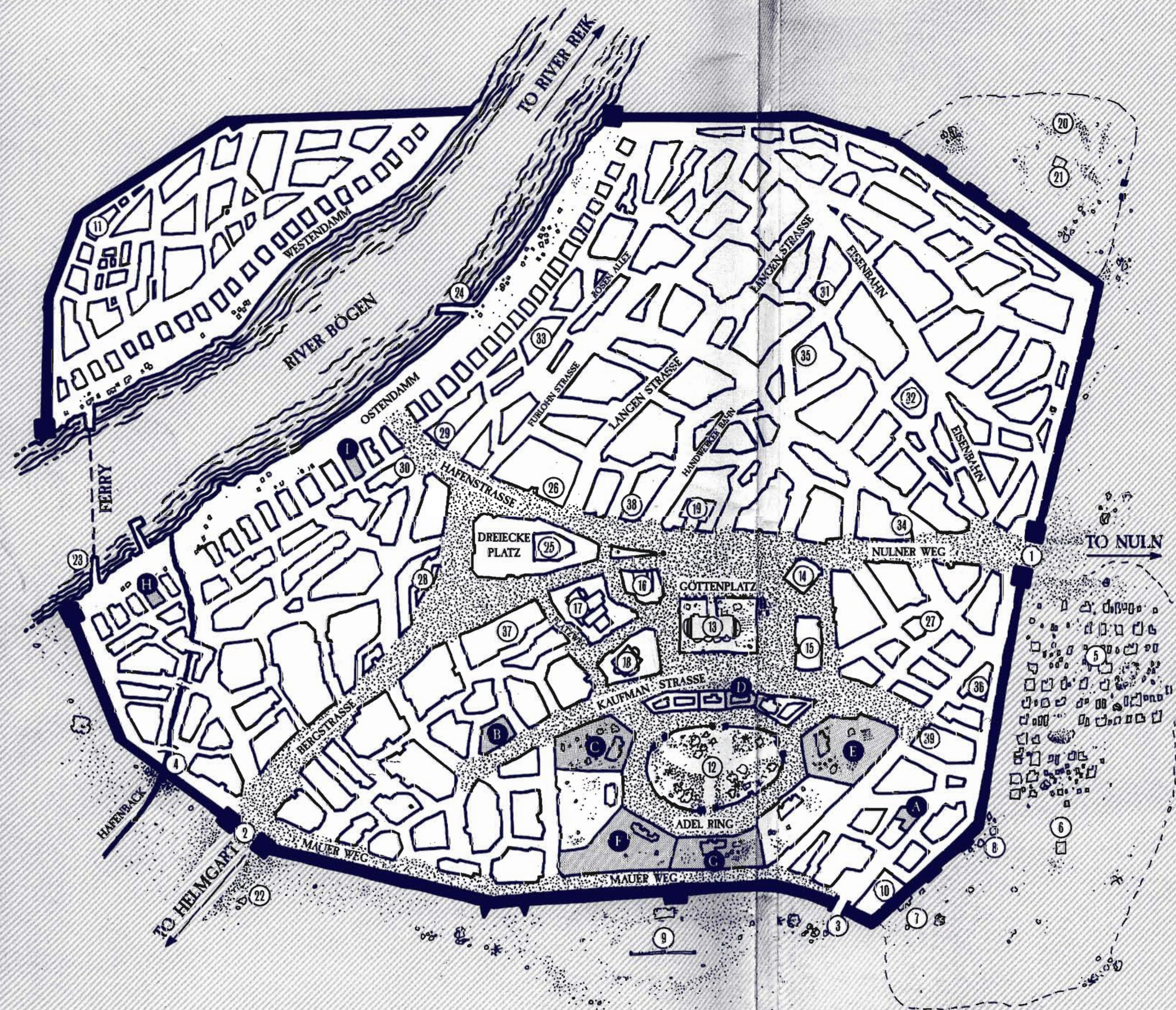


WARHAMMER
FANTASY ROLE PLAY

Shadows Over Bögenhafen



THE ENEMY
WITHIN
CAMPAIGN



•BÖGENHAFFEN•



KEY

1. East Gate
2. West Gate
3. Postern Gate
4. Water Gate
- The Schiffeplatz
5. Livestock Market
6. Wrestling Ring
7. Festival Court and Stocks
8. Peaksnow
9. Jousting Lists
10. Main Guard Barracks
11. "Fort Blackfire" (Guard Barracks)
12. The Park
- The Göttenplatz
13. Temple to Sigmar
14. Temple to Ulric
15. Temple to Myrmidia
16. Temple to Bögenauer
17. Temple to Verena
18. Temple to Manannan
19. Temple to Shallya
20. Graveyard
21. Chapel to Morr
22. Shrine to Tial
23. Kinslayer's Ferry
24. Hagen's wharf
- Dreieckeplatz
25. Town Hall
26. Town Courts
27. Journey's End Inn
28. Golden Trout Club
29. Stevedores' Guild
30. Teamsters' Guild
31. Carpenters' Guild
32. Metalworkers' Guild
33. Cartwrights' Guild
34. Physicians' Guild
35. Masons' Guild
36. Jewelers' Guild
37. Merchants' Guild
38. Mounters' Guild
39. Tailors' Guild
- A The Crossed Pillars Inn
- B Steinhägers' Offices
- C Steinhägers' House
- D Magir's House
- E Teugens' House
- F Raggmorders' House
- G Haagens' House
- H Steinhägers' Warehouse
- I Warehouse No. 13
- Paved Street

WARHAMMER FANTASY ROLE PLAY



Cover Art: Wil Rees
Interior Art: Wil Rees & Ian Miller
Bögenhafen Map: Dave Andrews
Western Empire Map: Geoff Wingate
Gamesmaster's Maps: Charles Elliott

PRODUCED BY
THE GAMES WORKSHOP DESIGN STUDIO
Managing Director - Bryan Ansell; Production
Manager - Richard Eldard; Publications Manager -
Alan Merrett; Development Manager - Jervis
Johnson; Studio Manager - John Blamire; Graphic
Designer - Charles Elliott; Commissioning Editor -
Paul Cockburn; Editor - Marc Gascoigne; Authors -
Jim Bambra, Graeme Davis, Phil Gallagher, Rick
Priestley; Artists - Tony Ackland, Dave Andrews,
Colin Dixon; Typesetting - Julie Weaving; Gail
Morgan; Visualising - Mark Craven; Production
Assistant - Anthony Barton; Finished Art - Ruth
Jeffery, Susan McDougall, David Oliver, Joanne
Podolski, Ann Verley, Richard Wright

Playtesters: Tony Ackland, Matt Connell, Charles
Elliott, Helen Freeman, Richard Halliwell, Bryan
James, Jervis Johnson, Alan Merrett, Aly Morrison,
Bob Naimith, Rick Priestley, Tracy Shaw, Steve
Waters & Pat Whitehead.

Any questions or comments on this product should be
directed to:

Shadows Over Bögenhafen Questions
Games Workshop Design Studio
Enfield Chambers
14-16 Low Pavement
Nottingham
NG1 7JL

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Shadows Over Bögenhafen

by Graeme Davis, Jim Bambra & Phil Gallagher

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The Shadow Lengthens

"Your time runs short, Johannes."

The merchant looked up from his desk, and met the mocking green eyes of his cousin in an even stare.

"Gideon," he said, with an edge of impatience to his voice, "You don't honestly think it had slipped my mind." Gideon reached out a languid hand for the goblet of red wine which stood on the desk.

"Seven years," he purred, looking reflectively into the dark surface of the wine, "We've come a long way together, you and I." The other closed his book with a slap.

"Spare me your rosy memories," he said abruptly. "I don't care to think how often you've recited them. 'You were a forgotten second son when we met,' - he mimicked Gideon's drawling tones with biting sarcasm - 'Now you have wealth, power, everything I promised you,' - 'I'm sick of hearing it, Gideon, so save your breath!'"

"Forsooth, sweet cuz," chuckled Gideon, "Methinks the nearness of payment puts you out of humour!" He used the idiom of formal tragedies deliberately, as he knew that it would irritate Johannes.

"Besides," he went on, "It's not as though you'll be making payment out of your own pocket - so to speak - is it? Or do I detect remorse? Really, Johannes, I hadn't thought you such a milksop." He chuckled again at the other's obvious irritation. "I grant you, had human nature been otherwise, your position might have been more difficult, but it's comforting to know that one can always count on greed. Your plan is flawless, my dear, brilliant cousin - sheer poetry. What can possibly go wrong?"

"Nothing," Johannes replied between clenched teeth, "Sigmar willing."

"Now, Johannes," said Gideon, half-mocking and half-reproving, "You really should know better than that. He can't help you now."

Johannes made no reply. Seven years had taught him there was no way to win when Gideon was in one of these moods.

Using the Module

Shadows over Bogenhafen is an adventure for *Warhammer Fantasy Roleplay*, and is intended for a group of beginning-level characters still in their basic careers. It is the second part of *The Enemy Within* campaign. Although it is

possible to play this adventure as a "one-off", the atmosphere will be greatly enhanced, and the background will be clearer, if you have *The Enemy Within* campaign sourcepack (published separately). The sourcepack contains an introductory adventure, *Mistaken Identity*, which is an ideal lead-in to this module, and provides the adventurers with a number of motives for travelling to Bogenhafen.

The setting for the terrifying events described in this booklet, is the Reikland town of Bogenhafen. All the major locations and those which are used in the adventure have been detailed for you. However, the adventurers have a great deal of freedom as to where they go within the town, and it is inevitable that you will be called upon to improvise one or more minor locations such as shops, inns, and so on. For this reason, information which you are likely to need to refer to throughout the adventure has been collected onto the central pages of this booklet. You should remove these reference sheets before play.

Note that there are two maps of the town. The colour map (*Map 1*) is for the players' use and shows those locations which are well-known to any of the town's inhabitants. The GM's map (*Map 2*), on the inside of the module cover, has extra locations (A-I) which are described at the relevant points in the text.

As Gamesmaster (GM) you should read through the adventure thoroughly before attempting to run it, and should make sure that you are thoroughly familiar with the plot, its setting, and the major NPCs.

The Web Is Spun

Beneath the bustling, everyday exterior of Bogenhafen lies a deadly secret, a secret which may lead to the destruction of the town, and ultimately threaten the very existence of The Empire. For Councillor Johannes Teugen, in an attempt to save his own soul, is unwittingly attempting to open a Chaos Gate in the town.

Teugen has been in the town for only two years, having returned from his studies at the University of Nuln when the death of his elder brother left him as the head of the Teugen family, powerful and respected merchants in Bogenhafen.

In the course of his studies at the University, Teugen became interested in demonology, which culminated in his summoning a Demon named Gideon. In exchange for further knowledge of dark and forbidden magical arts, Teugen promised Gideon his soul, which was to

be reclaimed at the end of seven years. He has profited greatly from Gideon's teachings, and not least from the part which the demon played in the death of his elder brother, Karl. When Karl was struck down by some unknown and terrible disease, magically induced by Gideon, the way was opened for Johannes' meteoric rise to power - but the end of his seven years is fast approaching...

The Ordo Septenarius

Teugen has one chance to escape from the contract. Gideon has led him to believe that if he can find seven willing souls to replace his own, and take part in a special ceremony, he will be free. To this end he has established a secret society in Bogenhafen, called the Ordo Septenarius. On the surface, this is a relatively harmless organisation: recruited from the mercantile classes of the town, the Ordo Septenarius works secretly to raise money for a variety of good causes, and acts as a social club and a medium for confidential business deals between its members.

ABBREVIATIONS

A =	Number of attacks with melee weapon or in unarmed combat
AP =	Armour Points
BS =	Ballistic Skill
CI =	Cool
D =	Damage
Dex =	Dexterity
EP(s) =	Experience Point(s)
ES =	Effective Strength of missile weapons
GC =	Gold Crown
CR =	Complexity Rating of lock
Fel =	Fellowship
GM =	Gamesmaster
I =	Initiative
Int =	Intelligence
Ld =	Leadership
M =	Movement
MP =	Magic Points
NPC =	Non Player Character
P =	Parry
PC =	Player Character
R =	Ranges of missile weapons
Rld =	Reload rate of missile weapons
S =	Strength
T =	Toughness
W =	Wound Points
WFRP =	Warhammer Fantasy Roleplay rulebook
WP =	Will Power
WS =	Weapon Skill

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



The order is headed by Teugen with Gideon playing the role of Teugen's distant cousin and mentor. Beneath these two comes an Inner Council of seven members, none of whom have an inkling as to Gideon's real identity. It is these seven whom Teugen plans to exchange for his own soul. The most important members of the council, for the purposes of this adventure, are Councillors Steinhäger and Magirius (see pull-out section). The others are wealthy and influential citizens of the town, but their identities need not be determined.

There are also 49 rank-and-file members of the society - seven for each Inner Council member. These people know next to nothing about Gideon, and genuinely believe that the society provides a harmless meeting ground for well-intentioned businessmen, and is a worthy benefactor to many of the town's deserving causes.

Only the seven members of the Inner Council know that the society has any other purpose - Teugen has told them that he has the power to influence market forces by the use of sorcery, and that if they will participate in a ceremony with him, Bögenhafen will become the commercial and financial centre of The Empire, and they will all make untold fortunes. Little do they know that Teugen intends to sacrifice their souls to save his own.

But Teugen has been deceived in his turn. Gideon, his patron Demon, is a servant of the Chaos God Tzeentch, and far from saving Teugen's soul, the ritual that Gideon has taught him will in fact sacrifice the entire population of the town and create a minor Chaos Gate, through which fresh hordes of Chaos creatures will pour. Then, The Empire will be caught between the Chaos

hordes threatening Kislev in the north and those issuing from the newly-created gate at Bögenhafen.

The Adventure

The adventure starts during the Schaffenfest - the town's annual festival, running from Mitterfrühl until 2nd Pflugzeit (see *The Imperial Calendar* in *The Enemy Within* sourcepack, published separately). Teugen has just obtained the final ingredient for the ritual - an ancient scroll looted from a tomb in distant Araby - and can begin to make preparations. But a series of chances leads the newly-arrived adventurers to discover the secret temple where he intends to conduct the ritual, and he must make other arrangements while deflecting their enquiries.

Enter The Adventurers

The following information details the rough sequence of events in this adventure. Obviously a great deal depends on what the adventurers do, but Teugen and the Inner Council of the Ordo Septenarius will be reacting to the adventurers' activities and making preparations for the ritual.

The exact date of the ritual is up to you. The adventurers will only gradually become aware of the full implications of Teugen's plans, and thus the day of the ritual should be determined by when you run the encounter with Councillor Magirius who gets cold feet at the last minute (see page 38).

The information below is intended to help you determine what is going on behind the adventurers' backs - you will probably find it useful to refer to it during the course of the adventure.

The Schaffenfest

Teugen obtains the scroll just before the adventurers arrive in town. (see *All the Fun of the Fair*, p9).

Gottri, an unsuspecting, alcoholic Dwarf, is released from the festival stocks (location 8), and is picked up by a servant of Teugen. He is taken to the hidden temple of the Ordo Septenarius (see *The Sewers*, location S7) and sacrificed, his heart being used to cast a *Summon Guardian* spell, and the Guardian Demon is ordered to guard the temple.

A three-legged mutant Goblin escapes from a freakshow (location 7), and runs into the town's sewers. It reaches the



hidden temple, where the Guardian Demon eats it. The adventurers are hired go into the sewers in search of the Goblin (see *Beneath the Town*, p17). They don't find the goblin, but they do find the secret temple, together with a clue which may lead them to suspect one Joseph Steinhäger (an important local merchant and member of the Inner Council of the Ordo Septenarius).

When the adventurers emerge from the sewers, they are told that the Goblin has been found, killed in a warehouse in the town's dockland area. Their reward is denied them and no one seems interested in their story of a mysterious subterranean temple.

Teugen, having realised that the temple has been discovered, makes arrangements for setting up another temple in a disused warehouse (location I). In the course of their enquiries, the adventurers are approached by a Councillor Magirius, (another Inner Circle member) whom Teugen has instructed to deflect any enquiries about the society. Magirius takes them to the Golden Trout for lunch, and tries to persuade them that the organisation is harmless.

The Shadow Deepens

The night before the ritual, Teugen, Steinhäger, Magirius, and the other members of the Inner Council meet at Teugen's house, where Teugen tells them about the change of place for the ritual.

Magirius, having learnt at the meeting that the ritual will involve human sacrifice, loses his nerve and contacts the adventurers, telling them what Teugen has told him about the purpose of the society and promising to help them defeat it. This sets in motion the final series of events.

A note reaches the adventurers, instructing them to come to Magirius' house, as he has more information for them. When they arrive, they find Magirius dead - killed by Gideon, but the circumstantial evidence points to the PCs. The adventurers have just enough time to make good their escape before the Watch can arrest them.



With the hours fast ticking away, the party find themselves being hunted by the authorities in connection with the death of Magirius and also the burning down of a building - an act performed by Gideon in the guise of one of the PCs.

The Appointed Time

Unless the adventurers intervene, the ritual takes place on time. Teugen and all the members of the Inner Council are consumed by the violent opening of the Chaos Gate, which rapidly grows to engulf the entire town. If the adventurers manage to disrupt the ritual, Teugen is claimed by a Chaos Demon on the stroke of midnight, the remaining members of the Inner Council run for their lives, and the warehouse in which the ritual was held burns to the ground.

Beginning The Adventure

There are several ways in which the adventurers can become involved in this adventure. By far the easiest and most satisfactory approach is to play the introductory adventure *Mistaken Identity*, included in *The Enemy Within* campaign pack. This pack also includes invaluable background information on The Empire, together with a map of the area around Bögenhafen. Following on from *Mistaken Identity*, the adventurers should arrive in Bögenhafen with Josef Quartjin, putting in at Haagen's Wharf (location 24 - Maps 1 and 2) some time during the Schaffenfest. They will no doubt be keen to visit Messrs Lock, Stöck and Barl, Lawyers, and find out more about the inheritance which may come their way (see *Visiting the Lawyers*, page 9). Josef will wish to sell his wine and will arrange to meet them at the Schaffenfest (see *Welcome to Bögenhafen*, page 9).

A less satisfactory alternative is to play this adventure as a follow on from *The Oldenboller Contract*, the introductory adventure included in the *Warhammer Fantasy Roleplay* rules. As mentioned in the last part of that adventure, the characters may have several compelling reasons to leave Nuln in a hurry, and

they might well arrive in Bögenhafen by road or river. In this case, you can simply give the players the handbill advertising the Schaffenfest and say "Bögenhafen is lovely at this time of year. You can get there by coach for 77 Crowns each, and it will take you 11 days." Then, you can either play out the journey from Nuln to Bögenhafen, with all its dangers, as a separate adventure, or just decide that the adventurers reach Bögenhafen without incident. Either way, they will enter the town by the East Gate, about noon on the first day of the Schaffenfest.



Finally, *Shadows over Bögenhafen* could also be run as a complete adventure in its own right, and can be played with a group of characters who have never been adventuring before. The Schaffenfest is an important local fair, and many people come to Bögenhafen at this time in search of employment or to seek specialist help; there are many young Reiklanders at the fair looking for an opportunity to break out of the humdrum round of everyday life, and the characters will be just one group among many such would-be adventurers.



Adventuring In Bögenhafen

Like all towns, Bögenhafen is a bustling place, full of ordinary people going about their business - not just the NPCs who have something to contribute to the plot. Wherever they go during the day, and especially at the Schaffenfest, the adventurers will be surrounded by people. Unless the PCs deliberately try to find somewhere secluded, you should assume that people are milling about in all areas. These people will react to what the adventurers do, and may be a useful source of information.

At night, however, the streets will quickly empty. A thick mist rises from the River Bögen, and the town takes on an eerie, unpleasant appearance, with tendrils of mist swirling through the alleys and avenues. The various quarters of the town and major places of interest are described on the pull-out sheets in the centre of this booklet, together with notes on the town Watch. Refer to these notes whenever you need to determine the type of NPC that the adventurers are likely to encounter in a given place at a given time.

Minor NPCs

A list of profiles and skills of the most commonly encountered types is given on the reference sheet in the separate booklet of handouts and maps. You should improvise the encountered NPC's personality, any companions, and what he/she is doing when encountered. Be careful not to give too much information away to the players - with the exception of watchmen and entertainers, most NPCs will present much the same appearance, so that only their sex and approximate social class will be readily apparent. You can drop hints about the NPC's career by the way in which you play the character, but on the surface the NPC will seem to be just another citizen. Details of the kind of the kind of information available from an ordinary townsman encountered in the street, can be found in *under Common Knowledge in Bögenhafen* (see page 26). Basically, unless stated otherwise elsewhere in the module, you can assume a 40% chance that any inhabitant of the town (not a visitor) knows the location of any specific establishment (armourers, inns, and so on), including those you locate yourself. If the location sought by the adventurers is particularly obscure, or particularly well-known, then this chance may be decreased or increased accordingly. You may also wish to have the PCs make

successful *Gossip* tests to learn such information, but this can be a little abstract, and straightforward role-playing is probably more satisfactory.

Services In Bögenhafen

As will become obvious from the list of Guilds (see the pull-out section), there is a wide variety of professions practised in Bögenhafen, and the availability of all goods listed in *The Consumer Guide* (WFRP, p292), should be used as printed.

Inns

Inns are *plentiful* in Bögenhafen, although the quality of food, drink, and surroundings varies tremendously, depending on the general area. Whenever your group of adventurers decides to head for an inn, you should decide what kind of place it is by following the guidelines below. Then you need only give it a name, and mark its location on your map.

Opening times are usually from midday to midnight, and any inn will have 1D4x10 customers at any time during this period. The dominant career of the NPCs patronising an inn will depend on the area (see the pull-out section), and a quick check with the map to ascertain the nearest guild house should give you an idea as to whether the place is full of merchants, stevedores, carpenters, or whatever. Whenever the PCs enter an inn, make a secret *Fel* test for whoever does most of the talking to determine how the locals react.

Food and drink are available in all inns, and you can determine the general quality by rolling 2D4:

Die Roll	Quality
2	Appalling
3-4	Poor
5	Average
6-7	Good
8	Excellent

You may wish to use modifiers of ± 1 , depending on the area (it should be impossible to find a gourmet meal in the area known as "The Pit", for example!)

Bögenhafen - A Socio- Political Guide

This section is intended to present general background information about the town. You may like to use the town, (if it survives the adventure), as the setting for further adventures of your own, or as the basis for other towns of a similar size in The Empire, and the

information given here should help you to do so. It may also prove useful if the adventurers start trying to involve the town's authorities.

Economy

Bögenhafen has a population of about 5,000, and sits at the highest point of the river Bögen which is navigable by large, river-going vessels. It acts as a local market centre: goods from Altdorf, Nuln and Marienburg come to Bögenhafen by river, and are traded for local wool and wine. Lead and silver, brought down from the mountains are trans-shipped here, for distribution to all parts of The Empire.

Trade is the mainspring of the town's economy, mercantile interests dominate the town's political life, and the real power in Bögenhafen lies in the hands of just four wealthy families (see *Merchant Families*, page 7).

Political Structure

The town lies within the boundaries of the Barony of Saponatheim and falls under the jurisdiction of Baron Wilhelm who holds court at Castle Grauenburg, some 25 miles to the North (for a map of the Reikland see *The Enemy Within* campaign sourcepack). He takes little interest in the town's affairs, however, being content to hold irregular audiences in his castle when he has no more pressing engagements - like "huntin', shootin', and fishin'". If the PCs ask anyone whether they should bring the results of their enquiries to his attention, they will be told that their chances of being seen within three or four weeks are nil.

The Council

In theory, Bögenhafen is ruled by its council, and the few issues that get as far as a council debate are decided on by a straight majority vote. There are fifteen seats on the council but, the majority of these are controlled - directly or indirectly - by the four merchant families, in their position as leading lights of the Merchants' Guild.

Council seats are held by the following dignitaries:

Four representatives of the Merchants' Guild; one of these is Teugen, in his capacity as Master of the Merchants' Guild (this position is invariably held by one of the four great families), and traditionally one seat is always held by a member of the Magirus family, the most influential of the lesser mercantile concerns. The remaining two seats are held by members of the lesser merchant families.

One representative of each of the major merchant families (see below); normally the head of the house, but sometimes an appointed representative.

The local priest of Sigmar.

The heads of the Physicians', Tailors' and Weavers', Teamsters', Stevedores', and Mourners' Guilds (the holder of the latter seat is currently also the local priest of Mórr; he is normally consulted when an area of paupers' graves has become full and another must be dug).

One representative of the Craft Guilds, chosen from among the heads of Cartwrights', Carpenters', Jewellers', Metalworkers' and Masons' Guilds

Other individuals may be summoned to attend the council from time to time, where the business affects them particularly. They do not vote in council meetings, but are called upon purely in an advisory capacity. The most common of these are:

The local priestess of Verena who is respected as an impartial voice of wisdom and justice, and who is occasionally even given a vote by common consent; the Captain of the Watch who may be called upon where matters of law and order are concerned; and the Watch Sergeants who serve as representatives of the various areas of town which come under their jurisdiction. This makes it difficult to pursue complaints against the Watch, although some of the Guilds are prepared to represent their members in such cases.

Other priests attend the council when the business concerns their temples or the interests of their deities. They generally have a consulting role, but may be given a vote by common consent.

Power Blocks

The town's merchants form the most powerful faction in the council; when all four families - Haagen, Teugen, Steinhäger and Ruggbroder - stand behind the Guild, the merchants can muster eight votes, and they can generally count on the support of the Physicians and the Tailors and Weavers, giving a total of ten votes. Given that the Temple of Sigmar (and consequently the Mourners) will generally vote with the establishment, and that the Stevedores will almost always vote against the Teamsters, this is more than enough to secure a majority. The Chairman of the council is nearly always from the Merchants' Guild.

The political stance of the other council members shifts constantly, depending on deals and alliances which are made and remade almost daily. The general pattern of alliances is as follows:

The Physicians, and the Tailors and Weavers normally vote with the Merchants' Guild.

The Mourners normally vote with the Temple of Sigmar; the Temple represents the whole temple quarter, so that the priest of Sigmar acts as a representative for the other clergy of the town.

The Teamsters normally vote with the Craft Guilds.

The Stevedores and Teamsters invariably vote against each other.

The merchant families frequently vote with the Merchants' Guild, but form endless temporary alliances and oppositions.

Guilds

As is common elsewhere in the Reikland, the Guilds of Bögenhafen have an almost total monopoly of the labour market in the trades with which they are concerned. More details on the functions and internal organisations of guilds in The Empire can be found in *The Enemy Within* campaign sourcepack. Suffice it to say that Guild membership is compulsory in most cases for any person wishing to ply a trade in the town. When a large job needs to be undertaken, especially if it is one commissioned by the town council, by another Guild, or by one of the four great merchant families, tradition dictates that it is the relevant Guild which must be approached, rather than a craftsman or group of craftsmen. The Guild negotiates the fee for the job and the cost of materials, and parcels the labour out among its members on a sub-contract basis.

In addition to the usual guilds that you might expect to find in almost any Reikland settlement, there are three special cases worthy of somewhat closer examination.



The Merchants' Guild (location 37) is noteworthy in that it is by far the most powerful in the town, not least because it is the Merchants' who have created (and still control) most of the town's wealth. It is also currently rife with members of the Ordo Septenarius who believe Teugen to be the greatest asset of both town and guild. The Ruggbroder family (see below) are an exception to this, however, and

their fortunes are currently on the decline. Not surprisingly, competition from outside is not tolerated, but members are more or less free to conduct their business as they see fit.



The main functions of the **Physicians' Guild** (location 34) are to act as an adjudicator for complaints against its members (which are rare, since the Guild will only hear complaints from the patient in person) and to keep the town free of charlatans. From time to time it will also issue edicts recommending one course of treatment or proscribing another; the penalty for employing a proscribed course of treatment is dismissal from the Guild, even if the treatment is successful. Any person found practising medicine in Bögenhafen who is not a Guild member is liable to instant arrest on charges of assault and attempted murder; the patient is not permitted to speak on behalf of the accused, and the Guild has a standing reward of 10 Crowns for information leading to such an arrest. There are several surgeons in Bögenhafen, as an enquiry at the guild headquarters will discover. They may be consulted by the adventurers at the usual cost of 3GCs.



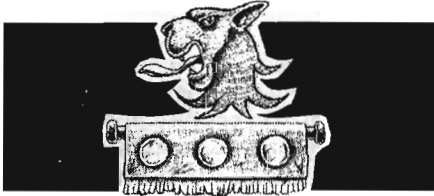
The Mourners' Guild (location 38) is a religious organisation dedicated to the Cult of Mórr (see *WFRP*, p197), and is responsible for organising funerals and seeing to the upkeep of the graveyard (location 20). It is maintained, not out of membership fees, but from the money paid by those for whom it arranges funerals. It also supervises the construction of tombs and other monuments in the graveyard, splitting the income from such work with the Masons' Guild. Any character who conducts a funeral or disposes of a body without the supervision of the Mourners' Guild risks arrest on charges of bodysnatching and/or necromancy; as with the Physicians' Guild, there is a standing reward of 10 Crowns for information leading to the arrest of such miscreants.

Merchant families

There are four notable merchant families in Bögenhafen: Haagen, Teugen, Steinhäger and Ruggbroder. In addition, there are several smaller mercantile concerns, but nearly all long-distance trade is conducted by the four great families.

Shadows Over Bögenhafen

The Haagen family are Wastelanders, with several trading contacts in Marienburg, and are Bögenhafen's main dealers in luxury goods. Since the bulk of their trade is by river, the Haagens are closely allied to the Stevedores' Guild, and they maintain their own small fleet of sailing barges. The family is headed by Jochen Haagen, and owns a wharf (24 on Map 2), five adjoining warehouses, and a suite of offices on the Bergstrasse. The family house is shown as location G2 on Map 2.



The Ruggbroder family deal mainly in grain and other farm produce, bringing it into Bögenhafen in exchange for cloth and metal goods produced in the town itself. They used to have a virtual monopoly of trade with Helmgart and Bretonnia, but are now in competition with the Teugens in that direction. They own several warehouses along the Ostendamm, but do not actively involve themselves in river shipping, using the boats and crews of their suppliers or small independent operators instead. The Ruggbroder family has close connections with the Teamsters' Guild, as it is Bögenhafen's largest employer of carters and muleteers. They are the smallest of the four great merchant families, and have the closest connections with the lesser traders of the town. The family is headed by Heironymus Ruggbroder, who maintains a firm hold on the reins of the business despite being well into his seventies. The family house is shown as location F on Map 2.



