotti (5-7)
Royal Gardens	Elven Gymnasts	2-4pm	Rallane Lafarel (2-3), Janna Eberhauer (3-4), Emmanuelle Schlagen, Petra Liebkosen
Square of Martials	Archery Tourney	2-4pm	Maximillian von Genscher, Siegfried Prunkvoll, Allavandrel Fanmaris*
Royal College of Music	Matinee of Bards and Poets	2-5pm	Rallane Lafarel (3-5)*, Katarina Todbringer (3-5), Hildegard Zimmerlich (3-5), Kirsten Jung, Natasha Sinnlich (4-5), Allavandrel Fanmaris (4-5), Luigi Pavarotti
Bernabau Stadium	Minotaur Fights	4-5pm	Dieter Schmiedehammer, Ulric Schutzmann, Johann Schwermutt, Maximillian von Genscher
Royal Gardens	Play: "A Midsummer Knight's Dream"	7-9pm	Katarina Todbringer, Hildegard Zimmerlich, Johann Schwermutt, Albrecht Helseher, Kirsten Jung, Petra Liebkosen, Natasha Sinnlich, Siegfried Prunkvoll, Joachim Hoflich, Karl-Heinz Wasmeier
Royal College of Music	Opera Recitals	7-10pm	Josef Sparsam, Janna Eberhauer, Ar-Ulric, Emmanuelle Schlagen, Gotthard Goebbels, Luigi Pavarotti*

DAY 2: AUBENTAG

PLACE	EVENT	TIME	MAJOR NPCs PRESENT
Square of Martials	Challenges to the Champion	11am-1pm	Dieter Schmiedehammer*, Maximillian von Genscher, Siegfried Prunkvoll
Great Park	Festival of Fine Ales	Noon-11pm	Dieter Schmiedehammer (8-11), Rallane Lafarel (8-11), Maximillian von Genscher (2-4), Kirsten Jung (10-11), Luigi Pavarotti (2-4)
Royal Gardens	Elven Gymnasts	2-4pm	Rallane Lafarel, Kirsten Jung
Square of Martials	Archery Tourney	2-4pm	Rallane Lafarel, Ulric Schutzmann, Janna Eberhauer, Petra Liebkosen, Allavandrel Fanmaris*
Bernabau Stadium	Minotaur Fights	4-5pm	Natasha Sinnlich, Siegfried Prunkvoll, Allavandrel Fanmaris, Gotthard Goebbels
Royal College of Music	Matinee of Bards & Poets	4-6pm	Dieter Schmiedehammer, Rallane Lafarel*, Ar-Ulric, Allavandrel Fanmaris (5-6), Luigi Pavarotti
Royal College of Music	Opera: "The Barbarian of Seville"	7-10pm	Katarina Todbringer, Hildegard Zimmerlich, Gotthard Goebbels, Karl-Heinz Wasmeier
Royal Gardens	Elven Lightsingers	8-10pm	Johann Schwermutt, Janna Eberhauer, Emmanuelle Schlagen, Kirsten Jung, Petra Liebkosen, Natasha Sinnlich, Luigi Pavarotti, Joachim Hoflich

DAY 3: MARKTAG

PLACE	EVENT	TIME	MAJOR NPCs PRESENT
Square of Martials	Challenges to the Champion	11am-1pm	Dieter Schmiedehammer*, Ar-Ulric, Kirsten Jung
Bernabau Stadium	Firebreathers	Noon-1pm	Ulric Schutzmann, Allavandrel Fanmaris
Great Park	Festival of Fine Ales	Noon-11pm	Dieter Schmiedehammer (8-11), Allavandrel Fanmaris (8-11), Luigi Pavarotti (2-4)
Square of Martials	Archery Tourney	2-4pm	Dieter Schmiedehammer*, Rallane Lafarel*, Kirsten Jung, Siegfried Prunkvoll, Allavandrel Fanmaris*
Royal Gardens	Mummers, Theatre, Garden Party	2-8pm	Dieter Schmiedehammer (6-8), Rallane Lafarel (4-7), Katarina Todbringer (6-8), Hildegard Zimmerlich (6-8), Maximillian von Genscher (5-7), Albrecht Helseher (5-6), Janna Eberhauer (5-8), Ar-Ulric (7-8), Emmanuelle Schlagen (6-8), Kirsten Jung (6-8), Petra Liebkosen (4-8), Natasha Sinnlich (5-8), Siegfried Prunkvoll (4-6), Allavandrel Fanmaris (5-8), Gotthard Goebbels (5-7), Luigi Pavarotti (4-8)
Royal College of Music	Dwarven Valley Choirs	2-4pm	Katarina Todbringer, Hildegard Zimmerlich
Bernabau Stadium	Minotaur Fights	4-5pm	Ulric Schutzmann, Natasha Sinnlich, Gotthard Goebbels
Royal College of Music	Matinee of Bards & Poets	4-6pm	Johann Schwermutt, Janna Eberhauer (4-5), Emmanuelle Schlagen, Allavandrel Fanmaris, Karl-Heinz Wasmeier
Square of Martials	Elephant Show	5-7pm	Dieter Schmiedehammer (5-6)
Royal College of Music	Opera: "The Barbarian of Seville"	7-10pm	Rallane Lafarel, Maximillian von Genscher, Kirsten Jung, Joachim Hoflich

DAY 4: BACKERTAG

PLACE	EVENT	TIME	MAJOR NPCs PRESENT
Square of Martials	Challenges to the Champion	11am-1pm	Dieter Schmiedehammer*, Rallane Lafarel, Ulric Schutzmann, Johann Schwermutt, Maximillian von Genscher, Kirsten Jung, Natasha Sinnlich, Siegfried Prunkvoll, Karl-Heinz Wasmeier
Bernabau Stadium	Firebreathers	Noon-1pm	Hildegard Zimmerlich, Janna Eberhauer, Emmanuelle Schlagen
Royal Gardens	Druidic Life Sculpting	2-4pm	Rallane Lafarel, Katarina Todbringer, Janna Eberhauer, Ar-Ulric (2-3), Emmanuelle Schlagen, Petra Liebkosen (2-3)
Great Park	Horse Fair	2-6pm	Dieter Schmiedehammer (2-3), Janna Eberhauer (4-6), Ar-Ulric (3-6), Siegfried Prunkvoll (3-6), Allavandrel Fanmaris (2-4), Gotthard Goebbels
Royal College of Music	Dwarven Valley Choirs	3-5pm	Dieter Schmiedehammer, Ulric Schutzmann, Kirsten Jung
Bernabau Stadium	Snotling Football	3-5pm	Maximillian von Genscher
		6-8pm	Rallane Lafarel, Gotthard Goebbels
Square of Martials	Elephant Show	5-7pm	Johann Schwermutt (6-7), Maximillian von Genscher (5-6), Petra Liebkosen (5-6), Luigi Pavarotti
Royal College of Music	Opera: "The Barbarian of Seville"	7-10pm	Josef Sparsam, Rallane Lafarel, Siegfried Prunkvoll, Luigi Pavarotti