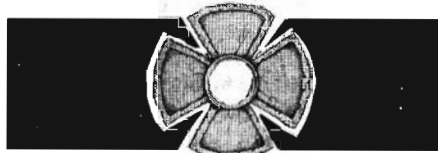
The Steinhäger family has a number of Dwarven and mining contacts, and concentrates mainly on the distribution of goods from Altdorf, Nuln and Marienburg to the communities along the edges of the Grey Mountains, in exchange for furs, metals and other produce. The family is headed by Franz Steinhäger, assisted by his brother Heinrich. They own a wharf and several warehouses, and maintain offices (location B, Map 2) near those of the Teugen family, behind the Merchants' Guild. Like the other

merchant families they live in ostentatious splendour on the Adel Ring (location C, Map 2).



The Teugen family are one of the oldest families in Bögenhafen, and consider themselves to be the nobility of the town. They have never actually held any titles, but they are on friendly terms with many of the noble houses of the Reikland. They own wharves on both banks of the river, as well as a great many of the warehouses along the Ostendamm and the Westendamm and a suite of offices in a small square behind the Merchants' Guild.

The family suffered a decline in its fortunes over the last twenty years or so, which was drastically reversed by the arrival of Johannes Teugen from the university of Nuln. Johannes was the younger brother of Karl Teugen, the family head, and after returning to his home town two years ago for Karl's funeral, he decided to stay on in Bögenhafen as the head of the family (see *The Web is Spun*, page 3).



The Teugen family conduct trade by road and river to all parts of The Empire. Johannes' contacts in Nuln give him access to timber and other produce from Stirland and Averland, and he has also opened up trade in brandy and metals through Helmgart and the the Axebite Pass to Bretonnia. Moreover, he has also been steadily eroding the Haagen family's trade with Marienburg.

Taxes & Revenue

The town council, the Watch and the walls are all maintained out of taxes. There are many taxes levied in Bögenhafen; the principal sources of revenue are listed below:

Gate Tax There is a tax of one Crown per pack-animal or two Crowns per cart on all merchandise entering and leaving the town by road, levied at the gates. This tax is used to maintain the town walls and

gates, and also goes towards the upkeep of the Watch. Members of the Merchants' Guild are exempt from this tax.

Wharf Tax Each wharf is taxed at the rate of one Crown per yard of riverfront per year. The rateable value of each wharf is traditionally paced out by tax officials each year on the first day of Spring, and can vary considerably; it is not unknown for Halflings to be employed by the council for this job, since their shorter pace can lead to increased revenue. This tax is used to maintain the temples of Bögenauer (location 16) and Handrich (location 18), and to offset the cost of Watch patrols on the waterfront. Members of the Merchants' Guild are exempt from this tax.

Trade Tax A tax of one per cent is levied on all bulk goods sold within the town walls, and used to maintain the town hall (location 25) and cover the expenses of the councillors. Members of the Merchants' Guild are exempt from this tax.

Warehouse Tax Each warehouse is taxed at the rate of one Crown per foot of frontage per year. The tax is used in the same way as the Wharf Tax, and also pays for the upkeep of the Ostendamm and Westendamm. Members of the Merchants' Guild are exempt from this tax.

Frontage Tax The owner of every building in Bögenhafen is taxed one Crown per year per foot of street frontage; this tax is used for the maintenance of the paved streets (Nulner Weg, Bergstrasse, Hafenstrasse, Kaufmannstrasse, Mauer Weg, Platz Weg, Adel Ring, Göttenplatz and Dreieckeplatz) and also goes towards the upkeep of the Watch. Temples and Guild buildings are exempt from this tax.

Ship Tax Every inhabitant who owns a ship or boat is taxed one Crown per year per foot of the vessel's length, plus one Shilling per year for every foot of mast in the case of a sailing vessel. This tax is used for general purposes.



Welcome to Bøgenhafen

The adventurers will either arrive by boat (landing at Haagen's Wharf - location 24), or by road from Nuln. In the latter case, their first sight of Bøgenhafen will include the crowded Schaffenfest, which is taking place outside the town walls, and you should encourage them to go and have a look round.

The first two events in this section tie up a couple of loose ends from the introductory adventure, *Mistaken Identity* (see *The Enemy Within* campaign sourcepack), and deal with getting the party from the wharf to the festival. If your group of PCs arrives by road, you may ignore these events and proceed directly to the Schaffenfest (see below).

As the PCs' boat pulls into Haagen's Wharf, the crew (including Josef Quartjin if you have played *Mistaken Identity*) will deal with tying up, and pay any mooring fees. The docks area (area B - Map 3) is relatively quiet, but sounds of merry-making can be clearly heard coming from the direction of the festival. Josef will then pay the PCs their wages, and explain that he has to go to the offices of Herr Ruggbroder (a local merchant - see page 8), to collect payment for delivery of his wine, and to arrange for its unloading by the local stevedores. He will suggest that they take the opportunity to look round the Schaffenfest, which is most definitely "not to be missed".

If you wish to continue Josef's association with the party, he will arrange to meet the adventurers later, either at the festival, or back at the barge. Otherwise, you can have him depart in a day or so, once the PCs are committed to adventuring in the town. If you fear that the PCs might leave with him, he will depart without telling them that he is going; after all, Josef is a rather unreliable itinerant.

Off to the fair!

Josef (or any passer-by) can give directions to the Schaffenfest: "turn left onto the Hafenstrasse and keep goin' straight on to the east gate. You can't miss it!" The main streets are decorated with coloured bunting, and the main flow of the crowds is eastwards to the fair. The party will be surrounded by a happy, laughing crowd, all eager to enjoy the festival. Unless the PCs wish to find the offices of Lock, Stöck, and Barl, you can simply tell them that they get to the fair without incident.

Visiting the lawyers

If the adventurers ask around to try to find the premises of Lock, Stöck and Barl, they will draw a complete blank; no one in the town has ever heard of either the firm or a street called Garten Weg.

They will have more luck if they try to track down the printing firm of Schultz and Friedman, whose names appear on the bottom of the inheritance letter. A successful *Gossip* test in any part of the town will direct them to the printing works on the Fuhrlohnstrasse (exact location at your discretion). Unless the adventurers are offensive or threatening, they will be greeted cordially and, if they ask about the lawyers, will be told that Schultz and Friedman have never heard of them either. The notepaper was printed in a very small quantity for a man who came in one day and asked for it. He didn't look much like a lawyer, but he paid cash, so no questions were asked.

If the PCs describe Adolphus Kuftsos to the printers, they will confirm that this was the man who bought the notepaper.

By now, the adventurers should have reached the conclusion that the letter and the inheritance were all an elaborate hoax to trap the real Kastor Lieberung. There is little for them to do other than while away the rest of the day at the Schaffenfest. One of the printers might even suggest that a visit to the fair is just the thing to cheer them up!

All the fun Of the fair

This part of the adventure serves to introduce the characters to the people of Bøgenhafen. It forms the first link in a tangled chain of events and culminates in a "straightforward expedition" through the town's sewers to rescue an escapee from a freakshow...

Every spring, people from all parts of the Reikland flock to Bøgenhafen for the Schaffenfest. As well as the livestock market, there are stalls and sideshows of all kinds, making the three-day fair a great attraction and one of the highlights of the town's calendar. The area between the East Gate (location 1) and the Postern Gate (location 3) is crowded with livestock pens, market stalls, and sideshows of every description, and the air rings with the cries of showmen and hawkers. It is the perfect place to look for all manner of things: exotic goods, entertainment, and perhaps even employment. Many young hopefuls come to the fair each year, hoping to join the travelling merchants and showpeople and escape the drudgery of their everyday lives.

Running the Schaffenfest

The events at the fair are not intended to run in a straight line, and the adventurers need not come across the encounters and locations in any particular order. They should be allowed to wander about the fairground as they please, encountering locations and NPCs as they go along. The only critical event is that the adventurers should witness the escape of a Chaos Mutant Goblin from the freakshow (location 7), and see it flee into the sewer system (see *The Runaway*, page 16).

In addition to the fixed locations which are marked on the map and detailed later in this chapter, there are numerous optional events and encounters which you may run in any order, as desired.

Your task in this part of the adventure is to create the atmosphere of the fair more than anything else. By describing what the adventurers see around them, and by playing the parts of all the NPCs they encounter, you should bring the noisy, crowded, bustling fairground to life, so that the players will feel encouraged to have their characters wander around looking at the stalls and sideshows, just as people do at a real fair. Tell the players that the area is full of people - from dirty beggars, to well-dressed artisans, from brightly clothed entertainers, to sombre-looking watchmen; the entire spectrum of Bøgenhafen's populace is represented here. There are labourers singing loudly and out-of-tune (having over-indulged themselves at one of the beer tents), babies crying, pedlars hawking their wares, all interwoven into the general hubbub of people enjoying themselves.

Don't worry too much about where the adventurers are on the map - it can be difficult to tell just where you are in a crowded fairground, and as long as the various fixed locations are in more or less the right place, everything should work out well.

Fixed Locations

5. Livestock Market

The northern part of the fairground is given over to the livestock market, consisting of two auction rings surrounded by livestock pens. As the name suggests, the Schaffenfest is mainly a sheep market; roughly three-quarters of the pens are occupied by sheep, and the rest are divided almost equally between cattle and pigs.

The auction rings are busy throughout the day as stock is brought from the pens, paraded round under the critical eyes of the local farmers, and sold to the highest bidder. Farmers come from miles around to buy and sell animals and to meet up with old acquaintances to discuss everything from the price of lambs to last winter's weather and the latest village gossip over a few mugs of ale.

If the adventurers stop and watch for any length of time, use the procedure set out below to determine what is going on.

D100 roll	Stock	Number	Initial Bid	Raised Bids
01-25	Sheep, ewes	6 + D6	2 Crowns	D4 Shillings
26-70	Sheep, lambs	12 + D6	2 Crowns	D4 Shillings
71-80	Sheep, ram	1	3 Crowns	D6 Shillings
81-84	Cattle, heifers	D3	30 Crowns	D4 Crowns
85	Cattle, bull	1	40 Crowns	D10 Crowns
86-90	Cattle, bullocks	D3	30 Crowns	D6 Crowns
91-95	Pigs, weaned piglets	2D3	3 Crowns	D3 Shillings
96-97	Pigs, sow	1	3 Crowns	D4 Shillings
98-00	Pigs, boar	1	5 Crowns	D6 Shillings

1. Roll D100 to determine the type of livestock on auction, and roll the appropriate dice to determine numbers. The livestock enters the ring, and bidding is started at the price per head shown in the *Initial Bid* column.

2. Bidding continues - consult the *Raised Bids* column of the table, and multiply this by the number of animals in the lot, and add this to the current bid.

3. Every round, there is a cumulative 5% chance that there will be no further bids on the lot. Roll D100 - if the result is less than the number of the round times 5%, the bidding is ended.

It is unlikely that a character will actually wish to bid, but you can have some fun by having the auctioneer interpret some movement by one of the PCs (head-scratching, nose-picking, and so on) as a bid. Unless the character realises what is going on



(make a secret *Intelligence* test for him or her), he or she could well end up the proud owner of a long-horned sheep or some other domestic animal. If the character refuses to pay up, the Watch will be called, and the sale enforced (see *Dealing with the Watch*, pull-out section). You should remember that characters who throw their money around will attract the attention of the many pickpockets who are circulating among the crowds (see *Thief!*, page 15).

6. Wrestling Ring

A garishly-dressed showman stands in front of a roped-off area, inviting hopeful contenders from the crowd to fight the champion for a purse of 5 Crowns. If you wish, he will single out one of the PCs (chosen at random), and attempt to goad them into taking part:

"Step right this way and make yourself five Crowns! That's right, sir, five whole Crowns, for no more than a few minutes' mild exertion! All you need to do is last three minutes in the ring with the champion here! Five Crowns if you last three minutes, ten if you defeat the champion within that time!

"You, sir - you look pretty fast on your feet - do you think you could stay out of trouble for three minutes? It's not that long, you know!

"You, there, sir - yes, you - why don't you show your lady friend just how much of a man you are? Just a five-shilling entrance fee and he's all yours!

"Come along, now, gentlemen, who'll take him on? Just a five-shilling investment, and you could have it back twenty or forty times over in just three minutes! Why, if you were a moneylender, you'd get locked up for charging interest like that!"

If the adventurers show no inclination to respond, someone in the crowd will suddenly push one of them forward and call out "I'll have a go!" The showman will, of course, think that it was the PC who called out, and before the character can explain, he or she will find themselves in the ring!

Klaus Schattiger, Entrepreneur

Schattiger is typical of the small-time showmen who work the fairs of the Old World. He is of indeterminate age, probably somewhere between twenty and forty years old, and dresses in garish clothes with bright and violently clashing colours.

M	WS	BS	S	T	ST	I	A	Dex	Ld	Int	Cl	WP	Fel
5	36	40	4	3	8	44	1	44	53	46	34	26	5b

Age
35

Skills
Blather
Charm
Public Speaking
Read/Write
Wit

Possessions
Dagger (I +10; D -2; P -20)
Leather Jack (0/1 AP - body & arms)
Purse with 4 GC, 15/10
Small chest containing 27 GCs and 54/-
Key for chest
Large sand-glass, timing 3 long minutes.

'Crusher' Braugen - Wrestling Champion

The 'champion' is 'Crusher' Braugen, a huge, heavily-built man in his late thirties. He is stripped to the waist, and stands in the middle of the ring, waiting for the next challenger. He is breathing heavily, and appears to be on the verge of exhaustion. Any character who makes a successful *Intelligence* test, will realise that this is all part of the presentation; if the champion appears to be too tough, there will be fewer willing challengers.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	53	28	5	4	9	34	1	31	28	31	22	27	32

Age
38

Skills

Street Fighting
Strike Mighty Blow
Strike to Stun
Wrestling

Possessions

Nil

Braugen fights using a mixture of wrestling and dirty street fighting. He will generally circle the challenger warily for the first few rounds, and will not use his skills until about a minute (10 rounds) into the bout. He will always try to seem less skilled than he is, to avoid discouraging further challengers.

He and Schattiger have enjoyed a mutually beneficial partnership for several years - Schattiger draws the crowds and looks after the cash, and Braugen does the fighting. The two trust each other implicitly, but the rest of the world is fair game.

7. Freakshow

The adventurers' attention will be drawn here by the swelling crowds of excited on-lookers, and the stentorian tones of the show-owner who is busily drumming up a crowd.

"Roll up, roll up," he cries, "In just one hour from now you will witness the most original and astounding display of zoological curiosities ever placed on exhibition in the entire length and breadth of this glorious Empire!

"Doctor Malthusius' Zoocopeia - gathered for your education, entertainment and edification from the far corners of the Known World at incalculable expense! The unusual! The bizarre! Yes, even the faintly disgusting! You will never see its like again, my friends, not if you live to be a hundred!

"Marvel at a myriad of malformities! Misbegotten things whose very existence defies Nature! You will be amazed and astounded, my friends, I give you my personal guarantee of that!"



A semi-circular rope enclosure stands against the town wall. At the back are two wagons, one of which has a banner on the side proclaiming *Doctor Malthusius' Zoocopeia - strange creatures from all corners of the world! The marvellous, the bizarre, the disgusting - brought to you at enormous expense - no other like it in the world!* The other wagon is a flatbed with half-a-dozen stout wooden cages on it.

If the PCs elbow their way to the front of the crowd, they will see that most of the cages are covered with tarpaulins but in one, a strange creature like a small three-legged Goblin, is huddled miserably in a corner, tethered into the cage by a rope attached to an iron collar. While Doctor Malthusius is holding forth to the grinning and rapidly growing crowd, a flea-ridden and rascally-looking Dwarf skulks around the cages, preparing for the show.

Doctor Malthusius - Showman

Doctor Malthusius is a man in his late thirties. He is gaudily dressed, like all the showmen at the fair, but his clothes are old and worn. He is a natural, if somewhat seedy-looking showman, with a gift for hyperbole.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	43	37	3	3	6	36	1	25	52	44	41	32	51

Age
37

Skills

Animal Training
Blather
Palm Object
Public Speaking
Read/Write
Specialist Weapon - Whip

Possessions

Whip (D -1 + *entangle*; No parry)
Chest containing 16GC, 18/4 in assorted small change
Key for chest

Grunni - Dwarfven Freakshow Assistant

Grunni is even more seedy-looking than his master. He wanders round the cages, muttering to himself and sneering at the crowd. He is full of self-pity and takes out his general disgruntlement on the exhibits by poking them viciously with a pointed stick which he always carries.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	47	38	4	3	8	32	1	17	43	23	51	52	25

Age
65

Skills

Animal Training
Drive Cart
Specialist Weapon - Fist Weapon
Specialist Weapon - Throwing Knife

Possessions

2 Daggers (I +10; D -2; P -20; R 4/8/20; ES 4; Rld 0)
Knuckledusters (WS -10; D -1)
Stick
Purse containing 1GC, 4/10

While the characters are taking in the scene, the Goblin from the cage escapes, having chewed through its rope and squeezed through the bars. This is a precursor to *The Runaway* event (page 16), and the Goblin will not get very far at this time. It runs straight at the adventurers who may make an *Initiative* test to try to catch it. Those who succeed are able to catch hold of the Goblin and subdue it. If the Goblin escapes the adventurers, it will eventually be returned by members of the crowd. In either case, Doctor Malthusius is extremely grateful for the adventurers' help in recovering his exhibit, and will give each character (plus any members of the crowd who assisted) 1 Crown each, inviting them to come back for the show in an hour's time (see *The Runaway*, page 16).



Gottri Gurnisson - Drunken Dwarf

Gottri is a smelly, disgusting creature, but when the PCs first see him, he seems an object of pity. His beard and clothing are stained with rotten fruit, and he is only semi-conscious.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	43	39	3	3	7	21	1	19	53	35	56	35	17

Age
83

Skills

Mining
Smithing
Begging
Concealment Urban
Secret Language - Thieves' Tongue
Secret Signs - Thieves' Signs
Silent Move Urban

Possessions

Nil

A small group of urchins have gathered round the stocks to taunt the Dwarf and throw various objects at him. If anyone comes within earshot, he will beg pathetically to be lent the 1GC he needs to pay his outstanding fine. If any character pays his fine, he will fawn drunkenly over his deliverer in a most embarrassing manner, swearing friendship for life and telling all and sundry what a good friend he has found. After a little while, he will begin to turn conversation round to his favourite topic - drink, and how he might come by the next one. Play this role to the hilt, stressing how crude, embarrassing and foul-smelling the Dwarf is, and generally making the adventurers regret having paid his fine.

8. Festival Court and Stocks

The Festival Court is a large tent, with the town's coat of arms hanging outside. It is set up for the duration of the Schaffenfest, to hear grievances arising from the fair and administer justice on the spot (cf *At Court*, pull-out section). Two watchmen (armed with halberds) flank the entrance, and they have orders only to admit those who have an interest in a particular case - generally the plaintiff, the defendant, and any witnesses. Inside the tent are two more watchmen (also armed with halberds) and a magistrate - Councillor Heinrich Richter (see *The Runaway*, p16, for NPC details). There is a 20% chance that a case will be in progress when the adventurers pass the Court. You may improvise the details of the case or use the *Optional Encounters* (pages 13-15) as a source of ideas.

When being tried at the Festival Court, the accused may make *Bluff* test, with *Law* skill conferring a +10 modifier, in addition to the normal range of skill-based modifications. Characters who have resisted arrest will receive a -10 modifier to this test. If the test is successful, the characters will be released; if not, they will be fined a sum between 1 and 10 Crowns, according to their crime and the degree by which the test was failed. Characters who are unable to pay their fines will be placed in the stocks until nightfall or until the stocks are needed for another prisoner - a period of 1D4 hours. While in the stocks, the characters will be pelted with rotten fruit and worse substances, thrown by a small but enthusiastic crowd of urchins, and must make a standard *Risk* test every hour, losing one *Wound* point on each failed test.

There are two pairs of stocks outside the Court. One is empty, and the other is currently occupied by Gottri Gurnisson, a Dwarf.

The only way that the adventurers will be able to get rid of Gottri will be to give him enough money for a drink; if any character gives him any money (for *any* reason), he will immediately head for the nearest beer tent. There is a 20% chance that Gottri will be at any beer tent the adventurers encounter after they have freed him from the stocks, and a cumulative 10% chance that he will be back in the stocks whenever they pass the Court again.

The adventurers will probably end up giving Gottri a small amount of money and letting him go off to the nearest beer tent, just to be rid of him; if they should decide to keep him with them, you must arrange for him to slip off unseen towards the end of the day, since he will appear later in the adventure in quite different circumstances (see *Beneath the Town*, location S3, p21).



9. Jousting Lists

The more respectable elements of the town are gathered here, where preparations are being made for a demonstration jousting competition. There are various groups of people discussing the finer points of jousting in a pseudo-sophisticated manner, and "commoners" (including the PCs) will be greeted with frosty looks.

A small stand, packed with nobles, is set up against the town wall, with two clumps of circular tents at either end of a wooden barrier. Various knights and lackeys are readying themselves among the tents, and two mounted knights are tilting at each other.

The joust is between the retinues of Graf Wilhelm von Saponatheim, the local liege lord of this part of the Reikland, and that of Grand Duke Leopold of Middenland, who is visiting the Reikland with a group of retainers. It is an exhibition rather than a contest, and is not open to challengers. Squires seeking employment with one of the knights will receive only a patronising rebuttal. Characters who are not obviously from the upper classes will find themselves repeatedly moved on by the Watch or insulted by drunken young rakes. If the PCs respond in kind, they will find themselves being arrested (see *The Watch*, pull-out section).

Optional Encounters

The events and encounters described below may be used at any time to help you create the atmosphere of the fair. It is not necessary to use any of these encounters if you do not wish to and many of them will work equally well within the town itself. However, if you are using the pre-generated player characters from *The Enemy Within* campaign sourcepack, you should include the encounter with the *Medicine Show* (see below), as this NPC provides a suitable method for the Halfling Herbalist to take up the career of Pharmacist.

If you prefer, you may select other events by rolling D100, but in any case, it is a good idea to decide which ones to use *before* you start playing, so that you have considered how to present them and how to deal with the possible outcomes. Profiles for any NPCs you may need can be found on the *GM's Reference Sheet*.

Medicine Show

There are several shows of this type dotted around the Schaffenfest. A blend of sideshow and stall, most are run by Charlatans (see *Advanced Careers: Charlatan*, **WFRP** page 96), whose one concern is to make money by selling some worthless

concoction as a panacea. Among the wares advertised by these rogues are "Doctor Zeuss' Wonder Tonic", "Rare Elven Spirit Water", and "Genuine Norscan Silver Talismans". The properties claimed for these products are many and varied; "...cures cholera, rheumatics, warts, and bad breath; keeps out the cold, evil spirits, and the neighbour's cat..." and so on. As far as these disreputable types go, the precise nature of the product, and the asking price (1D4 + 6 GC), are left to your discretion. However, there is one stall, owned by Elvyra Kleinstun (a Charlatan and ex-Pharmacist, see **WFRP**, pages 96 & 33), where real herbal remedies can be acquired (the fact that most of them are useless unless applied by a character with *Heal Wounds* skill, is beside the point!). You should choose some of the herbs described in *The Enemy Within* sourcepack, to use as Elvyra's wares. A Herbalist PC should be attracted by her sales pitch, and will immediately be able to identify the herbs as genuine.



Elvyra will be delighted to meet a "real" Halfling, who obviously knows his or her "herbs from cowdung", and although her asking price will be twice that listed in the sourcepack, she can be bargained down to no less than three-quarters of the given price. Much taken with the Halfling, Elvyra will suggest that if ever he or she wishes to take up some "serious pharmaceutical studies", the character should feel free to contact her at her home in Weissbruck, where she can provide tuition. Since the Halfling's only career exit (Druid) is not available to the character (only Humans may be Druids), you should encourage him or her to take up this offer at a later date (provided that the character has the necessary EPs).

It is envisaged that the Halfling will wish to take up this option as soon as the adventure in Bøgenhafen is over, and a short cameo adventure, dealing with Elvyra, will be included in the next module in the campaign - *Death on the Reik*.





List of Optional Events

D100 roll	Event	D100	Event
01-04	Accusation	37-43	Entertainer
05-08	Arrest	44-46	Escaped
09-13	Beer Tent		Livestock
14-18	Beggar	47-52	Fortune Teller
19-23	Bigotry	53-55	Mercenaries
24-26	Bodyguard	56-90	Stall/Vendor
27-33	Brawl	91-95	Thief!
34-36	Bunko Artist	96-00	Watch Patrol

Accusation

A stallholder or other fairgoer accuses the adventurers of theft and raises a hue and cry; all NPCs in the immediate area will attempt to hold the adventurers until a Watch patrol arrives to arrest them (see *The Watch*, pull-out section). There has obviously been some mistake, and provided the characters do not try to prove their innocence by fighting the Watch, they will eventually be released. The patrol sergeant, however, is still going to take some convincing.

Arrest

The adventurers see someone being dragged off by a Watch patrol, loudly protesting his/her innocence. You may like to provide further clues as to the accused's innocence/guilt. If this event is run after the *Thief* event (below), the NPC could well be the same one. What action the players take, if any, is up to them.

Beer Tent

This location is an improvised tavern, where fairgoers refresh themselves, exchange gossip and so on. As the day wears on, these places will gradually fill up, and the customers become more rowdy. There is a 10% chance of a brawl being in progress in any beer tent which the characters pass (see *Brawl*, below).

Beggar

The adventurers are accosted by a beggar (an old man/woman, a scruffy urchin, and so on), who asks, pitifully, whether anyone can spare a few pennies. If PCs give the beggar any money, there is a 50% chance that D4 other beggars will accost them during the course of the next three encounters. If not, there is a 50% chance that the beggar will follow them for D4 minutes, shouting abuse.

Bigotry

A crowd of drunken yokels pick on the adventurers for some reason. This is up to you; it may be because they are from out of town, or because they have an Elf, Dwarf, Halfling, spellcaster or some other easy object of bigotry with them. There are 10 + D10 yokels, who will become more and more offensive, possibly even throwing some rotten fruit. If a fight breaks out, a four-man Watch patrol (see *The Watch*, pull-out section) will arrive in 1D6 rounds, arresting everyone involved in the brawl.

Bodyguard

One of the adventurers is shouldered aside by a bodyguard accompanying one of the town's worthies around the fair. If a fight breaks out, the noble or merchant will try to use his influence to pin all the blame on the PCs when a Watch patrol arrives after 1D6 rounds. A successful *Fellowship* test will allow the PCs to convince the Watch that they were the victims (the patrol will recognise the bodyguard as a well-known trouble-maker, but he will be let off with a caution).

Brawl

The adventurers come across a brawl in progress. Select the participants or roll 1D10 to discover who is involved:

D10 roll	Brawl is between:
1-5	Members of the 'Teamsters' and Stevedores' Guilds
6-7	Townsppeople and visiting farmers
8-9	Locals beating up a demi-human (equal chance of Elf, Dwarf or Halfling)
10	Off-duty mercenaries (see <i>Mercenaries</i> , below) and locals.

A four-man Watch patrol (see *The Watch*, pull-out section) arrives in 1D6 rounds to arrest as many of the participants as possible. In the confusion it is highly likely that one or more innocent bystanders (including one or more PCs) are arrested as well.

Bunko Artist

In an improvised side-stall, the PCs notice what appears to be a straightforward game of chance. In fact, the game is being run by a Bunko Artist (see *Basic Careers: Entertainer - Bunko Artist*, *WFRP*, p25). A combination of sleight of hand, rigged props and bluff makes it virtually impossible for the Bunko Artist to lose. If any character decides to take up the challenge, he/she is permitted an *Intelligence* test to spot that the game is rigged. Favourite games include telling which of three shells or cups covers a coin or ball, trying to draw certain cards from a deck (e.g. each one higher than the last, all of different suits, etc.) or trying to throw rope or wooden quoits over prizes which are fractionally wider than the quoits.

Entertainer

One or more entertainers have set up an impromptu sideshow and are busking. Typical sideshows include troupes of actors and mime artists, entertainers with performing animals, escapologists, fire eaters, jugglers and so on. The precise nature of the sideshow is left for you to decide.

Escaped livestock

Some livestock has escaped from the market and is stampeding through the crowd. Roll a D10:

D10 roll	Livestock	D10 roll	Livestock
1-5	1D6 Cattle	8-9	1 Ram
6-7	1 Bull	10	1 Boar

The animal comes charging towards the characters who must each make a successful *Initiative* test, or be trampled (1 x S3 hit). A character with *Charm Animal* skill may attempt to bring the animal under control by making an *Initiative* test to get in close, and then you should make a test against the animal's **WP** (10). If the latter test is failed, the character has successfully charmed the animal.

Fortune Teller

Clairvoyants, palmists, and the like generally set up shop in small, dimly-lit tents, and will tell fortunes for a small fee, generally between 1 and 5 Shillings. The price varies not only from fortune teller to fortune teller, but also according to the fortune teller's estimation of how much the customer can be persuaded to part with. The fortune telling may be done in a number of ways - palmistry, cards, dice, crystal balls and tea-leaves are just a few examples - and most fortune tellers will employ a number of methods, each with their corresponding props. You must decide whether or not the fortune teller is genuine, as only a small proportion actually have some relevant skills, like *Divining* and *Palmistry*. The rest rely on *Blather* and similar skills to produce a good performance. Standard predictions concern meeting tall, dark strangers or going on long journeys, but a 'genuine' fortune teller may provide a character with some useful information. Some sample predictions are given below, for use if you need them; their meaning will not be clear to the players at this stage, but they refer to things that the adventurers may encounter later in the adventure. Do not give all the listed predictions in one session, as the PCs may decide to visit the fortune teller individually, and may even wish to return at a later date. The final prediction must not be given unless the adventurers return after having been into the sewers.

I see a dark place - a narrow place, with water. There is death there. This refers to the sewer where Gottri Gurnisson's body will be dumped (see page 21).