MASTER ATTRACTIONS CHART

DAY 5: BEZAHLTAG

PLACE	EVENT	TIME	MAJOR NPCs PRESENT
Square of Martials	Ice Dancing	11am-2pm	Rallane Lafarel*, Katarina Todbringer (11-12), Hildegard Zimmerlich (11-12), Janna Eberhauer
Bernabau Stadium	Firebreathers	Noon-1pm	Johann Schwermutt, Petra Liebkosen, Natasha Sinnlich, Allavandrel Fanmaris
Royal Gardens	Druidic Life-Sculpting	2-4pm	Petra Liebkosen (2-3)
Great Park	Red Arrows Flying Displays	3-4pm	Maximilian von Genscher, Albrecht Helseher, Janna Eberhauer, Emmanuelle Schlagen, Natasha Sinnlich
Bernabau Stadium	Snotling Football	3-5pm 6-8pm	Dieter Schmiedehammer, Gotthard Goebbels, Luigi Pavarotti Ulric Schutzmänn, Maximilian von Genscher, Allavandrel Fanmaris, Gotthard Goebbels, Luigi Pavarotti
Royal College of Music	Elven Lightsingers	3-5pm	Rallane Lafarel*, Katarina Todbringer, Hildegard Zimmerlich, Ar-Ulric, Kirsten Jung, Allavandrel Fanmaris*
Square of Martials	Exhibition of Heraldic Arts	5-6pm	Josef Sparsam, Johann Schwermutt, Ar-Ulric, Siegfried Prunkvoll, Gotthard Goebbels, Joachim Hofflich, Karl-Heinz Wasmeier
Royal College of Music	Opera: "The Barbarian of Seville"	7-10pm	Dieter Schmiedehammer, Emmanuelle Schlagen, Kirsten Jung, Petra Liebkosen

DAY 6: KONIGSTAG

PLACE	EVENT	TIME	MAJOR NPCs PRESENT
Square of Martials	Ice Dancing	11am-2pm	Rallane Lafarel*, Emmanuelle Schlagen, Kirsten Jung, Allavandrel Fanmaris*
Royal College of Music	Luccinian Liturgical Choir	2-4pm	Josef Sparsam, Rallane Lafarel, Ar-Ulric, Emmanuelle Schlagen, Kirsten Jung, Luigi Pavarotti, Karl-Heinz Wasmeier
Bernabau Stadium	Snotling Football	2-4pm 5-7pm	Allavandrel Fanmaris, Gotthard Goebbels Dieter Schmiedehammer, Johann Schwermutt, Gotthard Goebbels, Luigi Pavarotti
Great Park	Pageants/Jousting	2-6pm	Katarina Todbringer (4-5), Hildegard Zimmerlich (4-5), Johann Schwermutt (2-3), Janna Eberhauer (2-4), Petra Liebkosen (2-4), Natasha Sinnlich (2-5), Siegfried Prunkvoll (2-5)
Square of Martials	Exhibition of Heraldic Arts	5-6pm	Katarina Todbringer, Hildegard Zimmerlich, Ulric Schutzmänn, Maximilian von Genscher, Siegfried Prunkvoll
Royal College of Music	Opera: "The Barbarian of Seville"	7-10pm	Ar-Ulric, Natasha Sinnlich
Great Park	Black Pool Illuminations	9-11pm	Rallane Lafarel, Ulric Schutzmänn, Maximilian von Genscher (9-10), Albrecht Helseher, Janna Eberhauer, Emmanuelle Schlagen

DAY 7: ANGESTAG

PLACE	EVENT	TIME	MAJOR NPCs PRESENT
Square of Martials	Water Polo Tourney	11am-12.30 pm	Rallane Lafarel, Emmanuelle Schlagen, Kirsten Jung, Petra Liebkosen, Allavandrel Fanmaris
Bernabau Stadium	Snotling Football Cup Final	2-4pm	Dieter Schmiedehammer*, Rallane Lafarel, Ulric Schutzmänn, Johann Schwermutt, Maximilian von Genscher, Natasha Sinnlich, Allavandrel Fanmaris, Gotthard Goebbels, Luigi Pavarotti
Royal College of Music	Luccinian Liturgical Choir	2-4pm	Katarina Todbringer, Hildegard Zimmerlich, Ar-Ulric, Siegfried Prunkvoll
Great Park	Pageants/Jousting	2-6pm	None
Royal College of Music	Opera: "Ring of the Nibble Unger Lied" (Part 1)	6-12pm	Josef Sparsam, Katarina Todbringer, Hildegard Zimmerlich, Siegfried Prunkvoll, Gotthard Goebbels, Luigi Pavarotti, Joachim Hofflich, Karl-Heinz Wasmeier
Great Park	Black Pool Illuminations	9-11pm	Albrecht Helseher, Janna Eberhauer, Ar-Ulric, Emmanuelle Schlagen

DAY 8: FESTAG

PLACE	EVENT	TIME	MAJOR NPCs PRESENT
Great Park	Pageants/Jousting	2-6pm	Rallane Lafarel (5-6), Ulric Schutzmänn (4-5), Siegfried Prunkvoll (4-5)
Royal College of Music	Opera: "Ring of the Nibble Unger Lied" (Part 2)	6-12pm	Josef Sparsam, Katarina Todbringer, Hildegard Zimmerlich, Siegfried Prunkvoll, Gotthard Goebbels, Luigi Pavarotti, Joachim Hofflich, Karl-Heinz Wasmeier
Great Park	Black Pool Illuminations (Grand Finale)	Midnight-2am	Dieter Schmiedehammer, Rallane Lafarel, Johann Schwermutt, Maximilian von Genscher, Albrecht Helseher, Janna Eberhauer, Kirsten Jung, Petra Liebkosen, Natasha Sinnlich, Siegfried Prunkvoll, Gotthard Goebbels, Luigi Pavarotti

Notes: For ease of reference, the function, number (according to the order in which they appear in the text), and page reference of each of the Major NPCs are listed below:

- | | |
|---|--|
| 1. Josef Sparsam - Chancellor (p36) | 11. Ar-Ulric - High Priest of Ulric (p51) |
| 2. Dieter Schmiedehammer - Graf's Champion (p38) | 12. Emmanuelle Schlagen - Lady-at-Court, Graf's Paramour (p54) |
| 3. Rallane Lafarel - Court Minstrel (p40) | 13. Kirsten Jung - Lady-at-Court (p56) |
| 4. "Princess" Katarina Todbringer - the Graf's daughter (p42) | 14. Petra Liebkosen - Lady-at-Court (p56) |
| 5. Hildegard Zimmerlich - Chaperone to Katarina (p44) | 15. Natasha Sinnlich - Lady-at-Court (p56) |
| 6. Ulric Schutzmänn - Commander of the Watch (p46) | 16. Siegfried Prunkvoll - Knight Eternal (p59) |
| 7. General Johann Schwermutt - Military Commander (p46) | 17. Allavandrel Fanmaris - Master of the Hunt (p61) |
| 8. Marshal Maximilian von Genscher - Military Commander (p46) | 18. Gotthard Goebbels - Chairman of Merchants Guild (p63) |
| 9. Albrecht Helseher - High Wizard (p49) | 19. Luigi Pavarotti - Baronial Physician (p65) |
| 10. Janna Eberhauer - Deputy High Wizard (p49) | 20. Joachim Hofflich - Law Lord-doppelgänger (p68) |
| | 21. Karl-Heinz Wasmeier - Law Lord (p68) |

When NPCs are followed by numerals (eg, 7-11), it means that the NPC does not attend the whole of the event but only part of it - the time shown by the figures given. NPC names followed by an asterisk (*) are actually participating in the listed event.