Beware of a big man, a rich man. He will bring much danger. This is a reference to Johannes Teugen (see *The Web is Spun*, p3).

I see a dark man - he is not what he seems. This refers to Gideon, the demon summoned by Teugen.

The sign of the rose is red, dripping blood. A red rose, stylised into a cross, is the badge of the House of Teugen.

I see seven men, and two. One of the two will destroy the others, and many more besides. The "seven men" are the members of the Inner Council of the Ordo Septenarius. The "two" are Johannes Teugen and Gideon.

The great killed the small, and the highest serve the lowest. You are in great danger. The eye of Evil is upon you. This is a cryptic reference to the fact that Teugen killed Gottri the Dwarf, and that the ruling classes of Bøgenhafen are followers of the Chaos God Tzeentch.

These predictions are given only as examples, and you should feel free to concoct other prophecies as desired.

Mercenaries

The PCs encounter a group of 2D6 Mercenaries, who have accompanied a merchant to the town. They are off-duty, drunk, and looking for trouble; they will start by hurling abuse at the



adventurers, and if a fight breaks out, a four-man Watch patrol will arrive in 1D10 rounds to arrest all those involved in the brawl (see *The Watch*, pull-out section).



Stalls/Vendors

Throughout the fair there are numerous small-time salesmen, either with portable trays of goods, or small stalls. Most are operated by locals who view the Schaffenfest as an opportunity to fleece the many visitors to the town. Most of the stuff for sale is either worthless rubbish, or some sort of food (pies, sweatmeats, etc.). Prices are usually between 1 shilling and 1 Crown. Goods will generally cost 1½ times as much as their listed price in the **WFRP** rulebook, although this price may be reduced by bargaining. Feel free to improvise whenever the characters deal with a vendor or stallholder.

Thief!

This event may be presented in one of two ways. Either the adventurers see a pickpocket robbing a wealthy citizen, or a pickpocket attempts to rob one of the characters. In the former case, the PCs may attempt to apprehend the criminal themselves (use the *Pickpocket* profile on the *GM's Reference Sheet*), or raise a hue-and-cry, in which case the Watch will arrive in 2D6 rounds. If one of the adventurers is to be the victim, you should choose the victim randomly, unless one of the characters has been conspicuously throwing money about. The pickpocket makes a standard *Pick Pocket* test to determine whether the character notices the theft. If the pickpocket is successful, the character will not notice the loss for 2D10 turns (minutes).

Watch Patrol

The adventurers pass a four-man patrol from the town Watch. It is their duty to patrol the fairground, keeping order and watching out for thieves and other undesirables. If the adventurers behave suspiciously in any way they may be stopped and questioned, and if they cause any trouble they will be arrested (see *The Watch*, page pull-out section).

The Runaway

If the adventurers do not return to the freakshow (location 7), draw their attention to it by the cries of the crowd. When they get there, the performance will just have begun. Assisted by his Dwarven sidekick Grunni, Doctor Malthusius displays various freaks and curiosities, including a child with long hair growing on every part of its body, a dog with one eye in the middle of its forehead and a very small Goblin with three legs.

As the Goblin is led out by Grunni, it suddenly turns, bites his hand viciously, and makes a break for freedom. People in the crowd begin to scream and run about wildly, getting in the way and effectively preventing any character from pursuing the Goblin, before it vanishes into a small hole in the wall where an iron grating has rusted away to nothing. The PCs have no chance of preventing this escape. A small crowd gathers round the hole in the wall, and soon a Watch patrol arrives to find out the cause of the disturbance. Any townspeople can explain that the hole leads via a long shaft to the town's sewer system.

Doctor Malthusius, Grunni and the adventurers are taken to the Festival Court, where Magistrate Heinz Richter, is told what has happened. The hole into which the Goblin disappeared is one of a number of breathing-holes situated round the town's walls, leading into the sewer system. Doctor Malthusius offers the adventurers a reward of 50 Crowns for the safe return of the Goblin, and Richter offers them a similar amount for clearing it out of the sewers. By the time that the case has been heard and a course of action has been decided upon, it will be nearly dark and the fairground will be closing down for the night. If the adventurers accept the job, they will be offered accommodation at the town's expense at the Journey's End (location 27), a plush and comfortable inn near the East Gate.

Councillor Heinz Richter - Magistrate

Richter is a grey-haired, keen-eyed individual, who tries hard to look stern, but cannot conceal his basic good-nature and kind-heartedness. He is extremely well-dressed, as befits his position, although his once well-built frame has been spoilt by good-living. He is no fool, and cannot easily be bluffed or haggled with.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	23	25	3	2	5	25	1	29	40	50	29	29	40

Age

53

Skills

Etiquette
Evaluate
Law
Public Speaking
Read/write
Secret Language -
Classical

Possessions

Lawyer's wig & gown
Staff of office
Gold signet ring
Town seal

Secret Signs - Lawyer

Once the adventurers have installed their baggage at the inn, they are expected to get to work immediately - only if one or more of them is still carrying some old wound (or a new one from the Wrestling Booth - location 6), will the magistrate consider delaying the search. Only characters with *Contortionist* skill can enter the sewers by the route used by the Goblin, and they cannot carry any equipment with them. Other characters will be led to a manhole cover, and let down from there into the town's sewers (Point A on the sewer map, see *Into the Murky Depths*, p20).



Beneath the Town

This section deals with the adventurers' exploration of Bøgenhafen's sewers in search of the escaped mutant Goblin from the freakshow. They will not find the Goblin, but they will stumble across a secret Temple, where Johannes Teugen plans to conduct the ritual he believes will save his soul.

While the adventurers were occupied at the fair, Teugen had a meeting with a trade contact, who provided him with the final component necessary for the ritual - an ancient scroll, looted from a tomb in distant Araby. But time is running out, for the seven years of power granted by his contract with the demon known as Gideon will shortly expire...

With the scroll safely under lock and key, Teugen had his agents pick up Gottri Gurnisson from the stocks (location 8), where he was languishing after his encounter with the adventurers. The Dwarf was brought to Teugen, (lured by promises of free drink) and then sacrificed in the Temple in order to summon a Guardian Demon, which has been set to guard the temple and its trappings, until such time as the ritual is conducted. Gottri's corpse was dumped into the sewers, and has drifted as far as location S3 on the sewer map (Map 4).

Meanwhile, the escaped Goblin was wandering through the sewers. Reaching the hidden temple, it squeezed through the grille on the door, hoping to hide there for a while, but was killed and eaten by the Guardian Demon, which was under orders to destroy any living thing (except Teugen or Franz Steinhäger) which entered the temple.

The Sewers

Information on the nature of the sewers as an adventuring environment is given below, followed by a number of optional encounters which may be used as you see fit while the adventurers are exploring. The detailed descriptions of the

locations marked on Map 4 are given last of all.

Construction

The sewers are composed of two sorts tunnelways: major sewers (shown by a heavy line on Map 4) have two walkways, each 30 inches wide, on either side of a 5-foot-wide effluent channel. The channel is 5 feet deep, and filled to a depth of D4 feet. The curved ceiling is 10 feet from the top of the effluent channel at its highest point. The platforms are only wide enough to allow characters to proceed in single file.

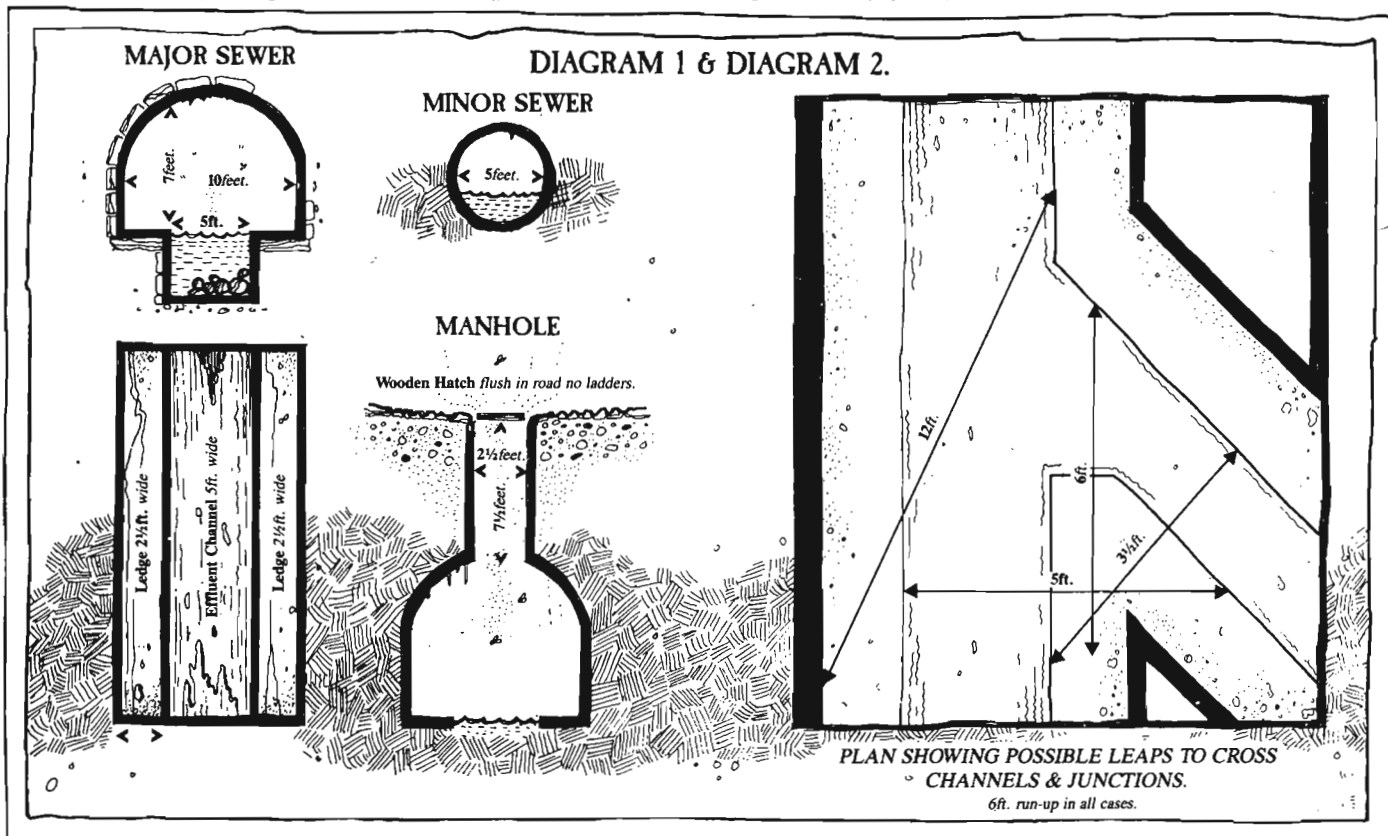
Minor sewers (shown by a narrow line on Map 4) are simple pipes, 5 feet in diameter and filled to a depth of D3 feet. Characters who wish to go along minor sewers must wade (see *Movement*, below).

Movement

There is comparatively little risk involved in walking along the sewers at *cautious* rate; any character who attempts to move at greater than *cautious* rate must make an *Initiative* test each round, or fall into the effluent.

Characters who wish to cross the effluent channel must *leap* or *wade*. Because of the cramped conditions, there is only room for the required 2 yard run-up if the character runs diagonally across the effluent channel - a leap of 4 yards. If the test is failed, the character falls into the effluent channel. Wading characters must take an *Initiative* test every turn (minute) in order to avoid slipping and falling over.

There are two types of junction in the sewer system. Where a minor sewer flows into a major sewer, the junction is beneath the walkway and the walkway is not interrupted. Where two major sewers meet, the walkway is interrupted, requiring the adventurers to improvise a bridge of some kind or to make a *leap* of 5 feet (2 yards) to cross.



Getting Mucky

It is quite possible that one or more characters will fall into the effluent channel of a major sewer or wade along a minor sewer; such characters will lose half their *Fellowship* scores until they have the opportunity to clean themselves and their clothing. Only Dwarfs and Halflings run any risk of drowning if they fall in the effluent channel of a major sewer (see **WFRP**, p74), and this can be obviated by roping the characters together.

Wounds

The sewers are an unsanitary environment, to say the least, and all wounds suffered while in the sewers (other than those from falling) have a 10% chance of becoming *infected* (see **WFRP**, p83).

Light, Sound and Smell

The sewers are unlit, and are pitch dark. Even characters with *Night Vision* (except Elves and Dwarfs) cannot see unless they carry some source of light, such as a torch or a lantern.

Sound echoes and carries for twice as far as normal in the sewers, and there is a +10 modifier to all *Listen* tests.

The atmosphere in the sewers is, to say the least, unpleasant; all characters lose half their *Cool* and *Will Power* scores while they are in the sewers. *Magic* tests, however, are still based on the full *Will Power* score.

Optional Encounters

In addition to the locations marked on the map, you may wish to throw in a few more hazards and encounters from those listed below. These are provided purely to help you recreate the atmosphere of the sewers and are not intended to provide heavy opposition for the adventurers. The most important thing is to communicate how dark, damp, and smelly the place is, using strange, distant echoes and nearby splashes to unsettle the players.



To use the encounters described below, you can either roll D100 every ten minutes or so, with a result of 10 or less indicating an encounter, or you can simply use them as when you see fit: if things are moving slowly, for example, or if the PCs are going the "wrong" way. Having determined that an encounter is to take place, you can either choose one of the following encounters, or generate one randomly using D100. It is recommended that you select the encounters rather than letting the dice dictate them - three successive methane pockets, for example, is stretching the bounds of probability somewhat! It is also a good idea to decide on the encounters you wish to use before play starts, rather than during, otherwise the players will be alerted that something is about to happen as you spend time reading the list and trying to select an appropriate event.

These encounters and hazards are meant to be inconvenient rather than dangerous, and you should not be afraid to amend test results or reduce damage caused if the adventurers are having a hard time. The events of this chapter should worry, frighten and infuriate the adventurers rather than kill or seriously wound them.

D100 roll

Major	Minor	Encounter
Sewer	Sewer	Slime Creature
01-05	01-10	Bats
06-15	11-15	Deadly Mould
16-25	16-40	Sewer Rats
26-35	-	Thief
36-40	-	Methane Pocket*
46-50	41-70	Dangerous Walkway*
51-80	-	Unseen Obstacle*
81-00	71-90	Hole*
-	91-00	

*You should mark the location of these encounters on the sewer map, as they will always be in the same place when the adventurers come back. Note, however, that a methane pocket will not remain if it is ignited.

Slime Creature

On a number of occasions, as the adventurers make their way along the sewers, you should draw their attention to inexplicable ripples on the surface of the effluent. They might even see a sewer rat, swimming down the middle of the channel, suddenly and abruptly disappear beneath the surface. Having built up the tension in this way, run the following encounter with a sudden and dramatic start.



The sewerage in the channel, suddenly heaves, and a nauseous stench assails the PCs' nostrils as a phosphorescent, obscenely slimy tentacle bursts from beneath the surface and lashes out at the lead character. It does not make an attack at this stage, but attaches itself to the wall or walkway, to haul a huge, bloated, and amorphous body out of the channel. If any character waves a naked flame at it, it will back off and then retreat into the channel with a great splash. Otherwise it flows forward relentlessly, forcing the adventurers to give ground or be enveloped in its slimy body.

Slime Creature (Amoeba)

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
4	33	0	3	5	11	40	3	-	0	0	0	0	-

Special Rules: Immune to psychology rules. Will only retreat from heat or cold. Advances relentlessly - characters must give ground or be *engulfed*. *Engulfed* characters take one additional wound per round, regardless of modifiers.

Any character *engulfed* can do nothing. Damage inflicted on the amoeba by other characters is split equally between the creature and its victim (treat all hits as body hits - roll all critical hits on the *Sudden Death Critical Hit Table*, **WFRP**, p125).

Bats

The adventurers disturb a small colony of bats roosting on the roof of the sewer. The bats panic, and fly about in a milling cloud for D6 rounds. During this time, each of the adventurers is subject to one attack at **WS 33, S 0**, modified by armour and *Toughness* as usual.

Each character must make an *Initiative* test or fall over while trying to avoid the milling bats. Characters with *Dodge Blow* skill have a +10 modifier to this test.

Deadly Mould

A patch of Red or Yellow Mould is growing on one wall of the sewer (equal chance of each type). The adventurers will spot the mould before they come to it, but will not be able to identify its colour. In a major sewer, the characters can only avoid triggering the mould's spore release by crossing to the other walkway. If this encounter takes place in a minor sewer, there is no way that the adventurers can pass the mould without triggering spore release.

If triggered, the mould will fill the sewer with a cloud of spores for 5 yards to either side of the original patch.

Red Mould: The spore cloud lasts for 3 rounds. Any characters in this area must make an *Initiative* test or be blinded for 2D6 hours (**WS**, **I** and **Dex** reduced to 3/4 of normal, **WS** of any opponent is increased by 1/4). Additionally, any Humans or Halflings exposed to the spores gain D6 Insanity Points.



Yellow Mould: The spore cloud lasts for D6 rounds. Any characters in this area must make a *Toughness* test or lose consciousness for 1 round longer than the cloud lasts. All characters lose D3 *Wounds* while in the cloud, regardless of modifiers; any character taking a critical hit must roll on the *Sudden Death Critical Hit Chart* (**WFRP**, p125).

Sewer Rats (Major Sewer only)

The adventurers disturb a swarm of rats, which mills about on the walkway for D6 rounds before disappearing into various small holes and crevices. During this time, each character is

subject to one attack per round at **WS** 33, **S** 0. Boots count as 1 point of armour against this attack, which has a 35% chance of causing an *infected wound* (**WFRP**, p83).

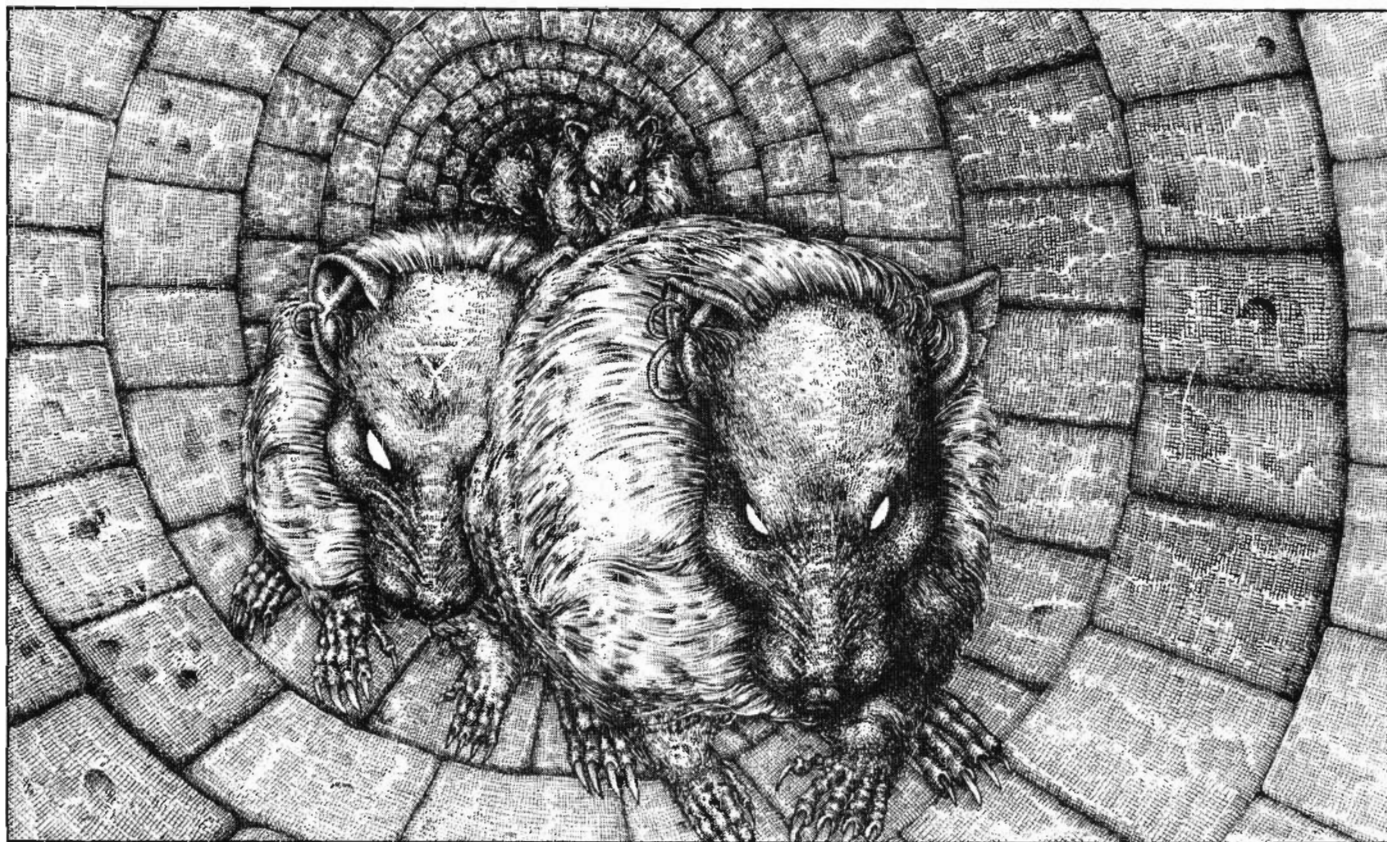
Any character trying to avoid the swarming rats must make an *Initiative* test or overbalance and fall into the effluent channel. Characters with *Dodge Blow* skill gain a +10 modifier to this test.

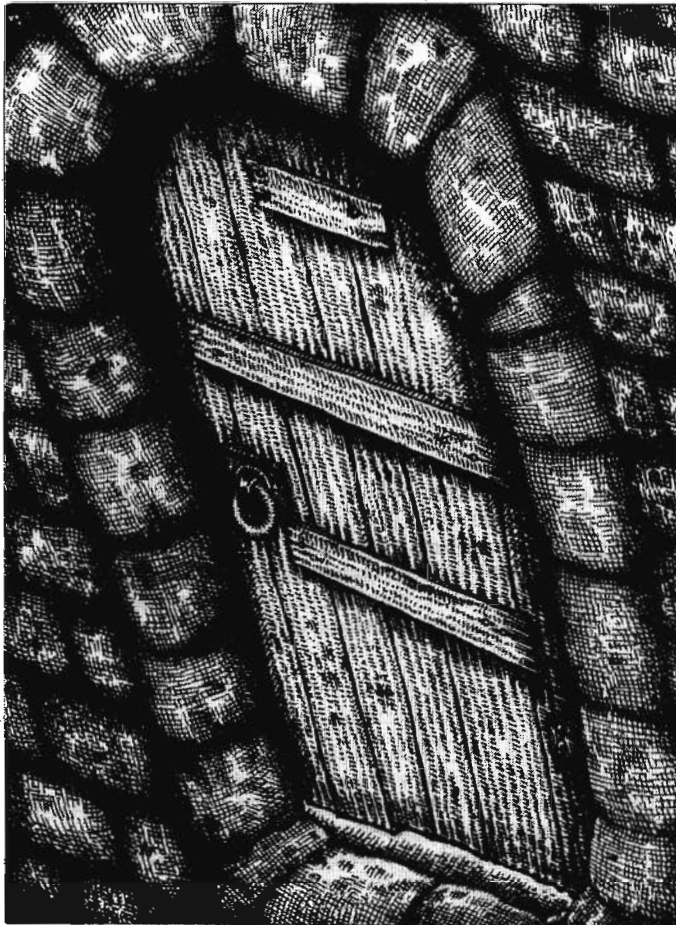
Thief (Major Sewer only)

This encounter may be introduced in a similar fashion to the *Slime Creature* (see above). At various times, the adventurers might hear an echoing footstep, or a distant cough. Then suddenly, the adventurers see a figure some distance ahead. It notices them almost immediately, and turns and runs away. The PCs have disturbed a thief who is using the sewers to move undetected while on a job. The thief will either head for the nearest manhole (see *Map 4*) quickly losing the adventurers, before escaping into the streets of Bøgenhafen, or, if you prefer, he/she will lead them - via a roundabout route - to the Thieves' Guild safe-house under the Crossed Pikes Inn (see locations S2, and A, page 21).

Methane Pocket (Major Sewer only)

A pocket of methane has gathered in a section of the sewer which is slightly higher than elsewhere. The PCs will first become aware that they are walking up a slope, and will then notice that the air is beginning to smell even fouler than usual. Any character with *Mining* or *Chemistry* skill should make an *Int* test. If the test is successful, the character will realise that there is a pocket of methane here, and that there is the danger of an explosion unless torches, lanterns and other naked flames are extinguished.





The gas pocket is 2D6 yards long, occupying the full width of the sewer. The chance of an explosion is a cumulative 10% for every yard that the adventurers travel through the gas pocket with a naked light. If an explosion occurs, the gas will ignite with a sudden flash and a loud bang; every character will lose 1 *Wound* point, regardless of armour and *Toughness*, and must make a test against *I* or fall over. Additionally, all characters will be deafened and dazzled for D6 turns (minutes) after the explosion (*WS*, *BS*, *I* and *Dex* all halved).



If the players do not realise what has caused the explosion, do not tell them. Tension will only be increased if they are left wondering whether they were attacked by magic, for example.

Dangerous Walkway (Major Sewer only)

The walkway on one side of the sewer is especially dangerous at this point. It may be that there is a gap of 1D6 yards where it has crumbled away; or perhaps it is unsound and will collapse under the leading character's feet; or there could just be a slippery stretch some 1D4 yards long.

If you choose either of the latter two examples, make a secret *Observe* test for the leading character. If the test is successful, he or she will notice the danger in time. Otherwise the character is taken by surprise as the walkway collapses, or as he or she suddenly slips. In both cases, the character must make a test against *I* to avoid falling into the effluent channel (no damage, but see *Getting Mucky*, page 18).

Unseen Obstacle

At this point, there is a danger that the leading character will either trip over a small iron rod, or bang their head on a torch bracket, which is jutting out into the passage. Alternatively, there might be a discharge pipe at foot or ankle height. In all cases, make a secret *Observe* test for the lead character. If the test is failed, the character does not spot the danger until too late.

Failing to spot the pipe or torch-bracket means that there is a 50% chance the character loses 1 *Wound* point, and must then make an *Initiative* test or fall into the effluent channel.

In the case of the discharge pipe, there is a 25% chance that it will start to discharge as the character passes it. Thus, in addition to the risk of falling on the slippery patch underneath it, the character will be covered in the discharge. Whether the pipe discharges or not, the character must make an *Initiative* test to avoid slipping into the effluent channel. If the pipe *does* discharge then the character must make an additional *I* test (with a penalty of -10) to avoid being covered in filth.

hole (Minor Sewer only)

There is an unseen hole in the sewer floor beneath the adventurers' feet. There is 50% chance for each character passing the spot that he or she will stumble. If so, the character must make an *Initiative* test to avoid falling over; if the test is failed by 30% or more, the character has twisted an ankle (*M* and *I* are halved for D6 x 10 turns - 10 minutes to 1 hour).

fixed locations

Into the Murky Depths...

The adventurers are let into the sewer system through the manhole at point A on the sewer map. The stench hits them as soon as the manhole cover is removed, and gets progressively worse as they descend. A vertical shaft leads downwards into blackness, and although there are conveniently placed footholds, the slime-coated shaft-sides do not inspire confidence. After descending some 7½ feet, the shaft opens out into the roof of the main sewer channel (see the diagram on page 17). To reach the walkways which run on either side of the central effluent channel, an 8-foot-long ladder with hooks at one end, is lowered down the shaft, hooked into the lowest foothold, and manoeuvred so that its base rests on one of the walkways. This is the trickiest part of the operation. The first character into the shaft must make an *I* test to position the ladder and climb safely down onto the walkway. Failing the test means that the character slips and falls into the effluent channel (falling damage is only equal to 4 minus D6 *Wounds*, irrespective of *Toughness* or armour, because of the cushioning effects of the effluent!). At this point, a major sewer runs east and west, and there is a junction with another major sewer, running south-east towards the city wall.

S1. Breathing hole

This is the narrow shaft down which the escaping Goblin came. There are a number of similar shafts, all coming up through the town walls. They were included to prevent the build-up of dangerous levels of methane gas in the sewer system, and their outlets were originally covered by iron grilles. The grille at the end of this shaft, however, has rusted away to nothing. The shaft is 12 inches square, and *Contortionist* skill is necessary for any character wishing to climb up or down it - even a character as small as a Halfling.

The Goblin cut itself as it wriggled down the narrow passage, and the PCs will be able to spot a sporadic trail of greenish blood, by making a successful *Observe* test, modified according to the available light, as follows:

Light Source	Modifier
Lantern	-5
Candle/Lamp	-10
Torch	-15

Add 2 for each additional light source present, up to a maximum of +5. Characters with *Follow Trail* skill gain a bonus of +10 to this test.

Once the Goblin's trail has been picked up here, it can be followed with little trouble to location S7, where it vanishes (see below). The tracking character must make an *Int* test to pick the trail up again whenever it crosses an obstacle such as a gap in the walkway. The trail takes the western fork at the junction where the characters entered the sewers.

S2. Door

Set into a narrow archway in the slime-covered sewer wall, is a rickety and jerry-built wooden door. Its edges are defined by a strip of light coming from the far side, but peering through these gaps reveals nothing and no sounds can be heard.

The door opens inwards, and is securely locked (CR 10%). The door has **T 1** and **D 4**. A successful *Observe* test will reveal a strange symbol, scratched into the brickwork beside the door. Any character with *Secret Signs - Thieves' Signs* skill will recognise it as indicating a safe house, run by the Thieves' Guild as a place to hide people and goods from the authorities. The brick bearing the sign is loose, and there is a key to the door hidden behind it.

The door leads to the cellar of the Crossed Pikes inn (location A Map 2, see page 30). If the adventurers are tempted to go in (perhaps because they have followed the thief mentioned in the *Optional Encounters* - page 19), they will be captured by the Thieves' Guild and made to promise to keep the safe house a secret (see page 31). This is, however, a good way of introducing the PCs to the Guild!