For details of which NPCs are actually accompanying others, see their individual NPC Cards.

NPC CHART

Name	Race	Sex	Age	AL	Role at Court/ in Politics	Influence on Graf Boris	Role in Political Intrigue
Josef Sparsam (JSp)	H	M	57	N	Chancellor	⚔⚔⚔	Controlled by Evil Law Lord (via drugs)
Dieter Schmiedehammer (DS)	H	M	35	G	Graf's Champion	⚔	Controlled by Evil Law Lord (via hypnosis)
Rallane Laffarel (RL)	E	M	96	G	Court Minstrel	-⚔-	Good guy, very concerned
Katarina Tödringer (KT)	H	F	19	G	Graf's Daughter	⚔⚔⚔⚔	Not involved in politics
Hildegard Zimmerlich (HZ)	H	F	78	L	Katarina's Chaperone	⚔	Not involved in politics
Ulrich Schutzmann (US)	H	M	48	N	Military Commander	⚔ (as group)	Trying to keep out of politics, but worried
Johann Schwermutt (JSc)	H	M	50	N	Military Commander		
Maximilian von Genscher (MvG)	H	M	43	G	Military Commander		
Albrecht Helseher (AH)	H	M	64	N	High Wizard	⚔	Angry at "spellbook" tax
Janna Eberhauer (JE)	H	F	33	G	Deputy High Wizard		
High Priest Ar-Ulric (AU)	H	M	48	N	Representative of clerical and temple interests	⚔	Controlled by evil Law Lord (via blackmail)
Emanuelle Schlagen (ES)	H	F	28	N	Lady at Court, Graf's Paramour	⚔⚔⚔	Controlled by evil Law Lord (via blackmail)
Kirsten Jung (KJ)	H	F	26	G	Lady at Court	0	Not involved in politics

⚔⚔⚔ = Powerful

⚔⚔ = Moderate

⚔ = Modest

NB: Those without influence of their own may have influence on others who *do* have influence of Graf Boris, and/or have useful information.

JOSEF SPARSAM (JSp)

Race: Human
Sex: Male
Age: 57
Role: Chancellor
Alignment: Neutral
**Influence on
Graf Boris:**
Moderate ⚔⚔



Key Goals:

1. Retaining position.
2. Satisfying his drug habit.

Planned Activities During Carnival Week

Wellentag

7-10pm: Opera Recitals (Royal College of Music)

Aubentag

Marktag

DIETER SCHMIEDEHAMMER (DS)

Race: Human
Sex: Male
Age: 35
Role: Graf's Champion
Alignment: Good
**Influence on
Graf Boris:**
Modest ⚔



Key Goals:

1. His impending marriage to Kirsten Jung
2. General "good fellowship"

Planned Activities During Carnival Week

Wellentag

11-1pm: Defending title as Champion (Square of Marials)
4-6pm: Watching Minotaur fights (Bezzerau Stadium)
7-11pm: Real Ale Festival (Geax Park) (+RL, AF, KJ)

Aubentag

11am-1pm: Defending title as Champion (Square of Marials)
4-6pm: Matinee of Bards and Poets (Royal College of Music)
8-11pm: Real Ale Festival (Geax Park) (+RL, AF, KJ)

Marktag

11am-1pm: Defending title as Champion (Royal College of Music) (+KJ)
2-4pm: Archery Tournament (may try his hand) (Square of Marials) (+KJ)
5-6pm: Bazzumbel's Incredible Elephant Show (Square of Marials)
6-8pm: Garden Party (Royal Gardens)
8-11pm: Real Ale Festival (Geax Park) (+AF)

NPC CHART

Name	Race	Sex	Age	Al.	Role at Court/ in Politics	Influence on Graf Boris	Role in Political Intrigue
Petra Liebkosen (PL)	H	F	25	N	Lady at Court	0	Not involved in politics
Natasha Sinnlich (NS)	H	F	26	E	Lady at Court	0	Not involved in politics
Siegfried Prunkvoll (SP)	H	M	34	L	Knight Eternal (totemic post)	0	Not directly involved in politics
Allavandrel Fanmaris (AF)	E	M	101	G	Master of the Hunt	0	Not directly involved with politics; good guy
Gotthard Goebbel (GG)	H	M	41	E	Chairman of Merchants Guild and City Kommission	0	Not directly involved in influential way; bad guy
Luigi Pavarotti (LP)	H	M	37	N	Physician to Baron Stefan Tödbringer	4	Not involved in politics - a "foreigner"
Reiner Ehrlich (RE)	H	M	40	G	Law Lord	444444 (as council)	Controlled by Evil Law Lord (via threat) Döppelgänger, allied with evil Law Lord Mastermind
Joachim Höflich (JH)	H	M	51	N	Law Lord		
Karl-Heinz Wasmeier (KHW)	H	M	39	E	Law Lord		

444444 = Powerful

4444 = Moderate

44 = Modest

NB: Those without influence of their own may have influence on others who *do* have influence of Graf Boris, and/or have useful information.

Backertag

11-1pm: Defending title as Champion (Square of Martials) (+KJ)
3-5pm: Owarven Valley Chorus (+KJ) (Royal College of Music)
5-6pm: Horse fair (Great Park)
6-8pm: Garden Party (Royal Gardens) (+KJ)

Bezahlttag

3-5pm: Snorting Football (Bezabau Stadium)
7-10pm: Opera, "The Barbarian of Seville" (+KJ)
(Royal College of Music)

Konigstag

5-7pm: Snorting Football (Bezabau Stadium)

Angestag

2-4pm: Snorting Football (Bezabau Stadium) (+RL, AF)

Festag

Midnight-2am (Wellentag): Black Pool Illuminations
(Great Park) (+RL, AF, KJ, PL, NS)

Wellentag

Backertag

7-10 pm: Opera, "The Barbarian of Seville"
(Royal College of Music)

Bezahlttag

5-6pm: Exhibition of heraldic arts (Square of Martials)

Konigstag

2-4pm: Liturgical Choir (Royal College of Music)

Angestag

6-12pm: Opera, "Ring of the Nibble Unger Lied"
(Royal College of Music)

Festag

6-12pm: Opera, "Ring of the Nibble Unger Lied"
(Royal College of Music)

Wellentag

RALLANE LAFFAREL (RL)

Race: Elven
Sex: Male
Age: 96
Role: Court Minstrel
Alignment: Good
Influence on Graf Boris:
Modest ♣