S3. Body

As the adventurers approach this point, they will see a large object blocking the effluent channel. The light of their torches (or whatever) disturbs a large rat which is sitting on the object - its beady eyes glare at them, and then it dives into the effluent and swims away. On closer inspection, the obstruction is seen to be the bloody corpse of a male Dwarf.



If the adventurers fish the body out of the sewer and inspect it closely, they will recognise it as Gottri Gurnisson, the drunken Dwarf who was in the stocks at the fair (location 8). If the PCs did not visit the Festival Court, one of them (chosen at random) will vaguely remember seeing the Dwarf at the fair, possibly in a beer tent.

The body has been severely mutilated, and shows evidence of many knife-cuts. One arm is missing, and appears to have been torn or bitten completely off. The chest has been torn or cut open, and the heart is missing. Any character who inspects the body closely must make a *Cool* test or gain one Insanity Point.



If the adventurers try to trace where the body has come from, they will be able to arrive at the junction near location S7 by following the flow of the sewers back upstream.

At this point, they may conclude that the body was dropped down the manhole. However, if the manhole shaft is investigated closely by a character with *Follow Trail* skill, it will be realised that the cover has not been disturbed for at least three days. Note that any character wishing to inspect the manhole cover will need to climb the shaft, requiring *Scale Sheer Surface* skill or the ladder by which the adventurers originally entered the sewer system. Note also that the shaft stands over the middle of the effluent channel.

S4 & S5. Discharge pipe

At these points, the sewer discharges into the Hafenbach (S4) and the Bøgen (S5). The walkways disappear, and the effluent channel narrows to a pipe 2 feet wide. There is normally a gap of 6 inches between the surface of the effluent and the top of the pipe.

S6. Open System

At this point, the sewer rises above ground, and turns into an open channel flowing through one of the poorer areas of the town.

S7. hidden temple (Map 5)

The Goblin's trail ends at a stout wooden door set into the wall of the sewer. There is a small opening with iron bars at about eye height, through which can be dimly seen a large cellar. A smoky torch burns in a wall bracket, casting flickering shadows around the room. Traces of Goblin blood can be found on the iron bars, and a successful *Observe* test will reveal a bare, Goblin footprint halfway up the door. A character with *Sixth Sense* skill will feel

distinctly uneasy about this place, but will be unable to say why, while a character with *Magical Awareness* skill will feel the remnants of powerful magic, but will not be able to detect anything further. The adventurers will be unable to ascertain anything further without entering the room.

The door (T 4; D 12) is bolted on the inside. Lying on the floor by the door is a pile of broken and chewed bones, the only identifiable one being a three-socketed pelvis...

Entering the Room

By bringing more light in, the adventurers can see that it is a temple of some kind. A large pentacle has been painted on the floor, and a silver candlestick bearing an unlit, black candle is positioned at each point. A circle of copper, about 3 inches thick and 15ft in diameter, surrounds the pentacle. In the centre of the pentacle is a representation of a beast's head, around which is written "Ordo Septenarius". The head is partly obscured by a large, dark stain (the Goblin's blood), the greenish colour of which can only be determined by a character with *Night Vision*.

An iron cabinet stands against the back wall and a small pool of a dark liquid has collected on the floor in front of it. In the far corner (in front of a secret door) lies a large, silk handkerchief embroidered with monogram "F.S".

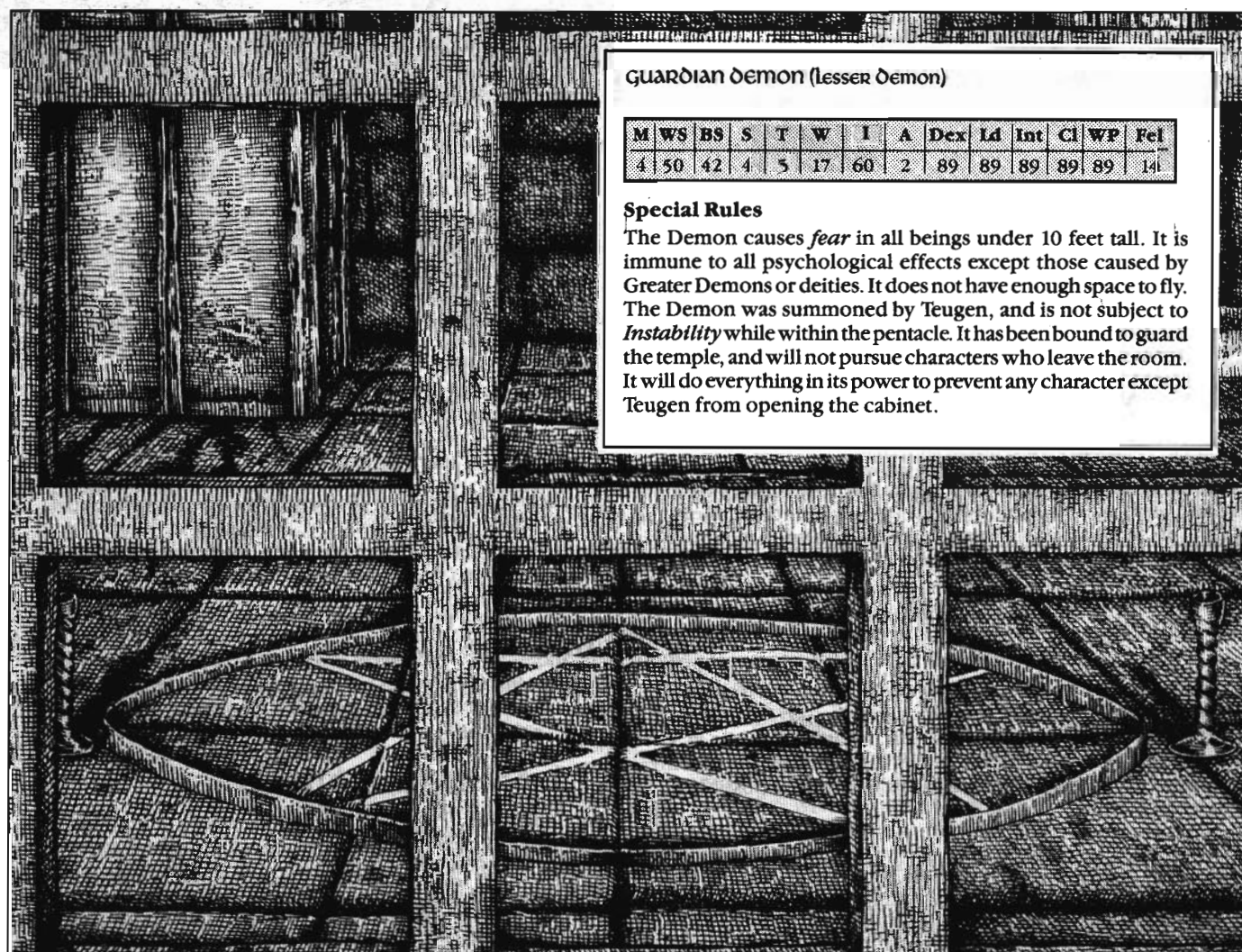
The adventurers will barely have time to take all this in - the bones, the pentacle, the cabinet, the scrap of cloth (Franz Steinhäger's handkerchief) - before a stream of thick, foul-

smelling, black smoke suddenly begins to issue from the centre of the pentacle. The smoke rapidly coalesces into a human-sized creature with a distorted, bestial head, batlike wings, and terrible claws and fangs - a Guardian Demon.

The Demon does not attack the adventurers immediately; it does not want to enter combat, as it has a healthy aversion to pain. Instead, it will try to frighten the adventurers away by generating great clouds of foul-smelling (but harmless) black smoke and making a lot of noise. If this has no effect, it will then try to talk to them, explaining that it can't let them stay here; it tried to explain this to the three-legged fellow, but he wouldn't listen. So, if they don't leave immediately it will have no choice but to summon assistance from its home plane. This is a bluff, but the adventurers will have no way of knowing this. The Demon will only fight as a last resort or if it is attacked.

The cabinet is locked and reinforced with a *Magic Lock* spell. In the unlikely event that the adventurers open the cabinet, they will find a human skull, with an iron band riveted around the temples, and a bloodstained sacrificial knife lying on a silver tray (value 20GC). The skull is that of a Chaos Warrior (the ingredient for the demonic spell *Bind Demon*).

You should not allow the adventurers to find the secret door, which is bolted and barred from the other side, and also covered by a *Magic Lock* spell. This exit leads, via a flight of stone stairs to the offices of Franz Steinhäger (location B, Map 2, see page 32).



GUARDIAN DEMON (lesser Demon)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	42	4	5	17	60	2	89	89	89	89	89	14

Special Rules

The Demon causes *fear* in all beings under 10 feet tall. It is immune to all psychological effects except those caused by Greater Demons or deities. It does not have enough space to fly. The Demon was summoned by Teugen, and is not subject to *Instability* while within the pentacle. It has been bound to guard the temple, and will not pursue characters who leave the room. It will do everything in its power to prevent any character except Teugen from opening the cabinet.

Something Rotten

When the adventurers finally emerge from the sewers, they should have uncovered some traces of sinister goings-on in the town. There are various things which they may try to do next, and this section covers most of the more likely possibilities.

It is not possible to cover every conceivable option in detail, and you should use your discretion and initiative in reacting to anything the adventurers try to do, taking into account the notes below and the timeline given in the Introduction (see *Enter the Adventurers*, p4).

Teugen is aware of the fact that the Goblin has been eaten by the Guardian Demon and of the adventurers' excursion into the sewers. He strips the temple and hides its contents elsewhere in the town (if the adventurers removed any of the temple trappings, Teugen will acquire replacements). He also prepares for any enquiries the adventurers may make. He has informed the Town Council, the Captain of the Watch and Magistrate Richter that the Goblin was cornered and killed in one of the warehouses belonging to the Steinhäger family, and has used his influence to discourage official investigations. He has also primed Friedrich Magirius, one of the members of the Ordo Septenarius, to expect enquiries and to try to convince the adventurers that nothing is amiss.

Teugen and Gideon, realising that the hidden temple can no longer be used, have decided to conduct the final ritual in one of Teugen's warehouses on the Ostendamm.

Dealing With Information

This part of the adventure puts the adventurers into the role of detectives. Faced with the existence of the temple, they will no doubt want to find out its purpose. During the course of their investigation they can call at many different locations. Often they are required to make successful tests to get information; through simple bad luck they may not be able to gain enough information to piece parts of the story together and they will become stuck and possibly discouraged. If this is the case, you can keep the adventure moving by allowing them to bump into certain NPCs as they wander around the town. Doctor Malthusius is used in this way in the adventure (see p28), and you should use other NPCs in a similar fashion to aid the flow of the story where necessary. As GM, you might find it necessary to drop a few hints if the players are having difficulties, but avoid going too far, and making things too easy for them.

This chapter is divided into two main parts. *Out Of The Sewers* (page 26) covers the adventurers' likely actions once they emerge from beneath the town. *Places Of Interest* details the places that the adventurers' investigations are likely to take them to. These are listed according to their encounter codes on the GM's Map of Bögenhafen (letters first). These two sections are preceded by a number of *Events* which occur during the investigation, and by details of that information which may be considered *Common Knowledge in Bögenhafen*, and which may be learnt from just about any of the town's citizens.

Tracing Locations Above Ground

If the adventurers made a map while in the sewers, they may be able to trace any location from ground level. In order to locate any particular location, the character who made the map must make a successful *Intelligence* test, with a +10 modifier for *Orientation* skill and a +15 modifier for *Cartography* skill.

The locations which the adventurers are most likely to try to trace are the Steinhäger offices (location B, page 32) and the Crossed Pikes (location A, page 30). Manholes can also be traced

above ground, provided that they have been marked on the adventurers' map.

Stake-outs

The adventurers may decide to watch various locations; some of the more likely locations, and what will be seen there, are detailed under the individual location descriptions. When watching an area, a *Hide* test should be made every hour (more frequently in some areas, see page 33) to avoid arousing suspicion and being moved on by the Watch.

Events

These events occur in the order listed, during the adventurers' investigation of Bögenhafen.

In addition to these fixed events, you may wish to use some extra, street-encounters, to add local colour while the PCs are moving about the town pursuing their investigations. Some of the optional encounters provided for the Schaffenfest (page 13) are ideal for this purpose. Do not overdo the use of these encounters, however, as the adventurers will soon have plenty to think about!

Events marked with an asterisk (*) refer to Mórrslieb the Chaos moon. Mórrslieb is composed of Warpstone thrown into the sky following the collapse of the Old Slann Warpgates. The moon is reacting to the preparations of the Chaos God Tzeentch and his minions for the destruction of the town.

Day 1

A. Doctor Malthusius:

The owner of the Schaffenfest's freakshow runs into the adventurers some time during the day if they do not think to call on him (see p28).

B. Madman In The Square:

The adventurers overhear a conversation about a madman in one of the town's squares, who claims that the fate of the town will be foretold in the face of the moon. If the adventurers go to see him, the madman is no longer there, but will return on Day 2 (see below).

C. Bad Moon Rising*:

The smaller of the world's two moons, Mórrslieb, instead of being a crescent as would be expected at this time of the month, is almost full. Any character with *Astronomy* skill will know that this effect is caused by unnatural forces; Mórrslieb is reputed by some Astronomers to be made entirely of Warpstone. The first moon is consistent with its natural cycle.

Day 2

A. The Voice of Doom:

The adventurers encounter a filthy looking wretch with long, straggly hair. He stands in one of the town squares amongst a crowd of people shouting and shaking his fist at nothing in particular. Most of the time he yells, "Doomed! We are all doomed! Chaos is upon us! The signs are everywhere." Occasionally his rantings make some kind of sense.

"I see seven, and I see nine, all they had will be mine, mine, mine!"

"The star within the circle, is the sign of death."
"Beware the man who is not a man."

The madman is Ulthar the Unstable. Ulthar used to be a friend of Karl Teugen (Johannes' brother), but he went insane watching Karl die (see p35). Ulthar lives in The Pit (see central pull-out), where he survives as best he can.

If the adventurers approach him, he stares closely at one of them. Ideally, this should be the character who resembles Kastor Lieberung, but if you have not played *Mistaken Identity*, choose any character to be the subject of Ulthar's outburst. Ulthar yells "The Mark is upon you, beware the bringers of Chaos!", before turning and fleeing into the crowd heading for Kringler's Ferry (location 23) and The Pit.

If the adventures follow Ulthar they need to make an *Observe* test or they will lose him in the crowd. If they succeed, they will just have time to see him board the ferry (they will *not* be able to catch him). Otherwise they can make enquires of the crowd to find out that he lives in The Pit. Finding him there requires a bribe of at least 1GC and a *Fel* test with one of the locals - failure yields no information.

If and when the adventurers find Ulthar's hovel, there is no reply to their knocks. On entering, they will find him contorted on the floor with his throat ripped out. Gideon, realising that Ulthar might give away valuable information, has killed him with his talons. If they search the body, the adventurers will find only fleas and a medallion bearing the insignia of the House of Teugen. This was given to Ulthar by Karl Teugen on his death bed.

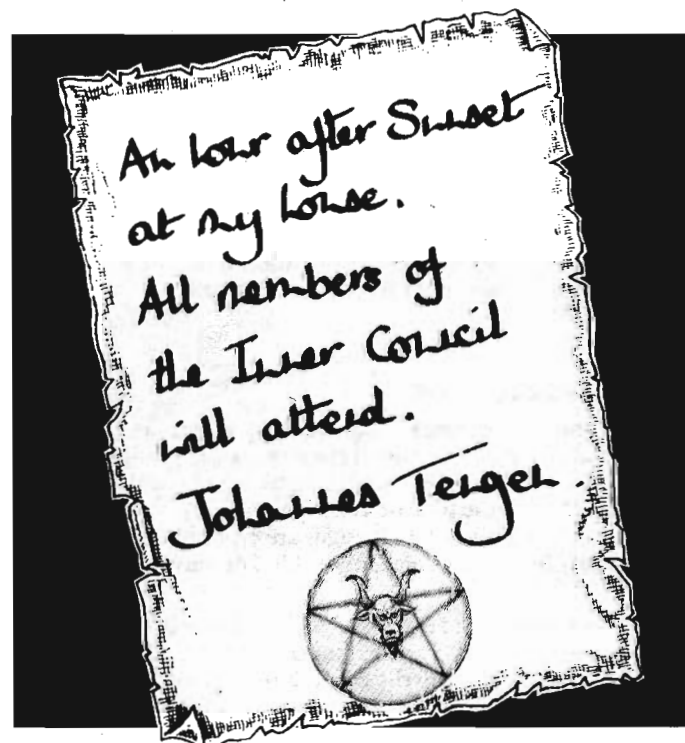
B. The Evil Eye:

During the afternoon, Gideon watches the characters. Any character with *Sixth Sense* skill will have a feeling of being watched but will be unable to determine who is watching them.

C. The Invitation:

Note: if the PCs are making slow progress, delay this event until the day before the Ritual (see below).

While watching Friedrich Magirius or Franz Steinhäger, the adventurers will notice a piece of parchment fall from the suspect's pocket. Magirius or Steinhäger will be unaware that this has happened and the adventurers will be able to pick it up and read it.



This event can be used in a number of different ways. For example, if the adventurers are not actually watching either of the above, but happen to be watching their houses or places of work, they could see it lying in the road or just inside the gates to their residences.

D. hired muscle:

Just after nightfall, a group of eight men converge on the adventurers from all directions. All are dressed in rough, lower-class clothing and many carry clubs, chair legs and similar weapons. If the adventurers are indoors at the time, they are approached by only one of the thugs, but the others stand threateningly in the background. The thugs have been hired by Teugen to scare the adventurers off. None of the thugs know who they are actually working for, they are simply following instructions from Gurney at the Stevedores' Guild (see p35).

On a successful *Observe* test, it will be noticed that some of them wear cheap metal pendants showing a rope-and-pulley emblem, and a successful *Intelligence* test (with a +10 bonus for characters who have had *Artisan*, *Boatman*, *Labourer* or *Trader* careers) will identify the emblem as being that of the Stevedores' Guild. Once the adventurers are surrounded, one of the thugs will speak:

"We've got a message for you. Keep your noses out of what don't concern you or you might wake up one morning at the bottom of the river. Why don't you try your luck somewhere else, eh? I hear Altdorf is lovely at this time of year."

The thugs will then disperse. At no time do they take any aggressive action, unless first attacked or provoked (use the *Thugs* profile on the *GM's Reference Sheet*).

E. Faces Of the Moon*:

On the second night, Mörrslieb is fuller and larger than normal. It appears to hang low over the town. As the night progresses, a grinning face appears on the moon. It is indistinct at first but has solid features by dawn.

The Day Before The Ritual

Note: if the adventurers are making good progress, the events listed for this day can be used on *Day 2*.

A. The Meeting

In the evening, Teugen asks the Inner Council of the Ordo Septenarius to assemble for a meeting at his house on the Adel Ring an hour after sunset. Teugen has called the meeting to finalise the ritual with the Inner Council members. The adventurers may have discovered about the meeting from a letter dropped by Friedrich Magirius or by Franz Steinhäger (see above), or they might be spying on the Adel Ring as the Inner Council members assemble for the meeting.

At this time of night, there is a certain amount of activity in the Adel Ring. The movements of Magirius, Steinhäger and Teugen are detailed below, but they will not be the only people about. The occasional group of young rakes will be leaving for a night on the town; people will be crossing the Adel Ring for dinner engagements, generally accompanied by servants with torches and cudgels to ward off footpads; romantic assignations, and possibly even a duel, may be taking place in the park; and the occasional Watch patrol may be about, being seen to do their duty of protecting the citizens.

This 'background noise' is left to your discretion. It can provide added hazards in the form of aggressive young blades, over-zealous bodyguards and suspicious Watchmen, as well as possible red herrings; for example, several people may come out of the Magirius or Steinhäger houses - most of them bound for perfectly innocent destinations - and the adventurers may have trouble identifying Franz Steinhäger or Friedrich Magirius in the dark, leading to a certain amount of confusion. If the adventurers accost any of the NPCs, there is a good chance that they will be taken for footpads and dealt with accordingly. Use your discretion here; keep the adventurers on their toes, but avoid putting them in impossible situations which they cannot get out of.

FRIEDRICH MAGIRIUS

After returning from his work at the Merchants' Guild, Magirius remains in the house (location D) for about an hour. He then leaves carrying a package containing his Ordo Septenarius robes, and crosses the Adel Ring to Teugen's house (location E). If the adventurers try to stop him or speak to him, Magirius wishes them a good evening and continues on his way. If the adventurers make it impossible for him to avoid them, he will explain that he is going to dinner with his friend Councillor Teugen. If the adventurers persist in detaining him, he will call for help, and try to push his way past.

Franz Steinhäger

Franz Steinhäger emerges from his house (location C) ten minutes after Magirius. He is accompanied by his two bodyguards, and he too carries his robes. If the adventurers try to stop or question him, he will assume that they are footpads and will call for help while his bodyguards (use the *Thugs* profile on the *GM's Reference Sheet*) move to protect him.

Other Arrivals

Over the next half-an-hour, after Magirius and Steinhäger have entered the house, another five visitors arrive. All are on foot, and each carries a bundle. Some are in the company of bodyguards, and nearly all come from houses near the Adel Ring.

The adventurers should be discouraged from gate-crashing the meeting. Until the last visitor arrives, the gates are open and two servants stand by them. If the adventurers try to enter through the gates, they will be politely but firmly turned away by the servants, who will say that a private party is taking place. If the PCs insist on staying, two bodyguards wearing sleeved chain mail coats will suggest that they are not wanted. If the group still insists on trying to get through the gates, the bodyguards attack, backed up by another two, who have been waiting on the other side of the gates.



Once the last guest has arrived, the servants close and lock the gates. Two bodyguards stay here while the other two patrol the grounds. The three guard dogs are then released, these do not bother the bodyguards or the servants, but anyone else in the grounds is fair game. Details of the ground's defences can be found on p33.

The Plan

During the meeting, Teugen tells the Inner Council that the secret temple has been discovered and abandoned, so the ritual will take place on the following evening, in a new location, which will be revealed to them later. Further instructions will be forthcoming nearer the time. Remember, the others think that the ritual is to tamper with market forces and make them all rich, Teugen thinks he's going to sacrifice the rest of them to save his soul, and Gideon knows that it will create a small Chaos gate on the site of the town. After the meeting, Friedrich Magirius has doubts about the ethics of Teugen's plan, as Teugen mentioned that human sacrifice would constitute part of the ritual. After struggling with this for a while Magirius decides he wants no part in it and decides to contact the adventurers (see p37).



B. Tongues Over Bögenhafen:

When Mörrslieb appears on the third night, the face's features are very pronounced. Tonight it is very low over the town, not far above the height of the tallest building. This is an illusion, but the adventurers should be led to believe that the moon is just out of their reach, but could certainly grab them.

As the night progresses, the face's eyes open and move. Anyone watching it will see its eyes move to stare straight at the watcher. Occasionally it will lick its lips with a huge red tongue and stare expectantly down at the town. To the inhabitants of Bögenhafen the moon's face is odd but no great cause for concern. As its features start to move, some folk will hide in fear from it, while others stand outside on the streets greatly amused.

The Day of the Ritual

A. The Watchers:

Two thugs follow the adventurers during the day, and if the adventurers persist in their enquiries, eight of them will return and attempt to catch the adventurers in a secluded spot. They will then try to beat the adventurers unconscious, with the intention of stripping them of any valuables, and dumping them into the river. If the adventurers manage to beat off the thugs, they will not be troubled by them again.

There is a 50% chance that the town Watch will arrive after 2D6 rounds and if so, the thugs will flee as fast as they can. The adventurers may be advised to run too, or else they will have to *Bluff* the Watch to avoid arrest.

B. The Man in the Moon:

If the adventure continues for more than 3 days, the moon does not change but continues to stare down at the town. If Teugen's ceremony is stopped, the moon will look very disappointed and return to its normal aspect for this time of month - a crescent. The moon will stay in its 'happy form' until the Chaos gate is closed.

Common Knowledge In Bögenhafen

The following information can be found out by making enquiries of any minor NPC encountered around the town. Not all the information under one heading will be known by one person (unless stated otherwise). The adventurers will have to talk to a number of NPCs before they can piece together all the information here.

ADDRESSES

The addresses of the major Merchant families on the Adel Ring (area G) are known by the majority of townsfolk. Once on the Adel Ring, the houses are easy to identify as each family's symbol is prominently displayed on the gateposts of its house.

MAGIRIUS

Councillor Magirius is a member of the Merchants' Guild and his family is the most prominent of the lesser merchant houses of the town. Magirius is often to be found at the Guild.

Haagen, Rugbroder, Steinhäger, and Teugen

(see *Merchant Families*, p7)

Johannes Teugen

Johannes is head of the Teugen family, a leading councillor and

the Master of the Merchants' Guild. He was born 50 years ago, the second son of Friedrich and Gunnhilde Teugen. His elder brother Karl became the head of the family on Friedrich's death, and Johannes went to study at the University of Nuln as a Scholar.

On Karl's death two years ago, Johannes returned to Bögenhafen, and took over the family's mercantile operation, dramatically reversing the decline which the family's fortunes had suffered under Karl's less than inspired leadership.

Gideon

Only the wealthier citizens with mercantile contacts will have even heard of Gideon, whom they believe to be a distant relative of Johannes Teugen, and who first appeared in the town with Teugen on his return from Nuln.

The Ordo Septenarius

Any enquiries as to the membership of the Ordo Septenarius will meet with a wall of silence; most people the adventurers approach will deny ever having heard of the society, whether or not they actually know of its existence. If a character with *Arcane Language - Guilder* skill deliberately seeks out a junior merchant and pumps him/her for information, a successful *Gossip* test will yield the information that Magirius will supply about the society's charitable activities (see p36).

Out Of The Sewers

It is likely to be late at night when the adventurers emerge from the sewers, so there is very little they can do immediately. With the exception of the Watch Barracks (locations 10 & 11, p34) and various inns, most establishments are closed. Insistent characters might attempt to knock people up from their beds, but any NPC got out of bed this way will be very angry and is likely to be no help until the morning. Angry characters may even go as far as emptying a pot of night soil over the adventurers!

home to bed

The Journey's End Inn (Location 27)

Adventurers staying at the Journey's End who are covered in sewer soil will be ordered to leave the inn by the landlord. They may return once they have had a bath, but not before. Unfortunately, baths are not available until the morning, so the adventurers will have to spend an uncomfortable night outside, unless they return to Josef Quartjin's barge (see *The Berebell*, below).

In the morning, the adventurers will be met with a bill for 2 Crowns, covering the room in which they left their luggage for the night. If they protest about this, they will be told that the Goblin was caught and killed about an hour after they entered the sewers, and since they failed to recover it, the council is no longer prepared to pay for their accommodation (each hot bath adds 2/- to the bill). Until they pay their bill, the adventurers are not allowed to remove their luggage, and this "request" is backed up by a couple of large and brutal barstaff. The adventurers may attempt one *Bargain* test to reduce the bill.

No one in the inn knows where the Goblin was killed, but they will suggest that the adventurers call at the Town Hall (location 25, below) for more information.

The Berebeli

It is likely that players of *Mistaken Identity* (in *The Enemy Within* sourcepack) will wish to return to Josef's barge, the Berebeli. Unwounded and soiled characters returning to the Berebeli will be thrown overboard by a bad tempered Josef. He has been drinking and is upset at being disturbed. Josef is determined to do something about the stench from the characters. However, once characters are thrashing around in the water, Josef will laugh and help them out. He does not throw wounded characters overboard.

A Job Well Done

The Festival Court (Location 7)

The Festival Court will be in session until the third day of the Schaffenfest. After that, all court proceedings revert to the Town Court (location 26).

When the adventurers arrive at the Festival Court, Magistrate Richter is presiding over a case involving two brawling labourers and is unable to see them. His clerk Andrea will ask why the adventurers are here and tell them to call back in 15 minutes.

When the adventurers are finally shown in to see Magistrate Richter, he explains that he is sorry to have wasted their time, as the Goblin was crushed by falling crates in a warehouse on the Ostendamm about an hour after they entered the sewers. Richter does not know where the Goblin's body is; as far as he is concerned the case is closed. He will, however, listen attentively to the adventurers. Richter will not believe their story and will ask for more proof.

If asked, Richter can give them the address of the warehouse (No. 4 counting from the west end of the Ostendamm - location H) and inform them that it is owned by the Steinhäger family. If the adventurers tell him that the temple is under the Steinhäger offices, he will promise to look into this.

If shown the handkerchief from the secret temple he can confirm that it bears Franz Steinhäger's monogram. If the symbol of the Ordo Septenarius is described to him, he will tell them that he has no idea what it means.

Richter is not authorised to pay the adventurers any money. If asked for some, he directs them to the Town Hall.

Gottri's Body

If the adventurers have brought the body of the Dwarf with them, Richter will be nauseated and insist that they remove it. He will suggest that they take it to the Mourners' Guild (location 38, page 37) and have it buried. As far as he is concerned, it is obvious that Gottri was slain by cut-throats and flung into the sewer. He can tell them that Gottri was in and out of the stocks all day on charges of being drunk and disorderly, and was finally released about dusk. Richter does not know what happened to him later.

If the adventurers ask Andrea about Gottri, a successful *Gossip* test (with an additional +10 modifier for *Law* skill) will reveal that Gottri was last seen going into the town accompanied by a servant wearing the livery of the Teugen family.

Richter's Reward

If Richter is told of the Goblin or the temple, he goes to the Town Hall to see Teugen after the adventurers leave. He tells Teugen all he has been told and asks for advice. Teugen tells him that he will look into the matter and asks Richter to return to the Court.

If the adventurers return to see Richter later, they will be told by Andrea that he has fallen ill and has gone home. Magistrate Gorvintz is now presiding over the court and is very busy at the moment. On no account will Magistrate Gorvintz agree to see the adventurers unless it is to sentence them to hard labour!

On a successful *Gossip* test, Andrea will respond to enquiries about Richter's illness. She will tell the adventurers that the Captain of the Watch called to see the Magistrate earlier. She does not know what went on exactly, but tells the adventurers that Magistrate Richter looked pale and was shaking afterwards. If asked, Andrea will tell the PCs that Richter lives in chambers in the Town Courts (location 26, see page 28).

Should the adventurers return to question Andrea, after speaking to the Captain of the Watch (location 10, page 34). She will tell them there was something strange and creepy about the Captain. He seemed very amused after he left, most unlike him, as he is usually very serious.

Richter's Chambers

Magistrate Richter lives alone, sharing his apartments with his house-keeper, Gilda, who opens the door to the adventurers when they arrive. Gilda is 57 years old and has served the Magistrate for 20 of those years. She dotes on Richter and is very concerned that he is ill. She only lets the adventurers in if they make a successful *Fellowship* or *Bluff* test. A *Herbalist* or *Physician's Student* has a +30 modifier to the test. If successful, the adventurers discover that Richter has not been ill for years and that Physician Reinhold Heichtdorn is in with him now. After a few minutes, the Physician appears and, after telling Gilda to keep Richter warm, he leaves. The Physician has no time to talk to the adventurers and hurries back to the Physicians' Guild (location 34, page 36).

Magistrate Richter has been stricken with a magically induced disease (purple brain fever) by Gideon. His eyes bulge from his head and his tongue has swollen up. He is delirious and will die within a week. A *Herbalist* character with *Cure Disease* skill will be able to diagnose the disease on a successful *Int* test, and will know of a herbal remedy which will affect a cure. Unfortunately, this remedy is not available in the town, but Gilda will suggest that the character informs Doctor Heichtdorn of the diagnosis.

The town hall (Location 25)

At the Town Hall, the adventurers are met by a surly-looking clerk, who informs them that the Goblin was killed in a warehouse last night. Since they failed to capture it, the council is not prepared to pay any money for their part in the proceedings.

The adventurers may attempt to persuade the clerk to pay them. On a successful *Bargain* test (don't forget any *Fellowship* modifiers if they have not cleaned up first!) the clerk tells them to wait, and disappears into one of the inner rooms for 3D6 x 10 minutes. If the adventurers are still around when he comes back, he says that he has been authorised to cover their accommodation expenses, and gives them 1 Crown each. This sum is not negotiable, and further bargaining attempts will not increase it.

The clerk does not know any more about the fate of the Goblin and refuses to find out for the adventurers. If the adventurers ask to see Magistrate Richter or anyone else in authority they are directed to the Festival Court (location 8, above).

If the adventurers attempt to impress the clerk with tales of monsters in the sewers, they will be treated with open scorn; adventurers are well-known for their tall tales, and the clerk will assume that they are fishing for some kind of official commission to clear these alleged monsters from the sewers.

If the adventurers mention the secret temple, the clerk takes down any particulars they care to give him. The clerk is sceptical and scathing of their find and only enters a partial account of it into the record. He believes the adventurers to be lying and says so in the report. After filling in the report, the clerk leaves and keeps them waiting for 15-60 minutes (10 + 5D10) while he tries to establish which particular department should deal with the report. At the end of this time, he asks the adventurers to call back on the following day (see below).

The Town Records

These records are not available to the adventurers as Teugen has used his influence to deny access to them by anyone other than a member of the Town Council.

The Next Day

Calling back at the Town Hall the next day, the adventurers again meet the clerk. He keeps them waiting for 10 minutes as he fills in a ledger, ignoring them all the while. He then looks up and thanks the adventurers for their help and says "That will be all, your allegations are being looked into". The clerk has been instructed by Teugen to assure the adventurers that the town authorities are looking into the situation. If Steinhäger is mentioned, the clerk will suggest that it is not a good idea for outsiders to slander prominent Town Councillors.

If the adventurers insist on talking to someone in authority, a *Fellowship* test should be made, modified by *Blather*, *Charm*, or *Seduction* skill (the last on the part of a female character only). If the test is successful, the clerk will disappear into an inner room for another 10 + 2D10 minutes, and will then usher the adventurers into an office, saying that Councillor Teugen has kindly consented to see them personally.

Councillor Teugen (NPC Details - central pull-out)

The adventurers are led by the clerk along a wood-panelled corridor to a stout oak door with a nameplate declaring it as Councillor Teugen's office. After knocking on the door, the clerk waves the adventurers through to the darkness beyond.

Entering or peering into the room, the adventurers will realise that the curtains are all drawn leaving the office in semi-darkness. Behind a large, mahogany desk sits Councillor Johannes Teugen. Until the adventurers' eyes adjust to the gloom, all they can see is his large form silhouetted against the closed curtains. In a pleasant and charming voice Teugen greets them. "Good day, please come in and close the door behind you. My apologies for the darkness, but I have a terrible headache today." Teugen motions to chairs in front of his desk.

As the adventurers sit down, Teugen reaches for a goblet of dark reddish liquid with a white, pasty hand. As he raises the goblet to his lips, the adventurers may notice (by making a successful *Observe* test) that two of his teeth are rather long and pointed.

Around his neck hangs a gold chain bearing a medallion with his family's symbol upon it.

It is Teugen's intention to convince the adventurers that their report is being looked into and that they need not concern themselves any more with this matter. Surely they trust the Town Council to take care of this affair?



In a pleasant manner, Teugen repeats what the clerk has already said; he explains that the reward was conditional on the adventurers recovering the Goblin, which they failed to do. If the adventurers should mention the temple or any other discoveries which they made in the sewers, he will smile in a faintly patronising manner (revealing his teeth again), and explain that it is a common practice for householders to maintain private shrines in their cellars. As for the Demon, well, that is obviously ridiculous; he is sure that the adventurers were simply deceived by tricks of the light and distorted echoes in the sewers' dismal environment.

If the adventurers mention the Ordo Septenarius, Teugen will tell them that he is indeed a member of that charitable institution. He will say apologetically that he does not have time to talk about it now, and will recommend that the adventurers see Councillor Magirius at the Merchants' Guild, who, he is sure, will be happy to answer all their questions.

He will then ask the adventurers to excuse him, as he has much to do, and ring a small brass bell which stands on his desk, whereupon the clerk will come to show the adventurers out.

On future visits to the town hall, after their interview with Teugen, the adventurers will be unable to get past the clerk. If they are insistent, four members of the Watch will appear to escort the adventurers out of the building.

Watching the town hall

Various people come and go throughout the day, and most of the staff leave just before dusk. Teugen always leaves at the same time after dusk and goes directly to his house on the Adel Ring.

Doctor Malthusius (location 8)

You should ensure that the adventurers encounter Doctor Malthusius during the first day of their investigations (see *Events*, p23). The adventurers may decide to call on him to inform him of their findings and of the demise of his Goblin. If they do not, you can have Doctor Malthusius run into them in the town or near the Festival Court.

Doctor Malthusius will be pleased to see the adventurers, he is sure they did their best to recover the Goblin and holds no grudge against them. He will invite them to his caravan and offer brandy and tobacco.

Malthusius has heard that the Goblin was killed in a warehouse by the river, and is rueful at the loss of his best exhibit. He realises that the townspeople would not have been interested in taking it alive, but he is baffled by the fact that the clerk at the Town Hall has steadfastly refused his requests that they should return the body to him, so that he could have it stuffed and mounted as a static display. He cannot imagine why they should refuse to hand the body back to him, since it could be of no conceivable use to anyone else.

Shadows Over Bøgenhafen

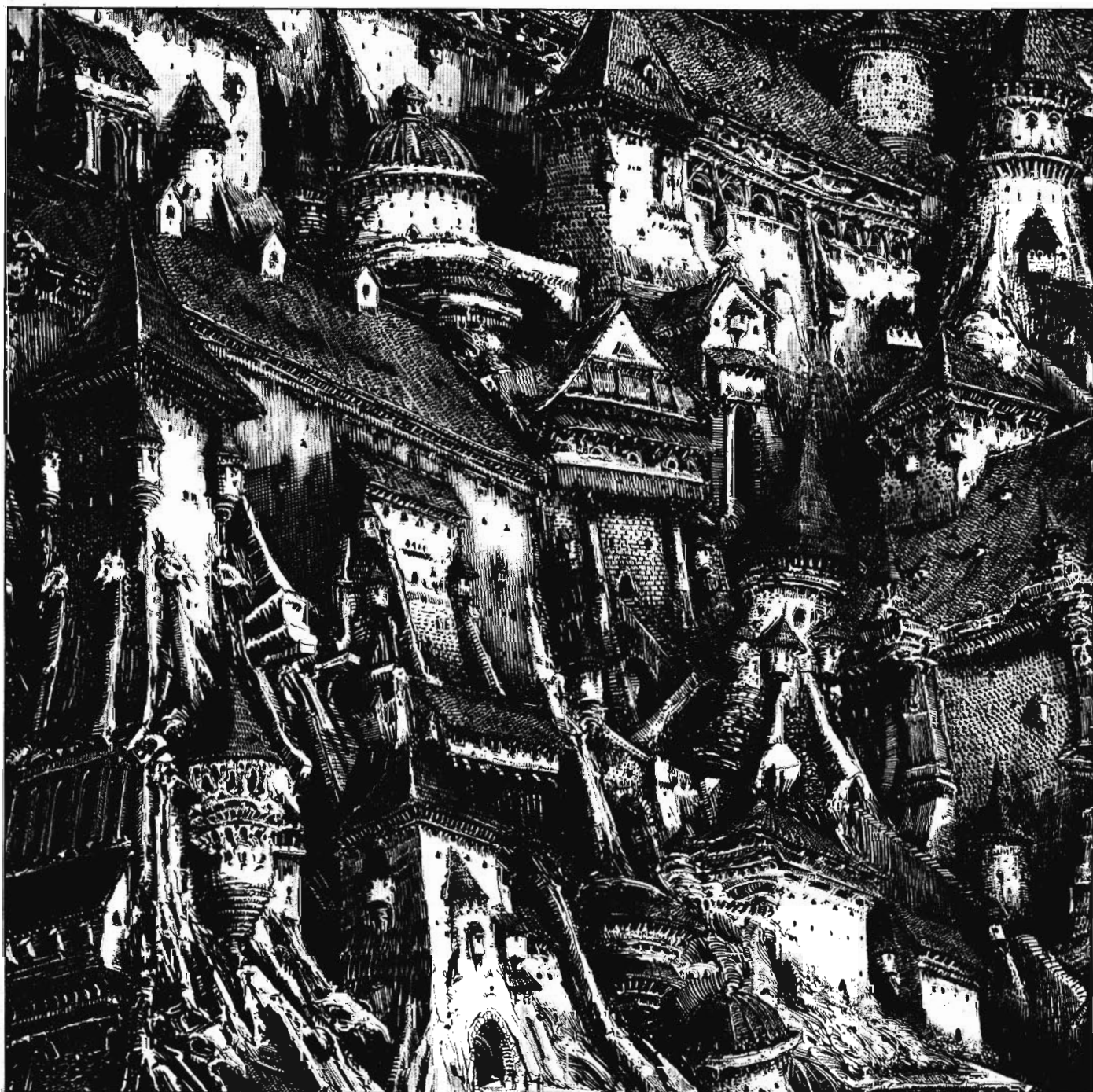
If the adventurers tell him about the temple and suggest that the Goblin was killed there by the Guardian Demon, Malthusius will be disbelieving at first. Are the adventurers sure that what they saw wasn't a trick of the shadows and echoes? A successful *Fellowship* test (or the sight of the Goblin's pelvis - see page 22) will convince him that the adventurers are serious, and then he will start to think. "So that must have been why the authorities refused to hand over the body - there wasn't one after the Demon had finished."

Malthusius will not want to take any direct role in any further investigations - he will explain that he is in no hurry to make powerful enemies, and in any case he will be moving on as soon as the fair comes to an end. At the same time, the prospect of a hidden temple with a Demon in a seemingly ordinary town like Bøgenhafen worries him; he is torn between a desire to do something about it and the conviction that it is better not to delve too deeply into these things.

If he can render any service to the adventurers which does not involve him in any personal risk, he will gladly do so. As an afterthought, he will suggest that the Thieves' Guild could be helpful to anyone with the right contacts; unfortunately he cannot provide any. If asked for any more suggestions, Malthusius will tell them that the library in the Temple of Verena (location 17, p35) may hold useful information.



If the adventurers mention Gottri, Malthusius will offer to ask around at the fair, and by the end of the day he will be able to tell them that the Dwarf was seen shortly after sunset, heading into the town in the company of a young man wearing a suit of livery which included a red cross or flower on the chest.



Places Of Interest

This section lists those areas that the adventurers are likely to go to in order to follow up leads and clues discovered during the course of their investigations. You will also need the map of Bögenhafen and the descriptions given in the *Pull-out* section. You should encourage the players to conduct this investigation as a group, since splitting up can lead to situations where some players are left with nothing to do.

The Sewers Revisited

The adventurers may re-enter the sewers by any manhole that they discover. A successful *Search* test is necessary to find the manhole cover beneath the dirt and rubbish in the road, and there is a chance that the adventurers will attract suspicion as they search for and take up the manhole cover. Roll a D100; if the result is less than or equal to the number of characters in the party x 10%, roll on the following table:

D100 roll Result

- 01-90** A passer-by stops and asks the adventurers what they are doing; a *Bluff* test should be made if the adventurers concoct a convincing story, otherwise there is a 50% chance that the passer-by will report them to the Watch. In this case, a Watch patrol will appear on the scene in 2D10 turns (minutes) - see below for the patrol's reaction.
- 91-100** A patrol of 4 watchmen appears, and questions the adventurers; a *Bluff* test should be made if the adventurers concoct a convincing story, otherwise the patrol will try to arrest them (see pull-out - *The Watch*). The Watch will accuse the adventurers of loitering with intent, the penalty is a fine of 2D6GC; failure to pay results in confiscation of the characters' goods. These items will be returned once the adventurers pay their fine.

Once the manhole is open, the adventurers can climb down into the sewers. As each character climbs down, an *Initiative* test should be made to avoid falling into the effluent channel. For the effects of this and information on the sewers in general see p17-18.

The Secret Temple (Location S7)

The door from the sewers has been repaired (if previously broken down by the adventurers) and is bolted from the inside. It is also sealed with a *Magic Lock* spell.

The temple has been completely stripped of all its contents, and the pentagram painted on the floor has been obliterated. A successful *Search* test will turn up traces of paint and flecks of copper left behind by the sawing-up of the copper circle.

A. The Crossed Pikes (Map 6)

This unremarkable-looking, two-storey tavern is close to the Watch Barracks and often frequented by off-duty watchmen. Unknown to the majority of its patrons, it is used as a safe house by the Thieves' Guild, and is the first stopping-off point for criminals who have been sprung from the cells in the Watch Barracks (Location 10).

By using a secret entrance in the inn's cellar, the Guild has a

convenient means of reaching almost any part of the town unnoticed. The Watch suspects that the Thieves' Guild has a bolt-hole somewhere in the town, but have never thought to look so close to home. The Thieves' Guild also has other buildings scattered around the town (which you may like to locate yourself), but the Crossed Pikes is the only one with any relevance to this adventure.

The Crossed Pikes is open from noon until midnight. During opening hours, all the bars will be full and staff will be continually shuttling back and forth between the bars and the back rooms.

Franz Baumann - Landlord and Thieves' Guildsman

Baumann has dark, greasy hair and a lean, wiry physique. He is the landlord of the Crossed Pikes and runs the operation for the Guild. He is a likeable rogue who prefers to avoid violence if possible. However, if he feels that the Guild's position is in danger of being compromised in any way, he will not be quite so peaceful...

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	23	4	4	7	28	1	30	28	35	31	34	29

Age: 34

Skills

Concealment Urban/Rural
Secret Language - Thieves' Tongue
Secret Signs - Thieves' Signs
Silent Move Urban/Rural

Possessions

Dagger (I +10; D -2; P-20)
Short sword
Purse with 11 shillings

Baumann is assisted by various barmen and barmaids and also has Reinhold and Reinhardt (two Guild Thugs) around at all times. In addition to the staff, 2-12 of the customers are always thieves, ready to support Baumann should he require it. Statistics for all these characters can be drawn from the *GM's Reference Sheet*.

It is most likely that the first sight the adventurers will have of the Crossed Pikes will be of its cellar (see location S2, page 21), when they discover the Guild's secret sewer entrance. What befalls them if they go through the door is described below (see *Uninvited Guests*). If they ignore the sewer entrance, however, their first encounter with Baumann may follow quite different lines (see *A Drink at the Bar*, page 31).

Uninvited Guests

If the adventurers enter the cellar from the sewers, they will have to find the hidden key, or use an *Open* spell, or break the door down (T 1; D 4). On the cellar side, the door is concealed behind a stack of empty crates which will fall over with lots of noise if the door is broken down. The rest of the cellar is piled with more barrels and crates, and among them sit three men. One is dark-haired and wiry, and the other two are heavily-built and almost identical to one another. They look surprised as the adventurers enter the cellar, but do not appear to be unduly worried and make no aggressive moves unless they are attacked.

"Come in, why don't you?" says the wiry man as the adventurers enter, "Have a seat." He gestures with the dagger that he was using to clean his fingernails.

If any of the PCs have not yet entered, the man will calmly call them into the room. When all the adventurers are inside, the man pulls a hidden lever, and a pit opens up under *all* of them. They drop through a hole in the floor, and, being taken completely by surprise, have no chance to react as a dozen thieves leap on them, bind them securely and stick sacks over their heads. They are all then carried upstairs into one of the bedrooms...

Your Attention Please

Once in the room, the sacks are removed and the adventurers are disarmed and gagged. This operation is performed by two large thugs, while Franz Baumann - the wiry man from the cellars - sits against the door, cleaning his fingernails with a dagger.

"Ah," says Baumann, "That's better. Now we can talk. Or rather, I can talk. But where are my manners? I'm Franz, and my two friends here are Reinhold and Reinhardt. They're twins, you know.

"Now you see," explains Baumann, still cleaning his nails. "We have something of a problem. That door you found may not be much to look at, but we like it. It's funny how you can become attached to things. Call us selfish if you like, but we're really quite possessive. We don't really want to share it with anyone. If people keep wandering in and out of it - well, it will just wear out, won't it? And that would be a shame. In fact, we'd be quite upset.

"So we're not quite sure what to do. My two associates here, they tell me they'd like to beat you to a pulp and drop you in the sewers with a bag of bricks round your neck on a very short piece of string. But I told them, that wouldn't be very nice. They do tend to get excitable when they're upset about something. I'm sure you'll understand and forgive them, won't you?

"No, I said to myself the moment I saw your faces. These people are reasonable. I'm sure they'll understand. So I'm going to ask you to look on it as our little secret. You can keep a secret, can't you? I'm sure you can. And I have great confidence in my judgement. I get that from my mother, you know, she was very gifted in that direction. So I'd be very disappointed if I turned out to be wrong. And so would my two friends here. And all our friends. We're very lucky people, you know. We've got lots of friends. I suppose we're just naturally sociable.

"Now, will you promise to keep our little secret? Just for me? It would make me very happy if you'd promise."

The adventurers have very little choice here; if they refuse to cooperate they will indeed be beaten to a pulp and dropped in the sewers attached to bags of bricks. If the adventurers agree to keep quiet about the door, Baumann will congratulate them on their wise decision, pointing out that he knew all along that they could be trusted and that he wouldn't do this for just anybody.

Then, the adventurers will be led back into the sewers, where they will find their weapons in a bundle a little way down the walkway. As the door is shut behind them, Baumann will call after the adventurers that his friends will be keeping an eye out - they have a "nasty suspicious nature, you see", and they "hate to be disappointed". With that, the door will close, and a series of scraping sounds will be heard from behind it, as crates are moved to block the doorway.

A Drink at The Bar

If adventurers come to the Crossed Pikes because they have traced its location from making a note of the sewer door, or because they are trying to make contact with the Thieves' Guild, they will be served by Franz Baumann. He will engage them in casual conversation mentioning the runaway Goblin amongst other things. If one of the adventurers speaks in *Thieves' Tongue*, a successful **Fel** test is required to gain Baumann's trust. If so, Baumann will be able to supply the following information at a cost of 1D4 + 1GC each. This may be reduced by a successful *Bargain* test.

The sewer entrance to the hidden temple is under the Steinhäger offices (location B). It was installed between a year and eighteen months ago.

Members of the Steinhäger family and other merchants have been seen going into the office at all hours of night on several occasions over the past six or eight months.

Thieves using the neighbouring sewers have heard strange noises coming from the general direction of the door - the noises include chanting in some unfamiliar language, and the occasional scream.

No one in the Thieves' Guild has seen anyone or anything coming out of the temple's sewer door, although mutilated bodies have been found occasionally in the sewers downstream of the door. They have nearly always had their hearts cut out.

Gottri Gurnisson was known to the Thieves' Guild; he was an alcoholic itinerant who had been in town for a couple of months.

Several beggars have died in a similar way over the last year.

If the adventurers make enquiries about a door in the sewers, they will be invited into the back of the inn, where they are shortly joined by another 8 thieves. While cleaning his nails with his dagger, Baumann will explain the situation to the characters as described above (see *Your Attention Please*).

The Thieves' Guild

It is possible that the adventurers will try to make contact with the Thieves' Guild without going to the Crossed Pikes.

Any Rogue character with *Secret Language - Thieves' Tongue* may attempt to locate a member of the Thieves' Guild. The character will have to visit various drinking houses and dives, making a *Gossip* test in each one. These establishments may be recognised by any character with *Secret Signs - Thieves'*. There is a +20 modifier to the *Gossip* test if the character is in the area on the north bank of the river known as The Pit, and a +10 modifier if the character is any other part of the area marked A on the town area map (pull-out section). On the first successful test, the character will be contacted by a member of the Thieves' Guild.

Thieves' Guild Information

Once contact is made, a **Fel** test will be necessary to convince the contact that the character is looking for information and poses no threat to the Thieves' Guild. If this test is successful, the information listed at the Crossed Pikes inn (see above) may be gained. The Thieves' Guild does not make a practice of free services, each piece of information will cost 2-5GC, this may be reduced by a *Bargain* test.

This is all the information that the Thieves' Guild can provide; they are unwilling to go near the temple.

B. The Steinhäger Offices (Map 7)

The Steinhäger family is one of the major merchant houses in the town. It is led by Franz Steinhäger who is also a member of the Inner Council of the Ordo Septenarius. Franz's brother, Heinrich, can also be found here as can Franz's son, Albrecht. Heinrich would be very interested in discovering his brother's involvement in the Ordo Septenarius and would attempt to use it to discredit his brother and take over the family business. Franz's son, Albrecht is aware of his father's involvement but believes the Ordo Septenarius to be a harmless inner society of the Merchants' Guild.

The offices are in an imposing single-storey building, with the family's badge (a barrel with the letter 'S' branded into it) hanging outside. All the rooms in the building are panelled with wood.

The building contains an office and living quarters for the doorkeeper, a reception room, a conference room, offices for the clerks, and offices for Franz Steinhäger, his son Albrecht and his brother Heinrich.

Watching The Building

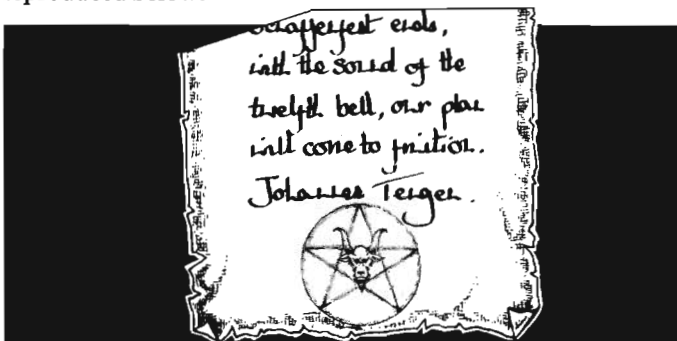
Watching the building will yield little of interest; merchants and other people come and go throughout the day. Heinrich's bodyguard calls to collect him just before dusk and the two leave with the rest of the staff at dusk. Franz and Albrecht leave shortly after nightfall, in the company of Franz's two bodyguards, and return to their house on the Adel Ring (location C).

An Appointment?

The offices are manned night and day by a doorkeeper, and during the day Franz, Heinrich and Albrecht can usually be found here. Also in the building will be Franz's two bodyguards, the chief clerk (Matthias Wertz), and three junior clerks. At night, all doors are locked and the building is inhabited only by the doorkeeper and his dog.

The adventurers will not be able to get into the Steinhäger offices without having some business (real or pretended) which might interest the House of Steinhäger. A successful *Bluff* test is necessary to be shown in by the doorkeeper. The adventurers are let into one of the reception rooms, where they are kept waiting for 10 minutes. They are then shown in to see Franz Steinhäger (see the pull-out NPC details).

During the interview, one of the adventurers will notice the symbol of the Ordo Septenarius on the bottom of a sheet of parchment. An *Observe* test is required to make out the signature and the visible writing. Franz will rapidly cover the letter up if he thinks anyone has noticed it. The visible part of the letter is reproduced below:



Heinrich Steinhäger

Having failed to make much progress with Franz, the adventurers may decide to talk to Heinrich Steinhäger. An appointment may easily be made with Heinrich after they have seen Franz, as Heinrich likes to know all that goes on. Alternatively the adventurers may decide to talk to Heinrich as he makes his way home in the evening.

Heinrich Steinhäger - Merchant

Heinrich looks very similar to Franz, appearing as a younger, brown-haired version (42 years old). Heinrich is jealous of Franz and wishes to depose him and take over the family business. He will be most interested in any evidence that the adventurers can provide of Franz's involvement in any illegal activities.

Heinrich should appear to the adventurers as the only person in Bøgenhafen who believes their tale, but he does so only to further his own ends. Heinrich will lead the adventurers on if possible, he will express shock and disgust at anything the adventurers tell him. He will be genuinely horrified at talk of a demon under the offices. After listening to the adventurers and spurring them on about the iniquities of it all, he will point out that there is little the authorities can do, as wizardry is not a crime and that the authorities appear to be in league with Franz anyway. However, if Franz were to meet with a fatal accident, (and accidents will happen!), then not only will the town be safe, but the adventurers would also be handsomely rewarded. Heinrich is willing to pay 600GC for the demise of his brother, but can be bargained up to 1000GC.

If the adventurers do murder Franz, Heinrich will be the first to inform on them. 1000 GC is a lot of money, and these people are obviously deranged.

If a profile is required, use the *Wealthy Townsperson* on the list of standard NPCs on the *GM's Reference Sheet*.

Breaking In

The adventurers may try to break into the building at night. The windows are shuttered and locked from inside and all the doors are locked (CR 30%; T 3; D 9). The dog has a free run of the courtyard at night and if the adventurers make any noise entering the building, the dog will hear them on a successful *Listen* test. If so, it will begin to bark loudly, and wake the doorkeeper after 10 rounds. If the adventurers break any of the doors down, the doorkeeper will inevitably be alerted. Once awake, the doorkeeper will come to investigate, and once he sees what is going on he will attempt to inform the Watch. A four-man Watch patrol will arrive in 10 + D10 minutes and will attempt to arrest the adventurers for burglary.

Gerhard Schutz - Doorkeeper

Gerhard has served the Steinhäger family for the majority of his 63 years. He is very loyal and will do his utmost to stop any break-ins. However, he is not suicidal and will surrender or flee if things are looking bad.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	25	1	3	5	30	1	29	29	29	29	29	29

Skills

Dodge Blow

Possessions

Candle
Club
Keys - to every door in the building *except* the door leading to the cellar.

Fang - Watchdog

Fang is a large black dog with sharp teeth. Fang is less fierce than she looks and will befriend any character who gives her some food. Her *Night Vision* has a range of 10 yards.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	41	0	2	3	5	30	1	-	43	14	43	43	-

Franz Steinhäger's Office

Hidden behind one of the wooden panels in Franz's office is a locked door (T 3, D 8) which opens onto a flight of stairs, leading down to a cellar where the hidden temple (location S7 on the sewer map) is situated. The door can only be found with a successful *Search* test. No one else in the building is aware of its presence.

The drawer to Steinhäger's desk is locked (CR 20) and contains a list of Steinhäger warehouses (Nos. 1-7) along with their contents (various inexpensive trade items - cheap wine, timber, and so on). Underneath this is a bronze medallion and a few sheets of parchment, all with the Ordo Septenarius emblem on them. Also in here is the letter that was previously on Steinhäger's desk.

If the adventurers remove the drawer they will notice a leather bound book hidden behind it. The book belongs to Teugen and has his name in the front. It is written in *Arcane Language - Magick* and contains the following Petty Magic spells: *Curse*, *Gift of Tongues*, *Magic Alarm*, *Magic Flame*, *Magic Lock*, *Protection from Rain* and *Reinforce Door*.

The Safe is hidden behind a picture of Bögenhafen. It is locked (CR 40), and has a *Magic Lock* spell cast upon it. It contains two chests, each individually locked (CR 30%) and *Magic Locked*, each containing 500 GC. Underneath one of the chests is an unsigned note from Teugen to remind Steinhäger that a beggar will be brought into the temple to consecrate it.

Heinrich's Office

Heinrich's desk is not locked and if the adventurers look, they will find a letter addressed to a Herr Schultz in Altdorf. The letter expresses disgust at Franz's running of the business and bemoans Heinrich's bad luck at being born two years later than his brother.

C-G. The Adel Ring

The adventurers may make enquiries at the houses of any of the town's great merchant families. At each house, the adventurers are met by a doorman and a successful *Gossip* test is required to gain any information, modified by the adventurers' appearance and manner, and by the use of skills such as *Etiquette*. If successful, the characters will learn the information given under *Merchant Families* (p7) for each house they visit. On no account will the adventurers be allowed to enter the houses.

If the adventurers enquire about the Ordo Septenarius at any

house other than that of Ruggbroder (location F), they will be instructed to go to the Merchants' Guild and to ask to see Councillor Friedrich Magirius. This will happen regardless of the results of any *Gossip* or other test, since Magirius has left instructions that anyone enquiring about the society is to be sent to him.

Watching the Adel Ring

If the adventurers watch any of the buildings on the Adel Ring, a *Hide* test will be necessary every half-an-hour to avoid arousing suspicion from the Watch as it patrols the area. The street counts as an *urban* environment, and the Park counts as a *rural* environment.