Key Goals:

1. Clearing his name as alleged inspirer of the Dwarf Tax
2. Concern for Ar-Ulric and Graf's Paramour
3. Sense of civic duty

Planned Activities During Carnival Week

Wellentag

2-3pm: Watching Elven Gymnasts (Royal Gardens)
3-5pm: Matinee of Bards and Poets (Royal College of Music)
6-11pm: Real Ale Festival (Great Park) (+DS, AF)

Aubentag

2-4pm: Watching Elven Gymnasts (Royal Gardens)
4-6pm: Matinee of Bards and Poets (Royal College of Music)
8-11pm: Real Ale Festival (Great Park) (+DS, AF, KJ)

Marktag

2-4pm: Archery Tourney (Square of Martials)
4-7pm: Garden Party (Royal Gardens)
7-10pm: Opera, "The Barbarian of Seville"
(Royal College of Music)

"PRINCESS" KATARINA TÖDBRINGER (KT)

Race: Human
Sex: Female
Age: 19
Role: Graf's Daughter
Alignment: Good
Influence on Graf Boris:
Powerful ♣♣♣



Key Goals:

1. Acquiring a tall, dark (well, maybe!), handsome prince
2. Charitable work
3. Safety of her family

Planned Activities During Carnival Week

Wellentag

3-5pm: Matinee of Bards and Poets
(Royal College of Music) (+HZ)
7-9pm: Play, "Midsummer Knight's Dream" (Royal Gardens)
(+HZ)

Aubentag

7-10pm: Opera, "The Barbarian of Seville"
(Royal College of Music) (+HZ)

Marktag

2-4pm: Dwarfven Valley Choir (Royal College of Music) (+HZ)
6-8pm: Garden Party (Royal Gardens) (+HZ)

HILDEGARDE ZIMPERLICH (HZ)

Race: Human
Sex: Female
Age: 78
Role: Chaperone to
"Princess"
Alignment: Lawful
Influence on Graf Boris:
Modest ♣



Key Goals:

1. Loyalty to the Graf
2. Protection of the "Princess"
3. Expulsion of Luigi Pavarotti

Planned Activities During Carnival Week

Wellentag

3-5pm: Matinee of Bards and Poets
(Royal College of Music) (+KT)
7-9pm: Play, "Midsummer Knight's Dream" (Royal Gardens)
(+KT)

Aubentag

7-10pm: Opera, "The Barbarian of Seville"
(Royal College of Music) (+KT)

Marktag

2-4pm: Dwarfven Valley Choir (Royal College of Music) (+KT)
6-8pm: Garden Party (Royal Gardens) (+KT)

WATCH COMMANDER ULRICH SCHUTZMANN (US)

Race: Human
Sex: Male
Age: 48
Role: Military Commander
Alignment: Neutral
Influence on Graf Boris:
Modest ♣, with others



Key Goals:

1. Preserving the defenses of Middenheim
2. Smooth operation of the City Guard during Carnival Week
3. Keeping the military out of politics

Planned Activities During Carnival Week

Wellentag

11am-1pm: Combats with the Champion
(Square of Martials) (+JSc)
4-5pm: Minotaur Fights (Bernabau Stadium) (+JSc, MvC)
9-10pm: Real Ale Festival (Great Park)

Aubentag

2-4pm: Archery Tourney (Square of Martials)

Marktag

12 noon-1pm: Firebreathers (Bernabau Stadium)
4-5pm: Minotaur Fights (Bernabau Stadium)

Backertag

2-3pm: Druidic life-sculpture (Royal Gardens)
5-6pm: Visit to the Temple of Shallya (+HZ)

Bezahltag

11am-12 Noon: Ice Dance Championships
(Square of Martials) (+HZ)
3-5pm: Elven Lightsingers (Royal College of Music) (+HZ)

Konigstag

4-5pm: Pageants and Jousting (Great Park) (+HZ)
5-6pm: Exhibition of Heraldic Arms (Square of Martials) (+HZ)
6-7pm: Evening Walkabout in Upper-Middle Class Area (+HZ)

Angestag

2-4pm: Liturgical Choir (Royal College of Music) (+HZ)
6-12pm: Opera, "Ring of the Nibel Unger Lieb" (+HZ)

Festag

6-12pm: Opera, "Ring of the Nibel Unger Lieb"
(Royal College of Music) (+HZ)
Midnight-2am (Wellentag): Black Pool Illuminations (Great Park)

Wellentag

Backertag

11am-1pm: Observing Challenges to the Champion
(Square of Martials) (+AF, KT)
2-4pm: Druidic life-sculpture (Royal Gardens)
6-8pm: Snorting football (Beznabau Stadium)

Bezahltag

11am-2pm: Ice Dance Championships (Square of Martials)
3-5pm: Elven Lightsingers (Royal College of Music)

Konigstag

11am-2pm: Ice Dance Championships (Square of Martials)
2-4pm: Liturgical Choir (Royal College of Music)
9-11pm: Black Pool Illuminations (Great Park) (+ES)

Angestag

11am-12.30pm: Water Polo Tourney (Square of Martials)
2-4pm: Snorting football Cup final (Beznabau Stadium) (+DS, AL)

Festag

5-6pm: Laughing at the Jousting (Great Park)
Midnight - 2am (Wellentag): Black Pool Illuminations

Wellentag

Backertag

11am-1pm: Combats with the Champion
(Square of Martials) (+JSc, MvC)
3-5pm: Dwarfven Valley Choirs (Royal College of Music)

Bezahltag

6-8pm: Snorting football (Beznabau Stadium)

Konigstag

5-6pm: Exhibition of Martial Arms (Square of Martials)
9-11pm: Black Pool Illuminations (Great Park)

Angestag

11am-12.30pm: Water Polo Tourney (Beznabau Stadium)
2-4pm: Snorting football Cup final (Beznabau Stadium) (+JSc)

Festag

4-5pm: Pageants and Jousting (Great Park)

Wellentag

Backertag

noon-1pm: firebreathers (Beznabau Stadium)
5-6pm: accompanying Princess on visit to Temple of Shallya
(+KT)

Bezahltag

11am-12 Noon: Ice Dance Championship (Square of Martials)
(+KT)
3-5pm: Elven Lightsingers (Royal College of Music) (+KT)

Konigstag

4-5pm: Pageants and Jousting (Great Park) (+KT)
5-6pm: Exhibition of Heraldic Arms (Square of Martials) (+KT)
6-7pm: Evening Walkabout in Upper-Middle Class Areas (+KT)

Angestag

2-4pm: Liturgical Choir (Royal College of Music) (+KT)
6-12pm: Opera, "Ring of the Nibel Unger Lieb"
(Royal College of Music) (+KT)

Festag

6-12pm: Opera, "Ring of the Nibel Unger Lieb"
(Royal College of Music) (+KT)

Wellentag

GENERAL JOHANN SCHWERMUTT (JSc)

Race: Human
Sex: Male
Age: 50
Role: Military Commander
Alignment: Neutral
Influence on Graf Boris:
Modest ♣, with others