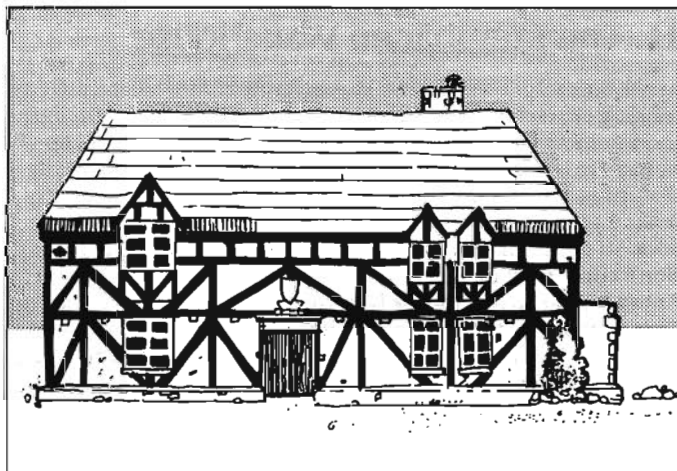
E. Teugen's house (Map 8)

The Teugen house is set back from the road in its own grounds. The walls around the grounds are 15 feet high and can only be climbed by a character with *Scale Sheer Surface* skill. The gates are also 15 feet high, but can be climbed easily. During the day, the gates are open and visitors can call at the house. At night the gates are locked (CR 35%) and three guard dogs roam the grounds. There are always four bodyguards at the house to deal with any intruders. These are the same as the bodyguards on the *GM's Reference Sheet* except that they wear sleeved mail coats and breastplates.

The adventurers should be discouraged from breaking into Teugen's house. If they watch the house, they will frequently see the bodyguards going about their business and at night they will notice the dogs.



Any night-time incursion into the grounds will attract the dogs, who bark and rush to attack. The characters will have time to run back to the walls before the dogs, but if a character has a lower *Initiative* than the dogs, one of the dogs will be able to attack while the character climbs the wall. If the character is bitten, he or she has a 50% chance of being dragged off the wall, a fall of 2 yards. By this time, the bodyguards will be bearing down on the adventurer(s). The bodyguards will call the dogs off and tell the adventurer(s) to "Hold it!" If the adventurer(s) complies, he or she will be given a good beating and flung out of the gates with a warning never to return, to the effect of "You won't be so lucky next time." Attempting to fight the bodyguards results in the release of the dogs and the arrival of six club-wielding servants. Anyone caught a second time by the bodyguards will be handed over to the Watch and charged with attempted robbery and assault (see *The Watch*, pull-out).



Dogs

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
6	41	0	3	3	7	30	1	-	43	14	43	43	-

Watching the house

There is little to be gained from watching the house; neither Teugen or Gideon go out during the night. However, around midnight, the adventures will see a strange shadow flit across an upstairs window. It is only a fleeting glimpse, but the adventurers will be left with the impression that it was some form of winged humanoid. This glimpse of Gideon's true form will not be repeated no matter how long the adventurers watch the house.

F. The house of Ruggbroder

Enquiring at the House of Ruggbroder about the Ordo Septenarius results in no information. The House of Ruggbroder is opposed to the Ordo Septenarius and the servants have no inkling of its existence.

Herr Ruggbroder can only be contacted at home and does not receive visitors. The adventurers will need to write a letter of introduction if they are to have any chance of meeting him. A successful **Fel** test (with a bonus of +10 for such skills as *Charm*, *Etiquette*, and so on) is required while writing the letter. The writer will also need to make it clear that he or she has information that may be useful to the Ruggbroder family. If both of these conditions are met, the adventurers will receive a letter in return, asking them to call at the Ruggbroder House that evening.

Arriving at the house, the adventurers will be shown in to meet Heironymus Ruggbroder. Heironymus is deeply troubled by the existence of the Ordo, he fears that it is out to destroy him and his family. He knows of the involvement of Teugen, Franz Steinhäger and Friedrich Magirius, but he will be interested in any additional information they may have. He will be most interested if the adventurers can provide any firm evidence that the Ordo has been involved in sorcery of any kind. He will offer 10GC for information and promise 500GC for conclusive evidence.

Ruggbroder will use any evidence provided by the adventurers to discredit those families involved. He will lay this evidence in front of Baron Von Saponathem. This will take a few months, but the Baron will seize the property of those involved and split it between himself and Ruggbroder, leaving Ruggbroder as the only major merchant house.

H. The Steinhäger Warehouse

At the Steinhäger warehouse, the adventurers are met by a seedy looking character with a nervous twitch. This is Anton Breugel, the warehouseman. Anton is an alcoholic and reeks of cheap booze. He is guarded in his dealings with the PCs and is visibly disturbed at being questioned by them. Unless the adventurers make a successful *Fellowship* test (an offer of a bottle of booze adds 50 to the character's **Fel**) he will tell them to "Push off and don't come back or I'll call the Watch." If the test is successful, Anton will describe how he beat the Goblin to death with a club. This contradicts the story given him by Steinhäger and passed on to the PCs by Magistrate Richter, but Anton prefers this one as it shows him in a more heroic light. He cannot of course substantiate his story, and if asked for evidence of the fight, or for the Goblin's body, he will realise he has said too much and insist they leave.

Accidents Will happen

The evening after the PCs visit the warehouse, Anton will be murdered by Gideon. Anton's body will be pulled out of the river in the morning and it will be assumed that he fell in the river while drunk and drowned. The adventurers will hear about this as they go about their business or if they return to the warehouse. None of the town folk are surprised at Anton's death, he was a well known drunk and it was only a matter of time before he had an accident.

5-9. The Schaffenfest

The fair lasts for three days (see p9). On the fourth day, the characters may encounter people packing up their belongings and preparing to move on. After the fourth day the area will be empty. General enquiries at the fair will prove fruitless, no one here knows anything about the Ordo Septenarius. If the characters wish to consult a fortune teller, see p15.

For details of the information available from Doctor Malthusius (location 8), see page 28.

10 & 11. The Watch Barracks

If the adventurers try to make their report here after they come out of the sewers, they will be questioned by the sergeant on duty, who will make notes and ask them to call back on the following day. If the adventurers bring the body of Gottri Gurnisson here, it will be handed over to the Mourners' Guild for burial. The Watch will assume that Gottri was killed by robbers and dropped into the sewers through a manhole. As far as they are concerned it is an open and shut case.

Should the adventurers call back they will be referred to the town hall (location 25, p27).

The Watch Captain

After Magistrate Richter is taken ill (see p27) the adventurers are likely to wish to speak to Reiner Goertrin, the Watch Captain. Reiner is a busy man and does not suffer fools gladly. It requires a successful **Fel** test to see him, in which case the adventurers will be shown in immediately.

Reiner Goertrin - Watch Captain

Reiner is tall and lean, his face is almost cadaverous in its thinness and his hair is the colour of bleached bone. He is currently concerned with ensuring that law is maintained at the Schaffenfest and has little time for anything else. He has a brisk manner and is used to intimidating people of lower social status.

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
4	60	34	3	5	10	50	2	36	56	46	43	39	32

Age: 42

Skills

Disarm
Dodge Blow
Strike Mighty Blow
Strike To Stun

Possessions

Sleeved Mail Shirt
(1 AP - Body/Arms)
Helmet (1 AP - Head)
Sword
Gold Medallion bearing
the Town Coat of Arms

If the adventurers babble on about temples, Goblins and Demons, Reiner will get angry and demand that they make their report to the Watch Sergeant and not waste his time. Questions about his activities will also incense him, but a successful **Fel** test will cool him down long enough for the adventurers to ascertain that he was in his office on the day of Richter's illness. Failure of the test results in them being thrown out.

Should the adventurers talk to the Watch Sergeant, a successful *Gossip* test will reveal that the Captain was in his office on the day that Richter was taken ill.

The Temples

Characters may decide to seek guidance at the temples or even resort to prayer for an answer to their problems.

Praying for Guidance

The base chance of receiving guidance is 2%, plus 1% for every 4 hours (up to a maximum of 24) spent in prayer and 1% for each 100GCs' worth of sacrifices. You should check for all characters every 4 hours - the first successful check indicates that a message has been received. You should choose a message that seems most applicable to the deity concerned. Note that Druids and Druidic Priests must be in natural surroundings (i.e. outside the town walls) for their prayers to be heard.

The Empire is threatened by what is happening here.

The town is being infiltrated by a powerful foe.

Those who seek to control the market are deceived; their lust for profit will bring about inestimable loss.

The town is in danger of being destroyed. If it falls, all will be destroyed, and nature will never be able to reclaim the site.

16. Temple of Bögenauer

The adventurers will be unable to find a cleric at the temple, but they will be aware of a vague feeling of foreboding should they enter it. This feeling grows as Teugen's ceremony approaches, but should never become overpowering.

17. The Temple of Verena

The Temple of Verena is run by Greta Harkbokka. Greta is 45 years old and has been in Bögenhafen all her life. She is very knowledgeable regarding the town and its inhabitants. Characters enquiring here can get general information on the four major merchant families and on Johannes Teugen (see *Merchant Families*, p7). She only mentions Teugen's connection to the Ordo Septenarius if the adventurers specifically ask her about it.

If asked about the Ordo Septenarius she tells the adventurers that the order is the title of a semi-secret organisation operating mainly within the Merchants' Guild. She thinks that its title implies that it may be based around the number seven in some way. She knows that donations have been made in this name to the temples of Shallya and Bögenauer. She first became aware of the organisation about two years ago.

As well as talking to Greta, characters may use the temple's extensive library. A character must have *Read/Write* skill in order to use it. The following information is available from the

library; a successful *Intelligence* test must be made to glean the information under each heading. Each attempt to find information, whether successful or not, takes 4 hours.

Merchant Families

Full information exists on the four big merchant families as given under *Merchant Families*, p7. A separate roll is required for each family.

The Grinning Moon

References in the library refer to Mörrslieb, the second moon and its suspected relationship to Chaos, including the following piece of information.

"When the moon doth grow and grin unnaturally in the sky, a time of change and flux shall ensue. The Great Mutator shall then take his pleasure and mortals will feed his hunger."

Any character searching for a reference to *The Great Mutator* will, on a successful **Int** test, find it to be a title assigned to the Chaos God, Tzeentch.

Karl Teugen

This information mentions Karl Teugen's strange illness and his untimely death two years ago. This was written in a wild and shaky hand by Ulthar the Unstable (see p23), but the piece is unsigned. "Karl Teugen is suffering from a strange illness, the physicians have failed to help him and soon he will die. The Demons walk and he has been taken." This is followed by another entry. "Karl Teugen died today, his face was purple and his eyes bulged from his head. His tongue hung from his face like a great bloated snake. The Mark of Chaos is upon him and upon all of Bögenhafen."

Greta has no idea of who wrote this or even what it means, all she knows is that Karl died and his brother Johannes Teugen came to run the family business. If asked who might know, she will suggest the Physicians' Guild (location 34, page 36) or the Mourners' Guild (location 38, page 37) as good places to look.

19. Temple of Shallya

Marlene Rubenstern is the sole representative of the temple of Shallya. She sees to the day-to-day running of the temple and its infirmary, and also organises a soup kitchen in The Pit. She is aided on a regular basis by 12 women from the town. There is only a 35% chance that she will be at the temple or the soup kitchen when the adventurers call, as she spends large amounts of her time visiting the sick in their homes.

If the adventurers get to meet her, they will find her very friendly, and if asked about the Ordo Septenarius she will tell them that it often makes donations to the temple. If asked who makes these donations she will name Friedrich Magirius (see p36) and Franz Steinhäger (see pull-out section).

29. Stevedores' Guild

Calling at the Stevedores' Guild the adventurers will be met by Gurney Dumkopf, a huge hulking man who runs the guild. Gurney knows who his true friends are and will not betray Teugen. Teugen paid good money for pressure to be put on the adventurers, and has always been a good employer in the past. How Gurney reacts depends on whether the adventurers succeed in a **Fel** test or not. If they do, he will be friendly and

jovial, but will not expose Teugen; should the adventurers get too pushy, eight thugs will appear from a back room and Gurney will ask the adventurers to leave. If the test is failed, Gurney will tell them to "get lost" if they "don't want to get hurt". Refusing to comply with his request results in an attack from the eight thugs (use the *Thugs* profile on the *GM's Reference Sheet*).

32. Metalworkers' Guild

In order to gain any information here, a character must have had a career as an Artisan's Apprentice (Armourer or Blacksmith). A successful *Gossip* test here will reveal that the Guild was requested to make a ring of pure copper, fifteen feet in diameter, for Teugen about two years ago, when he first arrived from Nuln. He said that it was something he would use to carry on his studies.

34. Physicians' Guild

Enquiring about Magistrate Richter's health or the demise of Teugen's brother, the adventurers are shown in to see Reinhold Heichtdorn. Heichtdorn is a busy man and will quickly throw the adventurers out unless they can impress him. This requires a **Fel** test, and a character with *Diagnose Disease* gains a bonus of +20. If he or she can give Heichtdorn a diagnosis of Richter's disease (see page 27), there is an additional bonus of +20. Given information as to the required treatment, Heichtdorn will promise to arrange it. The Magistrate will continue to be delirious for a week, after which time the symptoms will slowly disappear and he will be fit and well after a further 3 weeks.

Heichtdorn will tell the adventurers that he has seen this disease before when Karl Teugen died two years ago. If the adventurers have not been able to diagnose the disease and recommend appropriate treatment, Heichtdorn will confess to being stumped and having no hope for Richter's recovery. He expects that the Magistrate will die within the week, by which time he will have turned purple and his tongue will be so swollen, it will fill his whole mouth.

37. The Merchants' Guild

Some information may be available from the clerk of the Merchants' Guild. A successful *Gossip* test will yield the information given under *Merchant Families* (see page 7). Modifiers should be imposed according to the appearance and behaviour of the characters seeking the information: for example, characters who are obviously lower-class will receive a -10 modifier, while those from a mercantile background will receive a +10 modifier. Skills such as *Etiquette* will also gain a +10 modifier.

Ordo Septenarius

If the adventurers mention the Ordo Septenarius, they will be asked to wait for 15 minutes and then be shown in to see Friedrich Magirius. Magirius stands up as the adventurers enter, introduces himself and asks them to be seated.

Magirius will enquire politely what the adventurers' interest in the Ordo Septenarius might be, and will listen to any story they care to tell him. Magirius will give no indication of whether or not he believes what he is told. When the adventurers have finished their tale, he will stand up, still smiling.

"It seems to me that this is no more than an unfortunate series of misunderstandings. If you will do me the honour of dining with

me, I'll explain the whole business to you. I can assure you that there is nothing sinister about it all."

Friedrich Magirius - Merchant

Friedrich Magirius is a distinguished and kindly looking man. He heads one of the smaller merchant families of the town and is a town councillor. He is also a prominent member of the Merchants' Guild and is trusted by all the major families. Friedrich has been duped by Teugen's promise to make Bögenhafen the trade centre of The Empire. He genuinely believes that Teugen means only good for the town, and will be incredulous if the adventurers tell him any different. Magirius intends to tell the adventurers the facts as he sees them, but will not reveal Teugen's plan.

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
4	33	27	4	5	6	46	1	38	55	47	42	49	63

Age: 53

Skills

Evaluate
Haggle
Law
Magical Sense
Numismatics

Read/Write
Secret Language
- Guilder
Super Numerate

Possessions

Two jewelled rings
(value 15 GC & 45 GC)
Carries 50GC at all times, but has more

If the adventurers are willing, Magirius will then take them to the Golden Trout Club (location 28), if not he will look very disappointed and will refuse to talk more, simply wishing them a good day. You should make it clear to the adventurers that they have insulted Magirius by refusing his offer. Should they reconsider, Magirius will gladly take them to the Golden Trout, otherwise he will show them out.

The Golden Trout (Location 28 - Map 9)

After being welcomed to the Golden Trout by the doorman, Magirius will lead the adventurers to the Dining Room, and invite them to order whatever they like from the club's extensive menu. He will make polite but irrelevant conversation over the meal, talking about the wool and wine trades, asking the adventurers for their impressions of the town and the Schaffenfest, where they are from, and so on. Magirius will politely but firmly steer conversation away from any discussion of the temple and the Ordo Septenarius, saying that he will be happy to explain everything after the meal.

Once the meal is over, Magirius orders a decanter of brandy, and begins to explain about the society. "I can see how this series of misunderstandings has arisen. I suppose it's only natural, since we prefer to keep the society confidential. The Ordo Septenarius is a club, if you like, and most of the members are drawn from the merchant families of the town. There are forty-nine members in all - forty-two ordinary members and an Inner Council of seven. We represent a kind of elite within the Guild, and co-operate with each other in order to reap the greatest profit for all. We make donations to the temples, and run a soup-kitchen in The Pit for the relief of the poor, in association with the Temple of Shallya.

"There are various reasons why we prefer to remain nameless - many of our members are Councillors like myself, and many more are in a position to stand for office if they choose. People in this position would be open to accusations of bribery and electioneering if they were to engage in these charitable activities openly, and it would be a shame if the poor were to suffer because we were afraid to do anything for them.

"Also, our co-operation in mercantile ventures is bound to incite a certain amount of bad feeling amongst our competitors. As things are, people are aware that some co-operation is going on, but they don't know who is involved; thus, they cannot openly accuse any individual of malpractice or take any reprisals - and their suspicions tend to work against them, giving us an even greater advantage.

"So, you understand our need for secrecy. There are many who would reap great political advantage by discovering the membership of the Ordo, and some of our junior members might be tempted by their offers. We need to offer them some... *encouragement* to abide by the rules of the society. Because of this, the workings of the Ordo are wrapped in a certain amount of ritual - or should I say the semblance of ritual - with various ceremonies, oaths and grades of initiation. I find that nothing concentrates the mind on thoughts of allegiance like participation in ceremony and the promise of promotion."

Throughout the conversation, Magirius will dismiss talk of demonic presences and rites. He firmly believes that there is nothing evil about the Ordo and seeks to impress this on the adventurers. If the temple has been mentioned, he explains that it is no more than a meeting room, devised by Councillor Teugen to impress the lesser members of the Ordo. He snorts at any mention of the Demon and passes it off as tricks of the light and the adventurers' over-fertile imaginations.

Magirius will not answer any questions about the membership of the Ordo Septenarius, nor divulge any further information about the society. If the adventurers press the point, he will tell them that he has already given them a complete explanation - which he was under no compulsion to do - and repeat that the society requires a certain amount of secrecy, which he may already have compromised.

The meal over, Magirius will leave the adventurers outside the Golden Trout, and return to the Merchants' Guild. There he leaves instructions that he is not to be disturbed again by the adventurers. Once the adventurers have left the Golden Trout with Magirius, they will not be re-admitted unless they are the guests of another member of the club. They will not be able to question any of the staff; they know little of the affairs of its members, and even that is treated in the utmost confidence.

Watching The Guild

Various people come and go throughout the day, but no one of particular interest. Towards dusk, Magirius leaves the Guild along with most of the other people working there, and goes to his house on the Adel Ring (location D, see page 33).

38. Mourners' Guild

A successful *Gossip* test (followers of Mórr receive a bonus of 20%) here will reveal that there has been an unusually high number of paupers' burials in the last few months; the deceased are generally beggars, and are often severely mutilated and/or missing vital organs - often the heart.

Enquiries about Karl Teugen (Johannes' brother) elicit the following response. "A lovely rich purple he was when he came in, and his tongue was deep 'n' red and stuck right out of his mouth. And his eyes were huge, like eggs there were. It took us two days to make him respectable; we were lucky 'cause we had a dead beggar at the time so we weren't short of bits to pretty 'im up."

The Darkest Hour

This section covers the events of the day of the ritual; these are in addition to the events listed on page 23. You should be careful with your timing so that those events do not clash with the ones described below.

At the meeting at his house Teugen told the Inner Council that the ritual would take place at a new location, which was to be revealed at a future time. He also revealed that arrangements had been made to obtain a suitable victim for a sacrifice to consecrate the new temple. This fact, coupled with a very disturbing letter that he has taken from Teugen's office has so appalled Magirius that he has decided to leave the cult. Teugen and Gideon are aware of his disaffection, however, and have decided to use him to dispose of the adventurers, or at least to keep them out of the way while final preparations are made for the ritual.

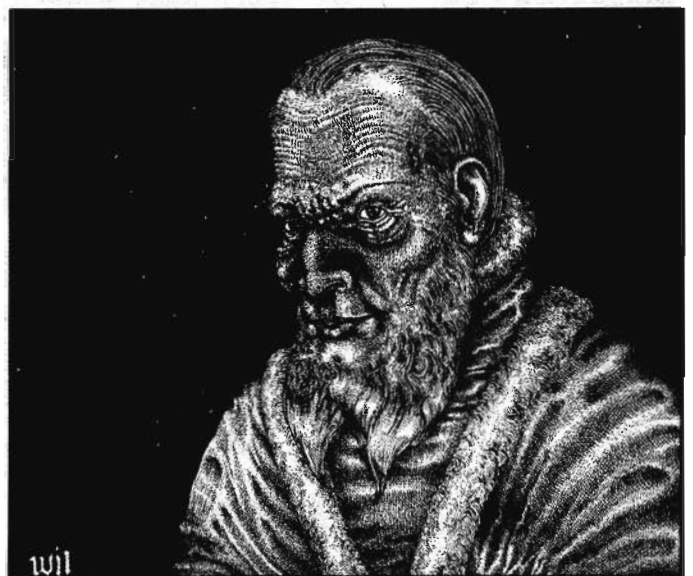


You can delay running the events described below if you feel that the adventurers need more time to make further investigations. But from this point on, you should be building up the pace towards the climax. Once the following events are set in motion, it is important that the ritual takes place that evening, so that the climax of the adventure takes place at or about midnight.

An Unexpected Visit

In the morning of the day on which the ritual is to take place, Magirius seeks the adventurers out. He looks pale and worried - a marked contrast from his appearance at The Golden Trout. He insists on being taken to a place where they will not be disturbed or overheard, and only then does he reveal the cause of his agitation:

"When Teugen came to us from Nuln, he told us that, with our help, his sorcery could influence the entire economy of The Empire. Bøgenhafen would become great - greater even than Marienburg - and we would all become rich beyond our wildest dreams. That is why the Ordo Septenarius was established, and the lower ranks are no more than a smokescreen.



"Everything was going according to Teugen's plans until you discovered the temple under the Steinhäger offices. I was instructed to reassure you - to make you go away, so that preparations could carry on.

"The ritual will take place tonight. I don't know where yet, but I will get word to you as soon as I can. Teugen said that a human sacrifice will be necessary to prepare the new temple, and that was too much for me. I didn't realise that anyone would have to be killed. You must help me. Going to the authorities is useless - Teugen and the Inner Council control them all. You are my only hope."

Magirius gives the adventurers the letter, which had accompanied the scroll acquired by Teugen on the day of their arrival in Bögenhafen give the players *Handout 5*. Magirius will then leave, promising to contact the adventurers as soon as he finds out the new location of the ritual. He will refuse to let the adventurers accompany him, as he dare not be seen with them.

A Message

In the late afternoon a message is delivered to the PCs, wherever they are in the town. The messenger is a servant in Magirius' livery, a lad of about thirteen. He hands over a rolled-up piece of parchment bearing the town seal, and leaves without a word.

Any character who has served a basic career as a Servant, an Artisan's Apprentice, or a Trader will know that messengers and errand-boys generally hang around in the hope of a tip after delivering a message, and will feel that the messenger's swift and silent departure was strange; it will make them feel uneasy, but they will not quite know why. Any character with *Demon Lore* skill will also feel uneasy about the messenger, but he will be gone before the adventurers have time to react. The young

servant is, in fact, Gideon in disguise; he killed Magirius when he realised that his nerve had broken, and is attempting to frame the adventurers for his murder, as they will realise when they arrive at the Magirius house.

Give the players Handout 4

From the Town Hall, Office of Councillor Magirius.

I must see you urgently. Please come to my house on the Adel Ring as soon as you are able.

(Signed)
MAGIRIUS.

Magirius

MURDER MOST FOUL

When the adventurers reach Magirius' house (location D), the messenger will be nowhere to be seen, even if they set out after him at once. The door will be opened by Gideon, still disguised as the servant who delivered the message. No matter how quickly the adventurers travelled to the house, he will have arrived before them, using his ability to become ethereal. The 'servant' will confirm that Councillor Magirius is expecting the adventurers, and show them to his study, knocking on one of the heavy oak doors and motioning them to enter.

At first glance, the study appears to be deserted. It is dominated by a huge oak desk, and a heavy wooden chair is overturned behind it. Under the desk, and only visible from behind it, lies the body of Friedrich Magirius. His throat has been cut, and a widening pool of blood soaks into the carpet.

As the adventurers look at the body, they will notice traces of drying blood on the side of the desk - a last, desperate message from Magirius, scrawled in his own blood as he lay dying. The message consists of the letters 'WHSE' and a number, which might be 13 or 17. The last number trails off inconclusively, and it is impossible to tell whether it is a 3 or a 7. A search of the desk's drawers will turn up nothing of interest, apart from a silver letter-opener (value 2GC). Stripping Magirius' body will yield a purse containing 12GC, 17/- and two gold rings worth 15GC and 45GC.

Magirius was trying to tell the adventurers that the ritual will take place in Warehouse 13 (location I). If the players have difficulty interpreting the message, allow each character an *Intelligence* test, with a +20 modifier for characters who have served basic careers as Artisan's Apprentices, Boatmen, Labourers, Scribes or Traders. If none of the adventurers makes the test, any citizen they ask will know that 'WHSE' is a standard abbreviation for 'Warehouse'.

While the adventurers are pondering the meaning of the message, they hear a loud cry of "Help! Help! Murder!" from the front door of the house. Looking out of the window, they see a four-man Watch patrol running towards the house. At the same instant, the 'servant' appears in the room, apparently out of thin air - Gideon has called the Watch, and is returning to gloat over the adventurers' imminent arrest.

"You know," he says, in a deeply resonant voice that belies his apparent youth, "You really should have minded your own business." He vanishes again, using his ability to become



ethereal, but his deep, mocking laughter continues for a few seconds after he has disappeared.

You should make it clear to the players that all the evidence suggests that the adventurers murdered Magirius, and that the Watch will probably not be impressed by tales of vanishing servants and demonology. The adventurers' best hope lies in a swift exit (see *Fleeing the House*, below).

If the adventurers insist on staying and facing the Watch, they will be arrested and imprisoned in the Watch Barracks (location 10) awaiting trial. No one will believe the truth, and in due course they will be found guilty of Magirius' murder and sentenced to hang.

framed!

Imprisoned and faced with certain death, the adventurers are sure to look for a way out of their predicament. The door to the cell is firmly locked and attempts to break it down will only bring the jailor and members of the Watch. A successful *Search* test (multiple attempts are possible) will reveal a Thieves' Sign carved into a slab of stone at the base of one the walls. This slab can be removed easily and reveals a crawl space behind, wide enough for one character, which leads after a few yards to another block giving access to the town's sewers. From the sewers, the adventurers may escape into the town, free but bereft of weapons, armour or any other equipment.

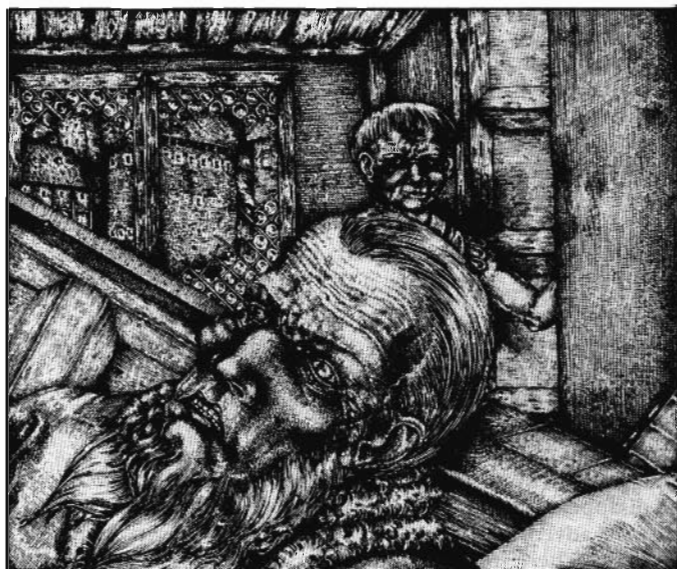
fleeing the house

It is likely that the adventurers will try to escape rather than face the Watch; the watchmen are coming in through the front of the building, but the adventurers can reach the back door and escape into the garden.

The adventurers should all be able to get away from the Watch, but don't let the players know this. You should run this incident in detail, round by round, so that the players think that their characters will be captured unless they make it over the wall in time. The Watch will spend about 10 rounds inside the house before they notice the adventurers escaping over the wall, and will then charge out after them. You should build up the tension by telling the players that their characters hear noises from inside the house, and then a cry of "In the garden! Quick - they're escaping!", followed a few rounds later by the watchmen beginning to come out of the house. The players should become genuinely worried as their characters scabble at the wall, and the first watchman on the scene should miss the last character over the wall by a matter of inches.

The wall around the house is ten feet high, and sheer; a character with *Scale Sheer Surface* skill will be able to climb it, and can help the others over. Each character being helped over must make an *Initiative* test; if the test is failed, the character has failed to get over the wall, and may try again next round. If the test is failed by 40% or more, not only has the character failed to get over the wall, but the character sitting on the wall has been dragged off unless he or she succeeds in an *Initiative* test. Characters falling off the wall fall 3 yards and take 3 minus D6 *Wound* points of damage, regardless of armour or *Toughness*; this amount is reduced by 2 if the character has *Acrobatics* skill.

If none of the adventurers has *Scale Sheer Surface* skill or a rope and grapnel, or any other means of getting over the wall, you should tell them that there is a tree at the bottom of the garden,



whose branches hang over the wall. Each character climbing the tree takes 2 rounds to get over the wall (1 round if a successful *Initiative* test is made), and if the *Initiative* test is failed by 40% or more, the character will fall out of the tree, a distance of 3 yards (3 - D6 wounds), and must try again.

On the other side of the wall, there is a drop of 3 yards to the street. Characters jumping from the top of the wall or straight out of the tree have to make a *jump* of 3 yards, while those who hang at arms' length from the top of the wall or a low branch before jumping make a *jump* of only 1 yard.

One Thing after another

Once the adventurers have got over the wall, they should be able to make good their escape. You might like to draw out the agony by telling the players that a few townspeople chase them after they escape from the grounds of Magirius' house, but they should be able to shake off any pursuit after a few minutes' hard running by twisting and turning through alleys and side streets.

Now they must review their position, and decide what to do next. As they escaped over the wall, the watchmen got a clear view of them, and they must assume that the Watch will now be hunting for them all over town. They are quite well known by the authorities as a result of their investigations over the last few days, and there is a little chance that they will be able to bluff their way out if they are caught. They know that the ritual is to be held tonight in a warehouse, which will be Warehouse 13 or 17. It is beginning to get dark.

The journey to the Ostendamm can be made more eventful by having them encounter Watch patrols every so often. At this point, the adventurers might decide that it is all too much for them and try to leave town. You can channel them towards the Ostendamm and the climax of the adventure by increasing the frequency of encounters with the Watch if they move towards the gates, and decreasing it as they move towards the docks. At this time, there is a base 25% chance that any encountered patrol will recognise the PCs as wanted criminals and pursue them, although you should be prepared to let them off lightly if they are having trouble coping. These encounters should be frightening rather than dangerous, and the adventurers should be able to shake off any pursuit fairly easily, but do not let

the players know this. Every time the adventurers turn a corner while evading pursuit, you should have them make an *Initiative* test, based on the lowest score in the party; if the test is failed, their pursuers are still on their tail, and are drawing ever closer. When a test succeeds, the adventurers manage to shake off the pursuit. The players should be aware that the adventure is reaching its climax, and that there is no time to lose.

a flaming nuisance

As the adventurers make their way across town, they will see that there is a building on fire in one of the back-streets on the north side of the Bergstrasse. It doesn't matter precisely where this is, so long as it is on the adventurers' route to the Ostendamm. Unless the players state that the adventurers are deliberately giving that area a wide berth, they will come round a corner and run straight into - one of themselves! The look-alike is pursued by an angry mob, and pushes past the adventurers and disappears into an alley. The mob immediately starts to chase the adventurers, amid cries of "Stop! Fire-raisers! String them up!". There are dozens of townspeople giving chase, and it is clear that the adventurers will have no chance if they decide to fight their way out.

The fire-raiser was in fact Gideon - he has been trailing the adventurers ethereally, and assumed the form of one of them before setting the building on fire. He made sure that the mob had a good look at him, and then made straight for the adventurers' position. The adventurers will have to evade the mob before they can go any further - as with the Watch encounters, you should ensure that they do eventually shake off the pursuit, but the players should believe that their characters are in imminent danger of being lynched. Any character stupid enough to stop and try to reason with the mob will be overpowered and strung up.

After this incident, there is a 75% chance that the adventurers will be pursued by any Watch patrol they encounter.

On the Ostendamm

Eventually, the adventurers should reach the Ostendamm. By the time that they have evaded any pursuers and reached the docks, it will be dusk. As dusk falls, a mist creeps up from the river, thickening almost visibly as it moves over the docks. Soon, it is impossible to see the west bank of the river, and the Ostendamm stands in a sea of mist almost two feet deep.

The adventurers will be interested in two locations on the Ostendamm: Warehouse 13 (location I) and Warehouse 17 - the first one on the north side of the Hafenstrasse, behind the Teamsters' Guild (location 30). If the adventurers watch both warehouses, they will soon realise that no activity is taking place at Warehouse 17, while several people are visiting Warehouse 13 (see *The Appointed Time* below).

Warehouse 17

Warehouse 17 is closed up, and a faint, flickering light can be seen from inside. Over the warehouse, and those adjoining it, hangs the sign of an ear of corn held in a mailed fist - the sign of the Ruggbroder family.

If the adventurers enter the warehouse, they will find it full of crates of bottled wine; those nearest the door have "Kronenwinzerei Altdorf" branded into the side. Having travelled to Bögenhafen with Josef Quartjin, the PCs will recognise the wine as being the cargo he carried to the town. The adventurers will just have time to realise that the warehouse

is absolutely full, and that there is no possible space which could be used for a ritual, before they find themselves faced with a nightwatchman and two savage guard dogs. The dogs will attack immediately, and the watchman will go outside, shouting for the Watch. A four-man patrol will arrive on the scene in 1D4 turns (minutes). If the adventurers retreat, the night watchman will call the dogs off, and will close up the warehouse again. He is concerned only with keeping the goods safe, and has no particular interest in bringing thieves to justice.

Johann Schlussman - Nightwatchman

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
4	33	25	1	3	6	30	1	29	34	26	35	26	28

Age: 47

Skills

Dodge Blow

Possessions

Lantern
Club

Dogs

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
6	41	0	3	3	7	30	1	-	43	14	43	43	-

Warehouse 13 (Map 10)

At dusk, Warehouse 13 will be quiet. Over the door hangs the rose-cross symbol of the Teugen family. The doors are not locked, and the adventurers may look inside through the doors or through one of the barred windows which are set around the walls. An area at the front of the warehouse has been cleared, and crates are tightly packed in the rest of the warehouse. The crates are marked "Silas Hillberry, Appleford", and contain bottled fruit.

hiding in the Warehouse

If the adventurers decide to hide in the warehouse and wait for something to happen, they will be able to find suitable hiding places amongst the crates. They should be able to get a reasonable view of the inside of the warehouse from their hiding-places, but you can impose a *Hide* test on characters who insist on moving about. Because of the cover the crates provide, this test is made with a +20 bonus.

Staking Out

If the adventurers decide to stay outside and watch from cover, they must find a suitable hiding-place. When anyone comes to the warehouse, they must each make a *Hide* test, modified by +20 because of the darkness and mist; you should feel free to add any further modifiers that you feel are appropriate, depending on where they are hiding.

The Appointed Time

This section details the course of events at Warehouse 13. Note that this is what will happen only if the adventurers do nothing; any action they may take will alter the course of events to a greater or lesser degree, so you should be prepared to adapt and improvise. You should also take into account what the adventurers can see from wherever they are; be careful to tell the players only what their characters can be expected to see.

Preparations

Shortly after dusk, a cart arrives from the Steinhäger offices, bringing Franz Steinhäger and two labourers. It draws up outside Warehouse 13, and the three men unload a number of sacks, containing the items removed from the hidden temple. The cart is driven away, leaving Steinhäger inside. He begins to prepare the temple, laying out the copper circle, marking a pentagram on the floor in salt and placing the silver candlesticks at the corners.

After about half-an-hour, five carriages arrive, within a quarter of an hour of each other. Gideon and Teugen get out of one, which has the symbol of the Teugen family on the doors. The passengers go into the warehouse, each carrying a small bundle (their robes), and the coaches drive back into the town. The Inner Council of the Ordo Septenarius have arrived for the ritual, and spend the next half-an-hour robing and making other preparations. While this is going on, a dozen thugs from the Stevedores' Guild unobtrusively ring the warehouse to make sure that those inside are not disturbed. This is not obvious, and requires a successful *Observe* test from outside the warehouse to spot it. At this point, characters hiding outside the warehouse must make a successful *Hide* test, with a +20 modifier for the darkness and mist (and a further +10 modifier if they are on the roof of an adjoining warehouse, for example). The thugs will clear the area of anyone they find; use the profiles given on the *GM's Reference Sheet* if necessary.



The Dedication

Another half-hour or so passes, and a cart arrives from the north of the town, coming out onto the Ostendamm between Warehouse 17 and the Teamsters' Guild. It pulls up outside Warehouse 13, and two men - thugs from the Stevedores' Guild - unload a large and heavy sack and carry it into the warehouse. The sack contains a young, female thief who has been 'acquired' for the sacrifice which will consecrate the warehouse for use as a temple. Any characters outside the warehouse who make a successful *Observe* test will see the sack move as the semi-conscious thief struggles weakly. Having delivered the victim, the two men drive off, returning the way they came.

The victim is bound hand and foot, and is laid in the middle of the pentagram. The participants are now dressed in white robes with a five-pointed star surrounding an animal head emblazoned on the chest, and wear tall, pointed head-dresses which hide the face completely. They stand in a circle around the thief, chanting rhythmically as Teugen draws a dagger. He passes the blade ceremoniously through the flames of the five candles, and then stands over the thief, with the dagger raised high above his head. The chanting comes to an abrupt halt, and Teugen plunges the dagger into the thief's chest. Teugen cuts the heart out, and sprinkles blood from it on the five corners of the pentagram, and on the points where two lines cross. The heart is placed at the centre of the circle, and two of the cultists carry the body to one side, being careful not to disturb the pentagram. If this sacrifice is thwarted in any way, Teugen will try to capture one of the adventurers to take the thief's place or, failing this, he will call in one of the thugs from outside, who will be overpowered by the cultists and used for the sacrifice.

Once the sacrifice has taken place, the makeshift temple is ready for use, and the ritual begins.

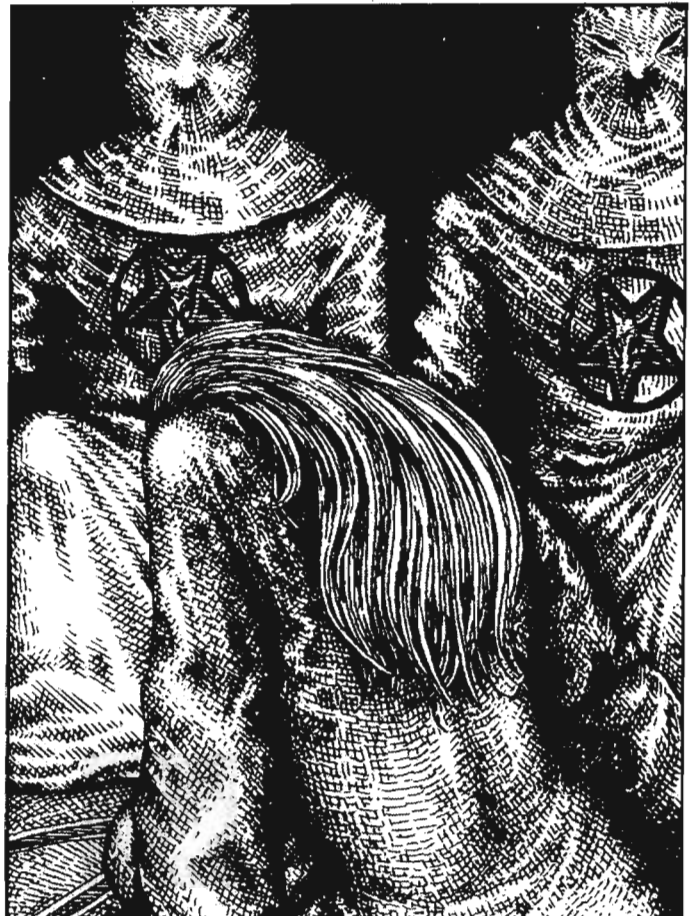
The Ritual

The ritual begins 2 hours before midnight. The seven members of the Inner Council (including one who has been drafted in from the lower echelons of the Ordo Septenarius as a replacement for Magirus) stand equally spaced around the copper circle, with Teugen in the middle, and Gideon standing to one side.

The cultists raise a discordant chant, which they keep up, unless disturbed, throughout the ritual. Teugen stands with one foot on either side of the heart of the sacrificed thief, chanting in a counterpoint to the other cultists. There are several invocations and responses, and each cultist in turn then moves to the centre, kisses the first two fingers of his or her right hand, and touches them to the heart briefly, returning to the circle as the next cultist moves forward. The chant is maintained unbroken throughout.

After an hour and a half, Teugen then takes a scroll from his belt. He unrolls it, and the chant stops as he reads it in a singsong voice. Neither the chant nor the words from the scroll are intelligible to a character without *Arcane Language - Demonic Magick* skill.

It takes Teugen about half-an-hour to read the scroll. He pauses at several points to sketch mystical figures in the air with his hands, and the other participants chant responses to his invocations at various times. After about twenty minutes of this, Gideon enters the pentagram. He takes the black-stoned ring from his finger and gives it to Teugen, before taking up a position behind him. Note that once Gideon takes the ring off, he becomes subject to *Instability* if he moves outside the circle. Teugen, still chanting, passes the ring through the flames of the candle at each corner of the pentagram, and then returns to the



centre, where he kisses the ring and places it on top of the heart. The cultists come into the centre one by one, and kiss the ring in turn as Teugen continues to chant.

Suddenly, the tone of Teugen's chanting changes. The cultists stand absolutely still in an attitude of rapt attention, and Gideon remains motionless behind Teugen. The ritual is nearing completion.

Foiling the Ritual

If it is not interrupted, the ritual will finish a few minutes before midnight. There are several ways in which the adventurers can prevent it's completion:

Attacking the Participants

If the adventurers are inside the warehouse already, they can attack at any time. Otherwise, they must fight their way in through the thugs stationed outside. The thugs are all round the warehouse, so that the adventurers will encounter two thugs no matter which direction they approach from. Each round after a fight breaks out, there is a cumulative 10% chance that another two thugs will arrive, until all twelve are on the scene. Every time that one of the thugs is killed or incapacitated, you should make a *Leadership* test for the others. If the test is failed, the remaining thugs flee.

Once the thugs have fled, the adventurers are free to take any action they like. They can storm into the warehouse through the front doors, or they can rip the thin, wooden slats off the windows and fire missiles at the participants. The slats are backed with stout iron grilles which make it impossible to climb in through the windows, but it is possible to throw or fire missiles through the grilles with a -5 penalty to **BS**.



When the adventurers attack, Teugen will instruct the seven members of the Inner Council to stand back and avert their eyes, and he and Gideon will both cast *Steal Mind* spells at characters who are Elves or who appear to be spellcasters; there is a 30% chance that they will cast them at the same character.

Next, Gideon will drop his human disguise and appear in Demonic form, causing all except Teugen who look at him to make a *Fear* test, with a +10 bonus because of Gideon's small stature in his demonic form. Each cultist must make a test against Teugen's **Ld**; those who fail will have disobeyed Teugen's instructions to look away, and must make a *Fear* test against a standard **CI** score of 29, again with a +10 bonus.

Gideon will next cast a *Fire Ball* spell at any adventurers who are still advancing, before closing for hand-to-hand combat. There is a 10% chance that this will start a fire, which will spread rapidly, allowing all those inside to escape but halting the ritual. Gideon will fight until the adventurers are wiped out or beaten off, until he is killed, or fails an *Instability* check (note that *Instability* checks are only necessary if he has taken his ring off and left the circle by this time). Meanwhile, Teugen will be shepherding the other cultists away from the scene of combat. Whenever the adventurers seem to be gaining the upper hand, you should make a *Leadership* test based on Teugen's **Ld** score; any cultist who fails the test will try to flee, but Teugen will try to prevent this.

If you should need profiles for the members of the Inner Council, use that given for *Wealthy Townsperson* on the *GM's Reference Sheet*.

Stealing or Destroying Vital Components

The following things are vital to the ritual taking place:

1. Teugen.
2. The seven members of the Inner Council.
3. The scroll, which Teugen carries as he enters the warehouse.
4. Gideon's ring - note that he becomes subject to *Instability* if he is not wearing it *outside* the circle.
5. The copper ring, or any piece of it.
6. The five silver candlesticks, and the black candles which they now hold.
7. The pentagram marked on the floor with salt.

If the adventurers are able to steal or destroy any of these things, the ritual will fail; this includes extinguishing the candles. Note that if the adventurers took the silver candlesticks from the hidden temple earlier in the adventure, they will have been replaced. As noted above, a replacement has been drafted in for Magirius, and if any other member of the Inner Council has been killed or severely injured earlier in the adventure, a similar replacement will have been arranged, to bring the numbers up to seven.

Delaying the Ritual

Once started, the ritual must be completed before midnight, so any delay of more than 5 turns (minutes) or so will be fatal; Teugen will still try to conduct the ritual, but midnight will strike before it is completed (see *The Ritual Disrupted* below).

Other Means

The adventurers may try to disrupt the ritual by other means, such as setting fire to the warehouse. It is not possible to cover every contingency here, but you should be able to tell, using common sense and the information given in this section, what the outcome of a particular attempt will be.

The Ritual Disrupted

As soon as it becomes apparent that the ritual cannot be completed, for whatever reason, Teugen will break down completely, and run screaming and raving into the night. When the bell in the Town Hall strikes midnight, a cloud of thick, foul-smelling black smoke will gather around him. There will be a shattering scream, and when the smoke clears, as abruptly as it appeared, there will be no trace of him. Every character who witnesses this must make a *Terror* test.



If midnight strikes and the ritual is still in progress, everything comes to an abrupt halt as the bell is heard tolling the hour. A huge cloud of roiling black smoke issues from the pentacle, taking the form of a massive and hideous Demon. Every character in the warehouse must make a *Terror* test when it appears. Teugen screams and begs for more time, but a disembodied voice sounds - more in people's minds than in the air - it is beautiful, but cold, and radiates evil.

"Your soul is mine," it says, "It always was; but you were more useful to me when you believed that you could save it." Teugen is grasped in the Demon's hand which turns back into smoke and disappears back through the pentacle. The cultists scatter or are rooted to the spot, according to the results of the *Terror* test.

Gideon snatches up the scroll and begins to read from it, taking up where Teugen left off. For the first time, his voice is strained, and he stumbles over occasional phrases as he rushes to

complete the invocation. After a few seconds, though, the disembodied voice sounds again.

"Gideon," it says, "Where is my portal? You have failed me. You have not built the gateway that you promised. Return to me, Gideon." Gideon returns to his Demonic form (if he has not already done so) and vanishes, howling and writhing in unspeakable agony. If you wish, the name Lord Tzeentch may be heard among his howlings. Every character who witnesses this must make another *Terror* test.

The Ritual Completed

If the adventurers fail in their attempts to stop the ritual, or do not attempt to do so, you have two options: either you fudge things so that the ritual is halted anyway, or you have the gate open.



If you feel that the adventurers were only prevented from stopping the ritual by bad luck or force of circumstances, you may decide to have circumstance work in their favour, so that the final completion of the ritual is prevented by a chance event - a rat scurries across the floor of the warehouse and breaks the

salt pentagram, for example, or one of the participants loses his/her nerve at the last minute and runs screaming into the night. This may prove to be something of an anticlimax, however, especially if the adventurers conclude that everything would have turned out for the best regardless of their actions, and you may well decide that the worst should happen, even if the adventurers deserve better.



If, on the other hand, the adventurers had ample opportunity to stop the ritual but failed to do so, you should not shrink from inflicting the full consequences on them; the Chaos gate opens, the town is utterly destroyed, and the adventurers must run for their lives. This option, detailed in *Apocalypse*, below, is extremely dangerous, and could lead to the entire party being wiped out if the adventurers do anything stupid, but will provide a more exciting climax to the adventure. Provision for both possible endings is made in the next instalment of the campaign, *Death on the Reik*.

The choice of ending is up to you. Use your own judgement as to which option your players will find more enjoyable and exciting.



Aftermath

Once the ritual is finally stopped, the adventurers may well have little choice other than to leave Bøgenhafen. Of course, if the ritual was successfully completed, the town will be destroyed and the adventurers will have to flee for their lives along with the rest of the populace (see p47). Otherwise, thanks to Gideon, the adventurers are wanted by the Watch for the murder of Freidrich Magirius, and also for arson. If, in an attempt to halt the ritual, they killed Teugen, Steinhäger or any of the other members of the Inner Council, they will also be wanted for their murders. Even if the warehouse catches fire and the bodies are burnt, the disappearance of Teugen and company will still be noted and the adventurers are the obvious suspects.

Convincing the authorities

If Teugen ran off during the ritual and was claimed by the column of black smoke, this will have been seen by a large majority of the town, including Reiner Goertrin, the Watch Captain. This will make it easy for the adventurers to convince Reiner of the whole story regarding the demon in the secret temple and subsequent events. If picked up by the Watch, they will be taken to the Watch barracks and interviewed by Captain Reiner. After listening to their story, Reiner will let them go.

If the ritual was stopped in a manner which means that the town remains largely ignorant of the entire affair, the adventurers will still be hunted as dangerous criminals.

Leaving town

The Town Gates

Attempts to exit through any of the town gates will prove impossible unless the adventurers come up with a good scheme. The Watch are searching for them and all gates are guarded by eight watchmen. To get through, the adventurers might adopt a disguise or even try to bribe the Watch; the latter approach will be very difficult, however, as the entire group will need to be bribed successfully.

The River

Slipping away by river will be possible if Josef (from *The Enemy Within*) is still around. The Berebeli is being watched, but not very carefully, and Josef will be able to get to the boat and move it to a suitable place where he can pick the adventurers up. To keep the excitement high, a group of Watchmen could appear and chase the adventurers as they clamber into the boat.

Alternatively the adventurers may decide to steal a rowing boat or riverboat. This shouldn't be too difficult, but here is always the chance that the owner is on board!

The Thieves' Guild

Assuming the adventurers have already contacted the Thieves' Guild, they may decide to go there for help. The Guild will put them up in the Crossed Pikes until the heat is off (1 week). This costs 12GC each, but after a week the adventurers should be able to get out of the town without too much bother.

Avoiding The Watch

Unless you want to extend this last part of the adventure you could simply allow the adventurers to slip out of town unnoticed. However, if they are blatant or stupid in their attempts to leave, you may like to have a Watch patrol chase them through the streets of Bøgenhafen for a while.

Trips On The Reik

This adventure ends when the adventurers leave Zone 1 (see **WFRP**, 286-7) of the Bøgenhafen area. The campaign continues in the next adventure **Death On The Reik**. Player characters from *Mistaken Identity* are wanted by the authorities in Altdorf for the murder of a young noble. Since they are now also wanted by the authorities in Bøgenhafen, they may decide that Bretonnia is a good place to go. If so, you should encourage them to follow up the lead to Nuln (see Handout 5). To discourage them from crossing the border, have them meet a few refugees fleeing from a virulent outbreak of the Black Plague in Bretonnia.

Experience Point Awards

The following experience points are to be awarded at suitable points in the adventure - usually at the end of an evening's play.

Role playing

On average, 30 points each per session. For excellent roleplaying you may award up to a maximum of **50 points each per session**.

The fair

Taking on 'Crusher' Braugen in the wrestling ring and winning - **10 points for the victor**.

Recapturing the Goblin the first time it escapes - **20 points for each character who assisted**.

Agreeing to go into the sewers after the goblin - **30 points each**.

The Sewers

Finding the body of Gottri Gurnisson - **20 points each**.

Finding the hidden temple - **30 points each**.

Establishing good relations at the Crossed Pikes - **20 points each**.

Making Enquiries

Discovering that the secret Temple is located under the Steinhäger offices - **30 points each**.

Breaking into the Steinhäger Offices and finding the information in Franz Steinhäger's drawer - **30 points each**.

For each location from which information is gained - **10 points each**.

Establishing good relations at the Crossed Pikes (if not done in the previous section) - **20 points each**.

For going to the Golden Trout with Magirius - **30 points each**.

The Ritual

For preventing the ritual - **1 Fate Point, plus 200 points each**.

Apocalypse

If the ritual is completed before midnight, the gate to Tzeentch's domain will open. The entire area within the copper circle will suddenly fall inwards, and Teugen and the members of the Inner Council will fall into the pit, their screams lasting for almost a minute as they fall into infinity. Gideon will resume his Demonic form (if has not done so already), and jump into the pit with a chuckle. Any character witnessing the opening of the pit must make a *Terror* test.

For a few minutes, everything is still. The inside of the pit is totally black and not even the sides can be seen. Any character who looks into the pit will see a pulsating pink light in the distance, drawing rapidly closer. As it approaches, it can be seen clearly as a boiling mass of primal Chaos, and any character who sees it must make a *Terror* test. A cacophony of noise erupts from the pit - rumbling, screaming, gibbering - until it is almost unbearable.



Abruptly, a fountain of pink fire shoots out of the pit, shattering the roof of the warehouse and pouring high into the night sky over the town. Falling droplets of fire hit the ground smoking and sizzling, and where each droplet has landed a twisted, unnatural being appears. The pit slowly widens, expanding at about ten feet per minute until it occupies the whole site of the town; it swallows people, animals and buildings, and the stream of pink fire spews into the sky unabated.

A great shape takes form atop the fountain of Chaos - humanoid, with long arms and a head topped by two immense, writhing, snakelike organs - the chosen form of the Chaos God Tzeentch. Its arms reach down again and again to the streets, scooping up handfuls of fleeing people and shovelling them into its gaping maw. Meanwhile, the demonic shapes born of the pink fire run gibbering through the streets, harrying the streams of refugees like wild dogs chasing a herd of sheep. The stragglers and the hindmost are brought down and torn limb from limb in an orgy of feeding.



If the adventurers are to have any chance of surviving, they must flee. If they leave quickly, they may be able to get clear of the town before the pit erupts. If not, they will have to make their way through streets full of panicking crowds and the ever-increasing numbers of Demons.

You should play out the adventurers' flight in full, keeping careful track of their position on the town map. Once the pink fire has erupted, there is a 10% chance per turn that a droplet will land near them and they will be faced with one of the small Demons. These beings have the following profile:

Minor Demon:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	38	0	3	4	8	60	2	38	0	0	0	43	0

Special Rules: Immune to all psychology rules. Causes *Fear* in all non-Demonic creatures.

As well as the danger from these demonic beings, the adventurers must contend with the panicking crowds which

through the streets. The main streets become impassable almost immediately, and other streets and alleys will quickly become choked with panicking crowds. Characters trying to force their way through the crowds will take one S 0 hit per round, and any character who loses more than 2 *Wound* points in a round must make an *Initiative* test or be knocked to the ground. Characters who are knocked down must make another *Initiative* test to regain their feet, and take one S 2 hit every round while down, modified by *Toughness* and armour as usual.



You may like to introduce a few random encounters and situations to add colour to the adventurers' flight. These are entirely up to you as the GM, but here are a few suggestions:

A young mother drops her child, and is carried on by the crowd. The child crouches whimpering in the street, in imminent danger of being crushed underfoot.

A group of panicking horsemen come hurtling towards the adventurers, riding down everyone in their way.

A group of Watchmen, some twenty strong, forces its way through the crowds, heading for the Ostendamm to fight this menace as best they can. They call for all able-bodied citizens to take up some kind of weapon and follow them.

Tzeentch's massive hand reaches down, scant feet from the adventurers, and scoops up a dozen or so people, shovelling them into its great, gaping maw.

A manhole has been opened, and people are pouring into the sewers to escape the onslaught of Chaos. The sewers may be safer than the streets, or they may already be full of the fire-spawned Demons.

A Wizard stands on a rooftop. A crackling bolt of energy shoots towards the shape of Tzeentch, but dissipates harmlessly in front of it. It pauses in its feeding to look at the Wizard, who is suddenly engulfed in a ball of vivid pink fire and falls blazing into the crowds below.

Several buildings are on fire, and one or more collapse onto the crowds a few feet away. Each character must make an *Initiative* test or take one S 3 hit, modified by armour and *Toughness*.

While you shouldn't make it easy for the adventurers, you should bear in mind that they should be able to escape provided that they don't do anything too foolish, and you should avoid wiping the party out at this stage.

Errata

Note that the *Advance Scheme* for the Basic Career of *Wizard's Apprentice* (WFRP, p43) should read as follows:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
						+1		+10		+10		+10	

Magic Points

2D4 Humans and Elves

1D4 Dwarfs and Halflings





Death On The Reik

The epic **Enemy Within Campaign** continues in this the next fateful chapter as the adventurers are drawn towards the canker at the heart of The Empire.

Coming soon.

Shadows Over Bogenhafen

MINIATURES



Wanda,
Wizard's apprentice.



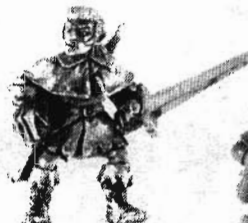
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Kirsten, Thief.



Werner, Bodyguard.



Malmir, Elf.



Harbul, Halfling.

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Nightwatch
Sergeant.



Nightwatchman.

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Gideon.



Three-legged
Goblin.



Guardian Demon.



Franz Steinhäger,
Robed.



Robed Acolyte.

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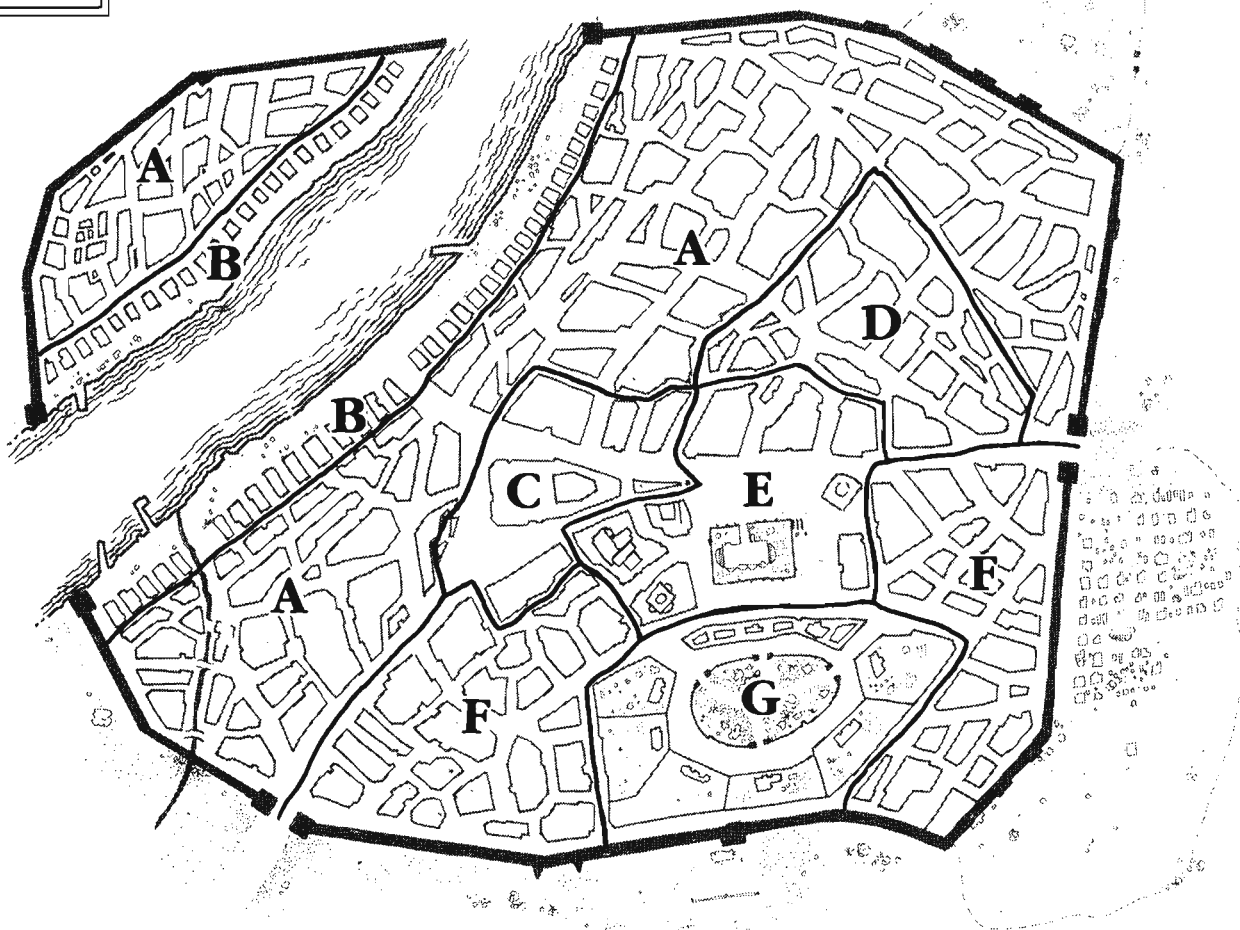
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Shadows Over Bögenhafen

• PULLOUT SECTION •

Shadows Over Bögenhafen

MAP 3



A Gazetteer Of Bögenhafen

Map 3, above, divides the town into seven areas according to function and social class, and the following notes relate to these areas. These details should give some idea of the typical inhabitants of each area, and you should refer to them when improvising encounters with minor NPCs (sample profiles are given on the *GM's Reference Sheet* in the separate booklet of maps and hand-outs). A rough guide to the likelihood of encounters with patrols of watchmen is also given for each area.