Key Goals:

1. Preserving the defenses of Middenheim
2. Keeping the military out of politics

Planned Activities During Carnival Week

Wellentag

11am-1pm: Combats with the Champion (Square of Martialts) (+US)
4-5pm: Minotaur fights (Beznarau Stadium) (+US, MvG)
5-6pm: Real ale festival (Great Park) (+MvG)
7-9pm: Play, "Midsummer knight's Dream" (Royal Gardens)

Aubentag

8-10pm: Elven lightsingers (Royal Gardens)

Marktag

4-6pm: Matinee of Bards and Poets (Royal College of Music)

MARTIAL MAXIMILLIAN VON GENSCHER (MvG)

Race: Human
Sex: Male
Age: 43
Role: Military Commander
Alignment: Good
Influence on Graf Boris:
Modest ♣, with others



Key Goals:

1. Preserving the defenses of Middenheim
2. Keeping the Military out of Politics

Planned Activities During Carnival Week

Wellentag

2-4pm: Archery Tourney (Square of Martialts)
4-5pm: Minotaur fights (Beznarau Stadium) (+US, JSc)
5-6pm: Real ale festival (Great Park) (+JSc)

Aubentag

11am-1pm: Combat with the Champion
2-4pm: Real ale festival (Great Park)

Marktag

5-7pm: Garden Party (Royal Gardens)
7-10pm: Opera, "The Barbarian of Seville" (Royal College of Music)

ALBRECHT HELSEHER (AH)

Race: Human
Sex: Male
Age: 64
Role: High Wizard (Level 3)
Alignment: Neutral
Influence on Graf Boris:
Modest ♣, with Janna Eberhauer



Key Goals:

1. Repeal of spellbook tax
2. Preserving the defenses of Middenheim

Planned Activities During Carnival Week

Wellentag

7-9pm: Play, "Midsummer knight's Dream" (Royal Gardens)

Aubentag

Marktag

5-6pm: Garden Party (Royal Gardens)

JANNA EBERHAUER (JE)

Race: Human
Sex: Female
Age: 33
Role: Deputy High Wizard (Level 2)
Alignment: Neutral
Influence on Graf Boris:
Modest ♣, with Albrecht Helseher



Key Goals:

1. Repeal of spellbook tax

Planned Activities During Carnival Week

Wellentag

3-4pm: Elven Gymnasts (Royal Gardens)
7-10pm: Opera Recitals (Royal College of Music)

Aubentag

2-4pm: Archery Tourney (Square of Martialts)
8-10pm: Elven lightsingers (Royal Gardens)

Marktag

4-5pm: Matinee of Bards and Poets (Royal College of Music)
5-8pm: Garden Party (Royal Gardens)

Backertag

11am-1pm: Combat with the Champion
(Bezrabau Stadium) (+US, JSc)
3-5pm: Snorting football (Bezrabau Stadium)
5-6pm: Elephant show (Square of Martials)

Bezahltag

3-4pm: Flying Displays (Great Park)
6-8pm: Snorting football (Bezrabau Stadium)

Konigstag

5-6pm: Exhibition of heraldic arts (Square of Martials)
9-10pm: Black Pool Illuminations (Great Park)

Angestag

2-4pm: Snorting football Cup final (Bezrabau Stadium)

Festag

12 midnight - 2am (Wellentag): Black Pool Illuminations,
Grand finale (Great Park) (+JSc)

Wellentag

Backertag

11am-1pm: Combats with the Champion
(Square of Martials) (+US, MvG)
6-7pm: Elephant show (Square of Martials)

Bezahltag

12 Noon-1pm: firebreathers (Bezrabau Stadium)
5-6pm: Exhibition of heraldic arts (Square of Martials)

Konigstag

2-3pm: Pageants and jousting (Great Park)
5-7pm: Snorting football (Bezrabau Stadium)

Angestag

2-4pm: Snorting football Cup final (Bezrabau Stadium)

Festag

12 Midnight-2am (Wellentag): Black Pool Illuminations
(Great Park) (+MvG)

Wellentag

Backertag

Noon - 1pm: firebreathers (Bezrabau Stadium)
2-4pm: Heraldic life-sculpting (Royal Gardens)
4-6pm: Horse fair (Great Park)

Bezahltag

11am-2pm: Ice Dancing (Square of Martials)
3-4pm: Flying Displays (Great Park) (+AH)

Konigstag

2-4pm: Laughing at the jousting nobles (Great Park) (+PL)
9-11pm: Black Pool Illuminations (Great Park) (+AH)

Angestag

9-11pm: Black Pool Illuminations (Great Park) (+AH)

Festag

12 Midnight - 2am (Wellentag): Black Pool Illuminations
(Great Park) (+AH)

Wellentag

Backertag

Bezahltag

3-4pm: Flying Displays (Great Park) (+JE)

Konigstag

9-11pm: Black Pool Illuminations (Great Park) (+JE)

Angestag

9-11pm: Black Pool Illuminations (Great Park) (+JE)

Festag

12 Midnight - 2am (Wellentag): Black Pool Illuminations
(Great Park) (+JE)

Wellentag

HIGH PRIEST AR-ULRIC (AU)

Race: Human
Sex: Male
Age: 48
Role: High Priest,
 Cult of Ulric
Alignment: Neutral
Influence on
Graf Boris:
 Modest ♣



Key Goals:

1. Recovery of blackmail letters
2. Repeal of taxes on temples and clerics
3. Preservation of the power of the Cult of Ulric

Planned Activities During Carnival Week

Wellentag

7-10pm: Opera Recitals (Royal College of Music)

Aubentag

4-6pm: Matinee of Bards and Poets (Royal College of Music)

Marktag

11am-1pm: Challenges to the Champion (Square of Martials)
 7-8pm: Garden Party (Royal Gardens)

EMANUELLE SCHLAGEN (ES)

Race: Human
Sex: Female
Age: 28
Role: Graf's Paramour
Alignment: Neutral
Influence on
Graf Boris:
 Moderate ♣♣



Key Goals:

1. Recovery of blackmail letters
2. Preserving her own safety and position (if possible)

Planned Activities During Carnival Week

Wellentag

2-4pm: Elven Gymnasts (Royal Gardens) (+PL)
 7-10pm: Opera Recitals (Royal College of Music)

Aubentag

8-10pm: Elven Lightsingers (Royal Gardens) (+KJ, PL, NS)

Marktag

4-6pm: Matinee of Bards and Poets
 (Royal College of Music) (+AF)
 6-8pm: Garden Party (Royal Gardens)

KIRSTEN JUNG (KJ)

Race: Human
Sex: Female
Age: 26
Role: Lady at Court
Alignment: Good
Influence on
Graf Boris:
 None (0)



Key Goals:

1. Her marriage to the Graf's Champion

Planned Activities During Carnival Week

Wellentag

2-5pm: Matinee of Bards and Poets (Royal College of Music)
 5-6pm: Real Ale Festival (Great Park) (+PL, NS)
 7-9pm: Play, "Midsummer Knight's Dream"
 (Royal Gardens) (+PL, NS)

Aubentag

2-4pm: Elven Gymnasts (Great Park)
 8-10pm: Elven Lightsingers (Royal Gardens) (+ES, PL, NS)
 10-11pm: Real Ale Festival (Great Park) (+DS, RL, AF)

Marktag

11am-1pm: Watching OS defend title as Champion
 (Square of Martials) (+DS)
 2-4pm: Archery Tourney (Square of Martials) (+DS)
 6-8pm: Garden Party (Royal Gardens) (+DS)

PETRA LIEBKSEN (PL)

Race: Human
Sex: Female
Age: 25
Role: Lady at Court
Alignment: Neutral
Influence on
Graf Boris:
 None (0)



Key Goals:

1. Acquisition of material wealth

Planned Activities During Carnival Week

Wellentag

11am-1pm: Combats with the Champion (Square of Martials)
 2-4pm: Elven Gymnasts (Royal Gardens) (+ES)
 5-6pm: Real Ale Festival (Great Park) (+KJ)
 7-9pm: Play, "Midsummer Knight's Dream" (Royal Gardens) (+KJ, NS)

Aubentag

2-4pm: Archery Tourney (Square of Martials)
 8-10pm: Elven Lightsingers (Royal Gardens) (+ES, KJ, NS)

Marktag

4-8pm: Garden Party (Royal Gardens)

NATASHA SINNLICH (NS)

Race: Human
Sex: Female
Age: 25
Role: Lady at Court
Alignment: Evil
Influence on Graf Boris:
None (0)



Key Goals:

1. Acquisition of political power

Planned Activities During Carnival Week

Wellentag

4-5pm: Matinee of Bards and Poets (Royal College of Music)
7-9pm: Play, "Midsummer Knight's Dream" (+KJ, PL) (Royal Gardens)

Aubentag

4-5pm: Minotaur fights (Bernabau Stadium)
8-10pm: Elven Lightsingers (Royal College of Music) (+ES, KJ, PL)

Marktag

4-5pm: Minotaur fights (Bernabau Stadium)
5-8pm: Garden Party (Royal Gardens)

SIEGFRIED PRUNKVOLL (SP)

Race: Human
Sex: Male
Age: 34
Role: Knight Eternal
Alignment: Lawful
Influence on Graf Boris:
None (0)



Key Goals:

1. All chivalric, etc.
2. Duty to the Graf and Middenheim.

Planned Activities During Carnival Week

Wellentag

11am-1pm: Combats with the Champion (Square of Martials)
2-4pm: Archery Tournney (Square of Martials)
7-9pm: Play, "Midsummer Knight's Dream" (Royal Gardens)

Aubentag

11am-1pm: Combats with the Champion (Square of Martials)
4-5pm: Minotaur fights (Bernabau Stadium)

Marktag

2-4pm: Archery Tournney (Square of Martials)
4-5pm: Garden Party (Royal Gardens)

ALLAVENDREL FANMARIS (AF)

Race: Elven
Sex: Male
Age: 101
Role:
Master of the Hunt
Alignment: Good
Influence on Graf Boris:
None (0)



Key Goals:

1. Hedonistic self-indulgence
2. Absolving Rallane of blame for Dwarf Tax
3. Sense of civic duty

Planned Activities During Carnival Week

Wellentag

11am-1pm: Combats with the Champion (Square of Martials)
2-4pm: Archery Tournment (Square of Martials)
4-5pm: Matinee of Bards and Poets (Royal College of Music)
7-11pm: Real ale festival (+DS, RL) (Great Park)

Aubentag

2-4pm: Archery Tournney (Square of Martials)
4-5pm: Minotaur fights (Bernabau Stadium)
5-6pm: Matinee of Bards and Poets (Royal College of Music)
8-11pm: Real ale festival (Great Park) (+DS, RL, KJ)

Marktag

12 Noon - 1pm: Firebreathers (Bernabau Stadium)
2-4pm: Archery Tournney (Square of Martials)
4-6pm: Matinee of Bards and Poets (+ES) (Royal College of Music)
6-8pm: Garden Party (Royal Gardens)
8-11pm: Real ale festival (Great Park) (+DS)

GOTTHARD GOEBBELS (GG)

Race: Human
Sex: Male
Age: 41
Role: Chairman of Merchants Guild
Alignment: Evil
Influence on Graf Boris:
None (0)



Key Goals:

1. Protecting his position
2. Acquiring more money and goods

Planned Activities During Carnival Week

Wellentag

1-3pm: Real ale festival (Great Park)
7-10pm: Opera Recitals (Royal College of Music)

Aubentag

4-5pm: Minotaur fights (Bernabau Stadium)
7-10pm: Opera, "The Barbarian of Seville" (Royal College of Music)

Marktag

4-5pm: Minotaur fights (Bernabau Stadium)
5-7pm: Garden Party (Royal Gardens)

Backertag

12 Noon- 1pm: Firebreathers (Beznarau Stadium)
2-4pm: Druidic Life-sculpting (Royal Gardens)

Bezahltag

3-4pm: Flying Displays (Geear Park)
7-10pm: Opera, "The Barbarian of Seville"
(Royal College of Music)

Konigstag

11am-2pm: Ice Dancing (Square of Martials)
9-11pm: Black Pool Illuminations (Geear Park) (+RL)

Angestag

11am-12.30pm: Water Polo Tourney (Square of Martials) (+KJ, PL)
9-11pm: Black Pool Illuminations (Geear Park) (+AU)

Festag

Wellentag

Backertag

2-3pm: Druidic Life-sculpting (Royal Gardens)
3-6pm: Horse Fair (Geear Park)

Bezahltag

3-5pm: Elven Lightsingers (Royal College of Music)
5-6pm: Exhibition of Heraldic Arts (Square of Martials)

Konigstag

2-4pm: Liturgical Choir (Royal College of Music)
7-10pm: Opera, "The Barbarian of Seville"
(Royal College of Music)

Angestag

2-4pm: Liturgical Choir (Royal College of Music)
9-11pm: Black Pool Illuminations (Geear Park) (+ES)

Festag

Wellentag

Backertag

2-3pm: Druidic Life-sculpting (Royal Gardens)
5-6pm: Elephant Show (Square of Martials)

Bezahltag

12 Noon-1pm: Firebreathers (Beznarau Stadium)
2-3pm: Druidic Life-sculpting (Royal Gardens)
7-10pm: Opera, "The Barbarian of Seville"
(Royal College of Music)

Konigstag

2-4pm: Laughing at the Jousting Nobles (Geear Park) (+JE)

Angestag

11am-12.30pm: Water Polo Tourney (Square of Martials) (+ES, KJ)

Festag

12 Midnight - 2am (Wellentag): Black Pool Illuminations
(Geear Park) (+DS, RL, AF, KJ, NS)

Wellentag

Backertag

11am-1pm: Watching OS defend title as Champion
(Square of Martials) (+DS, RL, AF)
3-5pm: Dwarfven Valley Choirs (Royal College of Music) (+DS)

Bezahltag

3-5pm: Elven Lightsingers (Royal College of Music)
7-10pm: Opera, "The Barbarian of Seville"
(Royal College of Music) (+DS)

Konigstag

11am-2pm: Ice Dancing (Square of Martials) (+AF)
2-4pm: Liturgical Choir (Royal College of Music)

Angestag

11am-12.30pm: Water Polo Tourney (Square of Martials) +ES, PL)

Festag

12 Midnight - 2.00am (Wellentag): Black Pool Illuminations
(Geear Park) (+DS, RL, AF, PL, NS)

Wellentag

Backertag

11am-1pm: Combats with the Champion (Square of Martials)
3-6pm: Horse fair (Great Park)
7-10pm: Opera, "The Barbarian of Seville" (Royal College of Music)

Bezahltag

5-6pm: Exhibition of heraldic arts (Square of Martials)

Konigstag

2-5pm: Pageants of Jousting (Great Park)
5-6pm: Exhibition of Martial Arts (Square of Martials)

Angestag

2-4pm: Liturgical Choir (Royal College of Music)
6-12pm: Opera, "Ring of the Nibel Unger Lied"
(Royal College of Music)

Festag

2-5pm: Pageants and Jousting (Great Park)
6-12pm: Opera, "Ring of the Nibel Unger Lied"
(Royal College of Music)
12 Midnight-2am (Wellentag): Black Pool Illuminations (Great Park)

Wellentag

Backertag

11am-1pm: Combats with the Champion (Square of Martials)

Bezahltag

12 noon-1pm: Firebreathers (Bernabau Stadium)
3-4pm: Flying Displays (Great Park)
5-6pm: Exhibitions of heraldic arts (Square of Martials)

Konigstag

2-5pm: Pageants and Jousting (Great Park)
7-10pm: Opera, "Barbarian of Seville" (Royal College of Music)

Angestag

2-4pm: Snorting Football Cup (yes, really!) (Bernabau Stadium)

Festag

12 Midnight - 2am (Wellentag): Black Pool Illuminations (Great Park)

Wellentag

Backertag

2-6pm: Horse fair (Great Park)
6-8pm: Snorting Football (Bernabau Stadium)

Bezahltag

3-5pm and 6-8pm: Snorting Football (Bernabau Stadium)
5-6pm: Exhibition of heraldic arts (Square of Martials)

Konigstag

2-4 and 5-7pm: Snorting Football (Bernabau Stadium)

Angestag

2-4pm: Snorting Football Cup final (Bernabau Stadium)
6-12pm: Opera, "Ring of the Nibel Unger Lied"
(Royal College of Music)

Festag

6-12pm: Opera, "Ring of the Nibel Unger Lied"
(Royal College of Music)
12 midnight - 2am (Wellentag): Black Pool Illuminations
(Great Park)

Wellentag

Backertag

11am-1pm: Challenges to the Champion (+RL, KJ) (Square of Martials)
2-4pm: Horse fair (Great Park)
4-6pm: Snorting Football (Bernabau Stadium)
7-10pm: Opera, "The Barbarian of Seville" (Royal College of Music)

Bezahltag

12 noon-1pm: Fire Breathers (Bernabau Stadium)
3-5pm: Elven Lightsingers (Royal College of Music)
6-8pm: Snorting Football (Bernabau Stadium)

Konigstag

11am-2pm: Ice Dancing (+KJ) (Square of Martials)
2-4pm: Snorting Football (Bernabau Stadium)

Angestag

11-12.30pm: Water Polo Tourney (Square of Martials)
2-4pm: Snorting Football Cup final (Bernabau Stadium)

Festag

12 Midnight-2am (Wellentag): Black Pool Illuminations
(Great Park)

Wellentag

"HERR DOKTOR" LUIGI PAVAROTTI (LP)

Race: Human
Sex: Male
Age: 37
Role: Physician
to Baron Stefan
Alignment: Neutral
**Influence on
Graf Boris:**
Modest ♣



Key Goals:

1. Hedonistic self-indulgence.
2. Well-being of Baron Stefan Tödbringer.
3. Retaining his position

Planned Activities During Carnival Week

Wellentag

2-5pm: Matinee of Bards and Poets (Royal College of Music)

Aubentag

5-7pm: Real Ale Festival (Great Park)
7-10pm: Opera Recitals (Royal College of Music)

Marktag

12 noon-4pm: Real Ale Festival (Great Park)
4-6pm: Matinee of Bards and Poets (Royal College of Music)
8-10pm: Elven Lightsingers (Royal Gardens)

JOACHIM HÖFLICH (JH)

Race: Döppelgänger
Sex: N/A
Age: Looks about 45
Role: Law Lord
Alignment: Neutral
**Influence on
Graf Boris:**
Powerful ♣♣♣ ,
with others



Key Goals:

1. Retaining position, then
2. Taking the place of Graf Boris

Planned Activities During Carnival Week

Wellentag

7-9pm: Play, "Midsummer Knight's Dream"
(Royal Gardens) (+K-HW)

Aubentag

8-10pm: Elven Lightsingers (Royal Gardens)

Marktag

7-10pm: Opera, "The Barbarian of Seville"
(Royal College of Music)

KARL-HEINZ WASMEIER (K-HW)

Race: Human
Sex: Male
Age: 39
Role: Law Lord
Alignment: Evil
**Influence on
Graf Boris:**
Powerful ♣♣♣♣ ,
with others



Key Goals:

1. Wealth
2. Power
3. Magic
4. Chaos (See main text)

Planned Activities During Carnival Week

Wellentag

7-9pm: Play, "Midsummer Knight's Dream" (Royal Gardens) (+JH)

Aubentag

7-10pm: Opera, "The Barbarian of Seville"
(Royal College of Music)

Marktag

4-6pm: Matinee of Bards and Poets (Royal College of Music)

Heidi I am a
Pisnery
of Bestmen

Backertag

Bezahlttag

5-6pm: Exhibition of heraldic arts (Square of Martials) (+KHW)

Konigstag

2-4pm: Liturgical Choir (Royal College of Music) (+KHW)

Angestag

6-12pm: Opera, "Ring of the Nibble Unger Lied"
(Royal College of Music) (+KHW)

Festag

6-12pm: Opera, "Ring of the Nibble Unger Lied"
(Royal College of Music) (+KHW)

Wellentag

Backertag

5-7pm: Elephant Show (Square of Martials)
7-10pm: Opera, "The Barbarian of Seville" (Royal College of Music)

Bezahlttag

3-5 and 6-8pm: Snotling football (Bernabau Stadium)

Konigstag

2-4pm: Liturgical Choir (Royal College of Music)
5-7pm: Snotling football (Bernabau Stadium)

Angestag

2-4pm: Snotling football Cup final (Bernabau Stadium)
6-12pm: Opera, "Ring of the Nibble Unger Lied"
(Royal College of Music)

Festag

6-12pm: Opera, "Ring of the Nibble Unger Lied"
(Royal College of Music)
12 Midnight - 2am (Wellentag): Black pool illuminations (Great Park)

Wellentag



Backertag

11am-1pm: Challenges to the Champion (Square of Martials)

Bezahlttag

5-6pm: Exhibition of heraldic arts (Square of Martials) (+JH)

Konigstag

2-4pm: Liturgical Choir (Royal College of Music) (+JH)

Angestag

6-12pm: Opera, "Ring of the Nibble Unger Lied"
(Royal College of Music) (+JH)

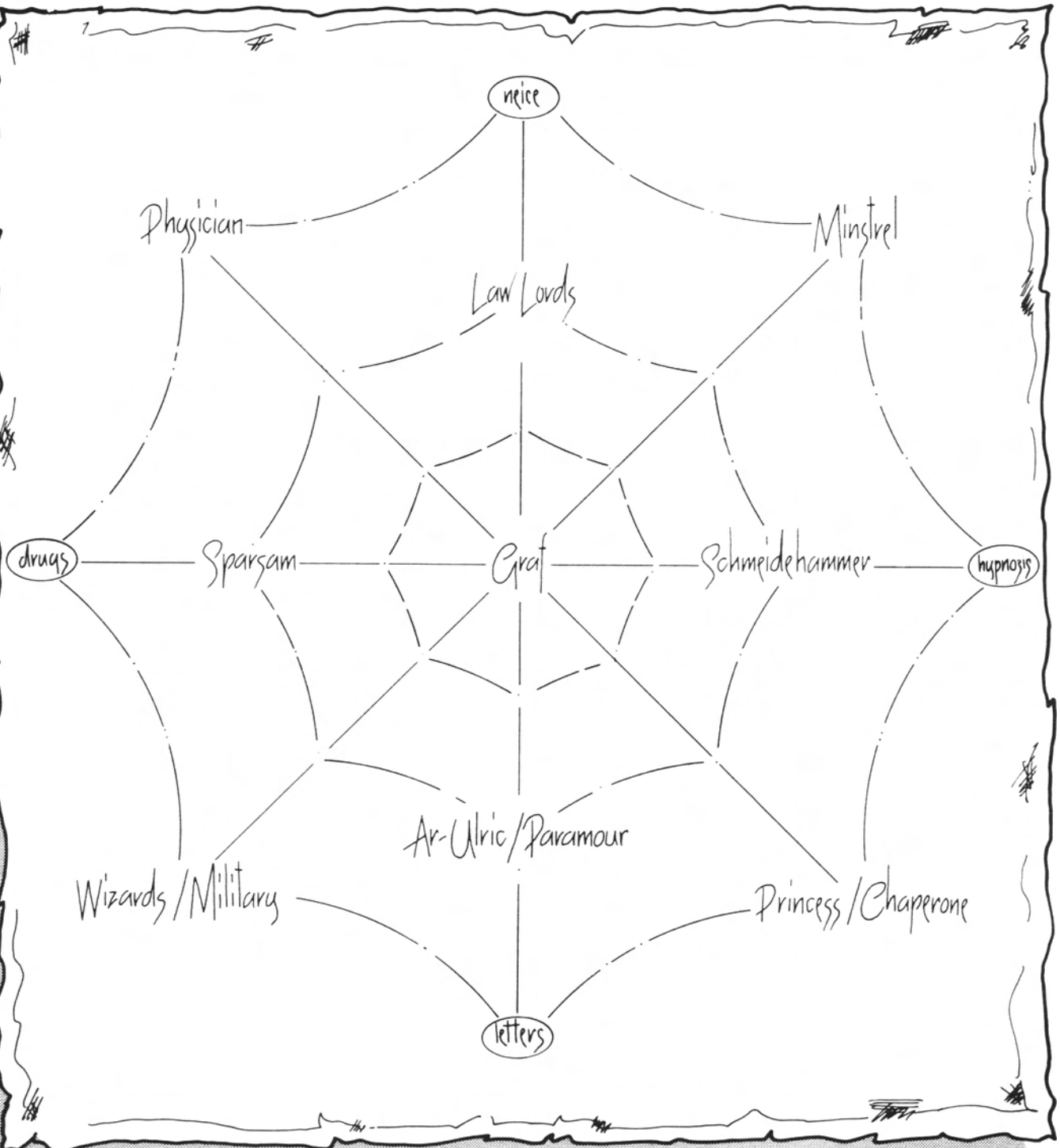
Festag

6-12pm: Opera, "Ring of the Nibble Unger Lied"
(Royal College of Music) (+JH)

Wellentag

Copy this diagram in your own
handwriting and leave it with
Höflich's body.
Destroy this original afterward.

off 12 Ottwanger Allee
Schwartz-Mauer Weg
OSTWALD





HANDOUT 3



HANDOUT 2



HANDOUT 4

MAP 6

Müßentkeim

CITY OF THE WHITE WOLF

LOCATIONS:

PLACES OF INTEREST

1. Mithras Temple
2. Knight's Square
3. Square of Miracles
4. Remembrance Stadium
5. The Showboat
6. The Ringed
7. The Great's Bridge
8. The Great's Bridge
9. The Great's Bridge
10. Temple of Uric
11. Temple of Uric
12. Physician's Guild
13. Remembrance for Non-Humans
14. Remembrance for Non-Humans
15. Remembrance for Non-Humans
16. The Last Drop (inn)
17. Fletcher's Slaughterhouse
18. Fletcher's Slaughterhouse
19. Fletcher's Slaughterhouse
20. Fletcher's Slaughterhouse
21. Fletcher's Slaughterhouse
22. Fletcher's Slaughterhouse
23. Fletcher's Slaughterhouse
24. Fletcher's Slaughterhouse
25. Fletcher's Slaughterhouse
26. Fletcher's Slaughterhouse
27. Fletcher's Slaughterhouse
28. Fletcher's Slaughterhouse
29. Fletcher's Slaughterhouse
30. Fletcher's Slaughterhouse
31. Fletcher's Slaughterhouse
32. Fletcher's Slaughterhouse
33. Fletcher's Slaughterhouse
34. Fletcher's Slaughterhouse
35. Fletcher's Slaughterhouse
36. Fletcher's Slaughterhouse
37. Fletcher's Slaughterhouse
38. Fletcher's Slaughterhouse
39. Fletcher's Slaughterhouse
40. Fletcher's Slaughterhouse
41. Fletcher's Slaughterhouse
42. Fletcher's Slaughterhouse
43. Fletcher's Slaughterhouse
44. Fletcher's Slaughterhouse
45. Fletcher's Slaughterhouse
46. Fletcher's Slaughterhouse
47. Fletcher's Slaughterhouse
48. Fletcher's Slaughterhouse

ADVENTURE LOCATIONS

- N1 Commander Ulrich Schützmann
- N2 General Johann Schermer
- N3 Remembrance
- N4 Remembrance
- N5 Remembrance
- N6 Remembrance
- N7 Remembrance
- N8 Remembrance
- N9 Remembrance
- N10 Remembrance



WARHAMMER FANTASY ROLE-PLAY



COMING SOON