Area A - low class residential/commercial

Locations 11, 29-31, and 33.

Most of the buildings in this area are little more than slums. The streets are unpaved and fouled with all sorts of filth and ordure. Taverns are of the cheap and nasty variety with low ceilings and smoky atmospheres. Strangers are regarded with universal suspicion at best and, unless they behave with the utmost circumspection, may well be set upon by groups of thieves or cut-throats.

The area to the north of the river is known as "The Pit", and makes the rest of the quarter look salubrious. Only the very brave or the very foolish would venture into this area after dark.



During the day, these areas will be frequented mainly by lower-class citizens, labourers and the like, with a fair number of thieves and footpads about. There may be a few beggars, but they will generally prefer to work the more lucrative areas of town.

At night, the number of thieves and footpads increases noticeably, and it may be possible to encounter a group of young rakes from the wealthier parts of town, out slumming in the company of two or more bodyguards.

Watch patrols are few and far between, since the Watch are generally regarded as "the enemy" in this part of town. When they do turn out, it is usually in strength (8-12 men).

Area B - Docks

Locations 23, 24, H and I.

The buildings in this area are almost all warehouses or storage facilities of one form or another, but only the bulkiest and cheapest of cargoes are ever stored here, usually under the protection of a hired guard and a vicious dog or two. The warehouses are nearly all wooden, and are numbered from 1 to 58, starting from the western end of the Ostendamm. There are no inns in this area.

This area will be packed with stevedores during the day, loading and unloading boats and moving goods in and out of warehouses. There will also be the captains and crews of any boats that have recently put in, and scribes and other lackeys of the various merchant families overseeing the transfer of goods, as well as the occasional exciseman assessing an incoming cargo for tax.

At night, the dock areas will be almost deserted. Even thieves are rare, since

valuable cargoes will not generally be stored in the warehouses.

Watch patrols and nightwatchmen (often accompanied by guard dogs) are regular, if infrequent (every 5 or 6 hours).

Area C - The Dreieckeplatz and Town Hall

Locations 25, 26, 28, 37, and 38.

The Dreieckeplatz (pronounced "dry-EKKER-platts") is the administrative hub of the town. Many of the buildings have elaborate facades, with decorative columns and arches, and usually a statue or two of the town's patron deity, Bøgenauer (see location 16). There are several up-market inns and taverns, some of which may be restricted to members only. Prices are correspondingly high (+20% to those listed in the *Consumer Guide* - WFRP, p293).

During the day, the Dreieckeplatz is thronged with people of all descriptions. There are beggars and entertainers trying to make a few shillings from the passers-by, lawyers and councillors going about their business, agitators haranguing anyone who will listen about all kinds of grievances, vendors selling food and other items, and anyone else who you feel might have business in the administrative quarter.

At night, the area is scarcely less busy as the upper classes of the town visit the various eating and drinking establishments which are to be found around the square. Pickpockets are an ever-present danger, at all times of the day and night.

Watch patrols are relatively common in this part of the town, passing through once every 2 hours or so.

Area D - The Artisan Quarter

Locations 32 and 35.

The artisan quarter of the town is bounded roughly by the Handwerker Bahn, the Eisen Bahn, and the Göttenplatz. The buildings in this area vary from small, unpretentious workshops to the elaborate, ostentatious dwellings of the master craftsmen. The inns are of average quality, and most are patronised by one particular profession of artisan.

During the day, the area is teeming with people visiting the various workshops: ordinary townsfolk looking for a new chair, kitchen knife, or whatever; servants from the wealthier households about the same business; apprentices sent out by

their masters to get materials and equipment; and parents trying to apprentice their offspring to the various craftsmen. This area is a favourite haunt of beggars and thieves during the day, since this is where a great deal of money changes hands.

At night, the area is quiet, frequented only by footpads, with the occasional group of racketeers on the way to have a quiet word with tradesmen who have been slow in raising protection money.

Watch patrols are not quite as common as in the Dreieckeplatz, occurring every 3 to 4 hours on average.

Area E - The Göttenplatz

Locations 13-19, and 34.

The Göttenplatz, or Square of the Gods, houses most of the temples which are to be found in Bøgenhafen. It is dominated by the huge temple to Sigmar, and other temples are set round the edges of the square. The buildings are well maintained and reflect the styles of the Cults which built them (see locations 13-19).

During the day, the Göttenplatz is thronged with the same mixture of people as may be found in the adjacent Dreieckeplatz; most will be going about their everyday business, and some will be visiting the temples for one reason or another.

At night, people use the Göttenplatz as a thoroughfare, so it will hardly ever be deserted. Footpads, pickpockets and beggars favour this area as much as the Dreieckeplatz.

Watch patrols pass through every 3 to 4 hours.

Area F - Mercantile/Commercial

Locations 1-4, 10, 27, 36, 39, A and B.

These two areas are mainly given over to the town's trading activities. The offices of most of the town's mercantile concerns are in the area between the Bergstrasse and the Adel Ring, as is the Merchants' Guildhouse, while the area between the East Gate (1) and the Postern Gate (3) is mainly given over to shops. There are shops elsewhere in the town, but this area is where most of the higher-class shops are to be found. The buildings are noticeably larger and better kept than those in either the artisan's or lower class areas. Most of the inns are of above average quality, with prices to match.

During the day, these areas will be thronged with people going about their

business, with a fair sprinkling of beggars, entertainers and footpads trying to make a living from the crowds.

At night, they are a haunt for footpads and the occasional burglar, and anyone found here by the Watch patrols will be treated with deep suspicion.

Watch patrols are relatively frequent, passing through the area every 2 to 3 hours.

Area G - The Adel Ring

Locations 12, C, D, E, F, and G.

Set around the park (12), the Adel Ring is where the wealthiest citizens of Bøgenhafen live; the mansions of the great merchant families are set in walled gardens around the north, south and west sides of the park, while the east side is occupied by the smaller town houses of other wealthy citizens. Nearly all the houses have large stone posts at the gates to the grounds, on which are displayed the symbols of the owning families. One of the large, unlabelled buildings belongs to Heinrich Steinhäger, and the other is owned by Baron von Saponatheim and used by him on the rare occasions he stays in the town.

During the day, this area will be fairly quiet, with servants going to and fro on various errands, delivering food and other goods, and the occasional vendor selling his wares from door to door.

At night, the Adel Ring will be equally quiet; people will be seen going from one house to another for dinner parties, and the occasional group of young rakes may be seen setting out for a night on the town. Almost any lower-class character who is seen here at night will be assumed to be a criminal and dealt with accordingly.

Watch patrols are frequent (every 1 to 2 hours) and aggressive, since they like to be seen to be doing their duty by the upper classes.



map key

There are two town maps. The colour map (*Map 1*) is intended for the players' use, and is marked with places of general interest, numbered 1-39. The GM's map (*Map 2*) is marked with some additional locations, lettered A-I. These are locations which do not become known to the players until they play a part in the adventure, and they are described at appropriate points in the text.

Only general details are given here, as it is unlikely that the PCs will give many of these places more than a quick visit.

1 & 2 East & West Gates (Area F)

These fortified gateways guard the entrances to the town from Altdorf and Helmgart respectively. They consist of two three-storey towers linked by an arch, with battlements covering the whole structure. The gate itself comprises two massive iron-bound wooden gates on the road side, with a stout wooden portcullis, operated by a winch in one of the towers, on the town side. The gates are manned by a detachment of ten watchmen, housed in a small barracks on the ground floor of each tower, and a sergeant, whose office and accommodation is on the ground floor of the winch tower. Both Gates come under the command of the Guard Barracks (location 10).

3. Postern Gate (Area F)

This is a minor entrance to the town, and consists of a single iron-bound wooden door flanked by a pair of arrowslits. A set of stone steps lead to the top of the wall inside the Postern Gate. The gate is open during the day for the duration of the fair, and is guarded by two watchmen at all times.

4. Water Gate (Area A)

This is little more than a gap in the walls where the stream known as the Hafenbach flows into the town. A set of stone steps leads to the top of the wall at this point, and there is a movable iron portcullis which can be lowered to close the gate.

The Schaffenfest

5. Livestock Market

6. Wrestling Ring

7. Freakshow

8. Festival Court and Stocks

9. Jousting Lists

These locations are all detailed in *All the Fun of the Fair* (pages 9-16).

10. Main Guard Barracks (Area F)

This is the headquarters of the town Watch, and is manned by a minimal staff of four watchmen during the day. The rest of the town Watch is taken up with patrolling the fairground and other duties. The Captain of the Watch is permanently in residence at the Barracks, and there is accommodation for forty

men, an armoury, and a cell block with ten cells.

11. North Barracks "Fort Blackfire"

This barracks houses the town Watch contingents responsible for keeping order in the notorious North Bank area, popularly known as "The Pit". The barracks' nickname of "Fort Blackfire" comes from the infamous Black Fire Pass in the Averland, and sums up the feeling, of the watchmen posted there that they are in a frontier fort in hostile territory.

12. Park (Area G)

Set in the wealthiest area of the town, the park is surrounded by a high fence of wrought iron. There is a formal garden set out around a fountain in the middle of the park, and various tree-lined walkways are laid out around the outside. Trees and hedges block any view of the outside while in the park.

Temples (Area E)

Anyone is welcome to visit any of the many temples in the town, provided that their behaviour is suitably respectful. Obviously, Clerics and Initiates of the same cult receive preferential treatment, but unless a service or ritual is in progress, the duty Cleric or Initiate will be happy to discuss theology or any spiritual matters. You need not worry about character profiles for all the Clerics. In general, they will refuse to get involved in material and secular matters, explaining that what temporal power they have does not extend to "freebooting and adventuring". And, as characters leave, they will invariably find a collecting plate being waved expectantly under their noses...

13. Temple of Sigmar

Dominating the Göttenplatz, this temple resembles a great hall with a spire at either end. There are four semi-circular apses along the west wall containing private chapels maintained by the town's wealthiest families. The chief priest has a seat on the town's council, and is answerable only to the Grand Theogonist in Altdorf.

14. Temple of Ulric

This is one of the smallest temples in Bögenhafen, and has one attendant Cleric and one Initiate. The temple is frequented by visiting followers of Ulric and by a few members of the Watch.

15. Temple of Myrmidia

This is an elaborate building, with a tower at one end and a dome at the other. The walls are carved with low reliefs of shields and spears, seemingly hung on the walls as trophies. A semi-circular apse at one side serves as a regimental chapel for the town Watch. The temple is managed by one Cleric, but the Captain and Sergeants of the Watch take the place of Initiates and lay staff.

16. Temple of Bögenauer

Bögenauer is the patron deity of the town; an embodiment of Bögenhafen's interests and all that it stands for. The temple consists of a hall with two wings enclosing a three-sided court, within which stands a statue depicting Bögenauer in his guise of merchant-boatman, and the town's coat of arms appears in several places on the walls. The two wings are colonnaded, and there are several chapels reflecting various aspects of the town's interests. Thus, there is a chapel where prayers are offered for the safety of the town's boatmen, another dedicated to the prosperity of its merchants, a third dedicated to the security of its walls, and so on. There is no full-time Cleric at the temple, but Clerics from the temple of Sigmar sometimes officiate here, and there are a number of townsfolk attached to the temple as lay staff. The temple is supported partly through taxes and partly by contributions from prominent citizens.

17. Temple of Verena

Frequented by nearly all the more prominent members of the mercantile and administrative classes, the temple houses the town's most complete library, as well as a series of meeting rooms used for arranging mercantile deals and conducting other business. The temple has one full-time Cleric and a small number of Initiates, mostly the younger sons of mercantile families who hope to go on to the universities at Altdorf and Nuln.

18. Temple of Handrich

Handrich is a minor deity, patron of merchants and lord of all matters commercial. His temple consists of a square, domed hall, with two semi-circular apses. One apse is used as a private chapel for the Merchants' Guild, while the other is used as an offering room and treasury. Over the main doorway hangs a large, gold-painted disc, the god's symbol. The temple has no full-time Cleric, but is maintained by the ruling Council of the Merchants' Guild, on a rota basis. Clerics from the temples of Sigmar and Verena sometimes officiate here, and the Merchants' Guild provides lay staff.

19. Temple of Shallya

The temple's west wing houses a small infirmary, and the east wing contains three small almshouses for homeless women and the terminally ill. There is a single full-time priestess at the temple, and many of the gentlewomen of the town attend there as voluntary helpers.

20 & 21. Graveyard and Chapel to Mórr

Outside the north-east corner of the town walls, the graveyard is a reflection in miniature of Bögenhafen's society. The great mausolea and family vaults of the

wealthier citizens are on the west side along the town wall, while the eastern part of the burying-ground is crowded with the densely-packed and frequently reused graves of the lower classes. Along the north wall are the unmarked graves of criminals and paupers.

The dark and brooding chapel to Mórr stands almost in the centre of the graveyard. It is built of black stone, and there are no doors in the portal. Inside, the chapel is empty unless there is a funeral service in progress. The Cleric of Mórr who serves the chapel is responsible for the surrounding area as well as the town itself, and there is a 30% chance at any time that he has been called away from Bögenhafen to conduct a funeral service in some outlying village, 5 to 10 miles away. When he is in town, he is quartered in the guildhouse of the Mourners' Guild (location 38).

22. Shrine to Taal

Just outside the town on the mountain road stands a small shrine to Taal, where travellers offer prayers as they set out for the mountains. The shrine consists of a small circular drystone hut with a conical thatched roof, and a deer-skull hangs over the lintel. It is maintained by the town out of taxes on incoming merchandise, and is not attended by a cleric (cf *WFRP*, p193).

Other Places of Interest

23. Ferry (Area B)

A ferry service is run by Hannes Kringler, who rows passengers across the Bögen for a fare of 1 Shilling per trip. His boat is normally tied up at one of the piers, and can hold himself and four passengers at a time.

24. Haagen's Wharf (Area B)

This will be where the adventurers enter the town if they arrive by river. It is run by Jochen Haagen (see *Merchant Families*, page 7), a Wastelander who has mercantile contacts in Marienburg, and trades cloth and wine from the Reikland for exotic trade goods. As well as the wharf, Haagen owns five of the nearby warehouses, and has a suite of offices on the Bergstrasse.

25. Town Hall (Area C)

This impressive building with its many pillars and spires dominates the Dreieckeplatz. As well as the council chamber and various meeting rooms, it houses the town's official records and a heavily-guarded vault which holds the state's portion of tax revenue between the six-monthly visits of the Imperial excisemen from Altdorf.

26. Town Courts (Area C)

Those miscreants who live long enough to be tried formally are sentenced here (verdicts of not guilty are rarely recorded as this makes the system look ineffective). The town council appoints a number of magistrates, chief among whom is Magistrate Richter (see location 8, and

page 16). Herr Richter's chambers may also be found in the courthouse.

27. Journey's End Hotel (Area F)

This is a respectable, comfortable inn where the PCs will be offered accommodation - at the town's expense - following the escape of a three-legged mutant Goblin from the Schaffenfest's freakshow (location 7) into the sewers.

28. Golden Trout Club (Area C)

The Golden Trout Club consists of three buildings, connected by covered ways. It is a high-class eating and drinking house, frequented by many of the town's wealthier merchants. Prospective members must be recommended by two existing members and approved by the committee, and the club is open to members only. The sign, of a fish with a coin in its mouth, is taken from the town's coat of arms.

Guilds

General information on Guilds may be found in *The Enemy Within* campaign sourcepack, and on page 7. Enquiries at most of the town's Guildhouses will usually be dealt with by an officious clerk; the sort of character who takes delight in being obstructive and unhelpful. A few Gold Crowns usually help, but unless the enquirer is actually interested in applying for Guild membership, he or she is unlikely to get very far (and applications to join the Merchants' Guild will invariably meet with a cold rebuttal). Those guilds which will be able to help the adventurers' investigations are detailed on pages 35-37.

29. Stevedores' Guild (Area A)

The Stevedores' Guild occupies a large building on the Hafenstrasse, opposite the Teamsters' Guild. All the dockers in Bögenhafen are members of the Stevedores' Guild, as are many of the unskilled boatmen who work in the city.

30. Teamsters' Guild (Area A)

This is the headquarters of one of the main guilds in Bögenhafen. The Teamsters' Guild deals with all matters connected with merchant caravans and the transport of goods overland. There is considerable rivalry between the Teamsters' Guild and the Stevedores' Guild, which often leads to street fighting between the rank-and-file members.

31. Carpenters' Guild (Area A)

Most of the woodworkers in the town belong either to the Carpenters' Guild or the more influential Cartwrights' Guild (location 33). Relations with the Cartwrights' Guild are generally good, as the two guilds have a series of agreements defining their areas of concern.

32. Metalworkers' Guild (Area D)

The Metalworkers' Guild is situated on the Eisen Bahn, not far from the Carpenters' Guild (location 31), and maintains friendly relations with the

other Craft Guilds.

33. Cartwrights' Guild (Area A)

The Cartwrights' Guild is the most influential of the second-rank guilds in the town. It maintains friendly relations with the Teamsters' Guild (location 30), and generally follows their lead in political matters.

34. Physicians' Guild (Area E)

The Physicians are a minor guild in terms of numbers, but because of their learning and high social position they have considerable influence. The Physicians' Guild, together with the Merchants' Guild (location 37), forms a political block representing the educated classes of the town. Player characters in need of surgeons or other medical assistance may apply here. This will cost 3GC per character per visit. Surgery will cost an additional 2D4GC.

35. Masons' Guild

This is the third major artisans' guild in Bögenhafen. All building work in the town comes under the auspices of the Masons, who hire in expertise from the Carpenters (location 31) and Metalworkers (location 32) as necessary.

36. Jewellers' Guild

The headquarters of the Jewellers' Guild is situated roughly in the middle of the jewellers' quarter, near the wealthier part of the town. All the jewellers who trade openly in Bögenhafen are Guild members, and the Guild operates a series of price-fixing agreements.

37. Merchants' Guild

The Merchants' Guild is the most powerful organisation in Bögenhafen, and dominates the town's council and its society equally. Its headquarters occupy a huge building on the corner of the Bergstrasse and the Dreieckeplatz.

38. Mourners' Guild

The Mourners' Guild, as well as being the home of the Cleric of Mórr (see location 21), organises all funeral arrangements in the town, from the huge and elaborate rituals which accompany the death of a wealthy or prominent citizen to the disposal of the bodies of paupers and criminals. By a technicality of local law, the land on which the graveyard (location 20) stands is owned by the Mourners' Guild rather than the town. Funeral costs range from 10GC for a burial plot; 10-100GC for the services of priests and mourners; and 20-200GC for a headstone or other memorial.

39. Tailors' and Weavers' Guild

The Tailors' and Weavers' Guild is one of the lesser guilds of Bögenhafen, and occupies a small but well-appointed building near the wealthy houses on the Adel Ring. They deal with Jochen Haagen and a number of other merchants in the town, buying silk and other exotic materials imported from Marienburg.

Johannes Teugen

Johannes Teugen is a tall, heavily-built man in his early fifties. He dresses well, as befits the head of a powerful merchant family, and his family's emblem, of a rose stylised into a circular cross, is displayed on a heavy chain round his neck and on one of the massive rings which bedeck his hands. His face is deeply lined, but he appears to be in good health for his age. He has an unusually pale complexion, a legacy of his years of study and his recently acquired nocturnal lifestyle. When he smiles - his teeth appear to be unusually large, protruding beyond the lower edge of his heavy moustache.

Johannes Teugen is a respected Town Councillor and head of the Merchant's Guild. He is well liked, particularly by his fellow merchants. None suspect that he is a demonologist, determined to exchange the souls of seven unfortunates for his own. Teugen's time is running out and he is becoming increasingly nervous that something will go wrong with his plan, or perhaps it is a premonition of his own fate? This **nervousness is well** hidden behind his calm exterior and to all except Gideon, he appears charming and well spoken. Teugen is careful to ensure that nothing tarnishes this image. Any dirty work is either carried out by Gideon or by thugs hired from the Stevedores' Guild.

Teugen's meddlings in the dark arts of Demonology have had a profound effect on him. Shortly after beginning his studies with Gideon he began developing unusually long canine teeth. Recently he has begun to develop a nocturnal lifestyle, he is still in the first stage of this and so is not severely hampered. Even so, Teugen avoids daylight whenever possible.

His experiences with Gideon have left him slightly unhinged. During the early stages of the relationship, Gideon used to eat



Gideon - Lesser Demon

Gideon was the Demon first contacted by Teugen when he was in Nuln, and has remained with him ever since. Unknown to Teugen, Gideon is actually a servant of the Chaos God Tzeentch, and when he made the deal for Teugen's soul he deliberately left a loophole, telling Teugen that he could save his soul after seven years by arranging for seven souls to take his place. He has taught Teugen a ritual which will open an interdimensional gate to the heart of Tzeentch's domain, and hopes to gain great favour with the Chaos God by doing so.

In his natural form, Gideon appears as a small, wizened being with long arms, spindly legs and a deeply wrinkled, scaly skin. He has bat-like wings which he can use to fly. He also has the ability to assume any form he chooses, and in Bøgenhafen he masquerades as a distant cousin of Teugen's, appearing as a tall, slim, impeccably dressed human male, with dark hair and a handsome face dominated by a pair of piercing green eyes.

Gideon is a sardonic individual, with a quirky, ironic sense of humour. While he seldom, if ever, actually laughs, there is always a wry, faintly supercilious smile playing about his lips. He is thoroughly enjoying his sojourn in this world, and his amusement at the greed and gullibility of mortals is exceeded only by his relish at the thought of his imminent triumph.

GIDEON - Lesser Demon of Tzeentch

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
6	55	42	5	4	15	87	2	89	89	89	89	89	89

Magic

Gideon casts spells as a Wizard and/or Demonologist of level 2, with 20 Magic Points.

Petty Magic

Gift of Tongues
Magic Flame
Magic Lock
Marsh Lights
Open
Reinforce Door
Sleep
Sounds

Demonic Magic, Level 1

Bind Demon
Dispel Lesser Demon
Summon Steed

Demonic Magic, Level 2

Summon Energy
Summon Lesser Demons
Summon Magical Aid

Battle Magic, Level 1

Fire Ball
Flight
Steal Mind

Battle Magic, Level 2

Aura of Protection
Mystic Mist

Gideon has the following additional magical abilities: He can become ethereal at will, as if by means of the level 3 Elementalist spell *Become Ethereal*. This ability costs 1 Magic Point per turn (minute). He may also *Cause Disease* (purple brain fever is his favourite) by touch. This ability costs 5 Magic Points, and the victim may make a *Toughness* test to throw off the effects. Failing the test results in the victim's death within 1 week.

He can assume any humanoid form indefinitely, with no Magic Point cost. If he impersonates a specific character, any characters who are acquainted with the 'original' are permitted an *Intelligence* test to see through the illusion.

Shadows Over Bögenhafen

vast quantities of garlic bread and Teugen found he that he could no longer stand the smell of garlic. If he comes within 1 yard of garlic, Teugen will recoil in disgust and his eyes will run, he will insist that who whoever is responsible get rid of the offending item as quickly as possible. If attacked while affected by garlic, all Teugen's percentage-based scores are reduced by 20. Gideon has since grown tired of garlic, however, and has advanced to chillies, but when feeling malicious he will chew a few garlic cloves and then go and converse with his 'good friend' Teugen.

While outside his office and home, Johannes is always accompanied by two bodyguards (see *GM's Reference Sheet*) who wear sleeved mail coats, breastplates and helmets.

Johannes Teugen - Merchant/Level 2 Demonologist

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	47	4	4	9	58	1	39	62	59	55	60	51

Age: 50

Skills

Acute Hearing
Arcane Language - Magick - Magick, Demonic
Astronomy
Brewing
Cartography
Cast Spells - as appropriate
Chemistry
Cryptography
Demon Lore
Etiquette
Evaluate
Haggle
Herb Lore

History
Identify Magical Artefact
Identify Plant
Identify Undead
Linguistics
Magical Awareness
Magical Sense
Manufacture Potions
Manufacture Scrolls
Meditation
Metallurgy

Numismatics
Read/Write
Ride
Rune Lore
Scroll Lore
Secret Language - Classical
- Guilder
Secret Signs - Wizard
Speak Additional Language - Arabic
Super Numerate

Possessions

Teugen is a wealthy character and his possessions include those things that one would expect from someone of his social standing. He always carries a minimum of 50GC.

Magic Points 18

Spells

Petty Magic
Curse
Gift of Tongues
Marsh Lights
Magic Lock
Reinforce Door
Remove Curse
Sleep

Demonic Magic, Level 1

Bind Demon
Dispel Lesser Demon
Summon Steed

Demonic Magic, Level 2

Summon Energy
Summon Lesser Demons
Summon Magical Aid

Battle Magic, Level 1

Aura of Resistance
Immunity from Poisons
Steal Mind

Insanity Points 3

Gideon wears a gold ring set with a black, faceted stone on his left hand. While in human form he can disguise the ring, so that it looks like any kind he wishes, from a cheap copper one to an expensive looking gold ring. The ring prevents him *and only him* from being subject to *instability*. If he loses the ring (or the hand) by any means, he must check for *instability* every turn (minute) as normal.

franz Steinhäger

Franz Steinhäger is a grey-haired, corpulent middle-aged man. He sees Teugen's plan as a means to get rich quick. Once the ritual is completed he hopes to depose Teugen and take over the running of the Ordo Septenarius. To aid in this he is currently learning the basics of magic from Teugen and Gideon, both of whom suspect Steinhäger's plan but see no reason not to play him along until his demise at the ritual.

The only way the adventurers will get to speak to Franz Steinhäger is by calling at his office (location B). Characters who molest Franz on the streets will get a very unfriendly reaction from him and his two bodyguards.

When the adventurers see him, Franz is feeling disgruntled about the break-in into the temple and has no wish to "waste time with fools". He will order them out of his office if they mention anything relating to the temple or if they fail a *Bluff* test. He will leave instructions that the adventurers are not to be allowed in to see him again after this.

Franz is accompanied by two bodyguards, who go everywhere with him. However, the bodyguards have never been in the secret temple (location S7).

franz Steinhäger - Merchant and Wizard's Apprentice

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	45	25	4	3	8	53	1	36	62	61	38	50	51

Age: 44

Skills

Arcane Language - Magick
Cast Spells - Petty Magic
Evaluate
Haggle
Magical Sense
Numismatics
Read/Write
Secret Language - Classical
Super Numerate

Possessions

As can be expected for status and wealth; he always carries a minimum of 50GC.

Magic Points 4

Spells

Magic Alarm
Magic Lock

The Watch

The town Watch is responsible for keeping public order in Bøgenhafen, and for bringing criminals to justice. There are two Watch barracks (locations 10 and 11), one on either bank of the river, and from these, patrols are sent out around the town both night and day. Routine patrols consist of four Watchmen, occasionally led by a Sergeant; all have leather jacks, daggers and helmets, and it is customary for two members of a patrol to be equipped with halberds and two with clubs. Sergeants have sleeved mail shirts instead of leather jacks, and swords instead of clubs. All Watchmen wear a yellow tabard with the town's coat of arms over their armour.

The Watch is led by a Captain, who is permanently based at the Watch Barracks (location 10) by the Postern Gate.

Watchman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	25	3	3	8	40	1	29	29	29	29	29	29

Skills

Strike Mighty Blow
Strike to Stun
Specialist Weapon -
Double-handed
Weapon

Possessions

Leather Jerkin (AP 0/1 - body)
Club or halberd (I +10; Dmg +2)*
Dagger (I +10; Dmg -2; P -20)
Lantern and pole (at night only; one lantern per patrol)

* Patrols at the Schaffenfest have 2 men with clubs and 2 with halberds; the guard at the festival court (location 8) all have halberds; otherwise all have clubs.

Watch Sergeant

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	53	35	3	4	9	40	2	29	39	29	29	29	29

Skills

Disarm
Dodge Blow
Strike Mighty Blow
Strike to Stun

Possessions

Mail Shirt, sleeved (AP 1 - arms, body)
Helmet (AP 1 - head)
Sword
Dagger (I +10; Dmg -2; P -20)

Dealing with the Watch

During the course of this adventure, the adventurers may have several run-ins with the town Watch. The chances of meeting a Watch patrol depend on the area in which the PCs find themselves (see *A Gazetteer of Bøgenhafen*, pull-out section), although anyone may attempt to call out the Watch, if they think a crime has been committed. In the latter event, it will take anything between 5 and 20 minutes for a patrol to arrive. You may decide this randomly (roll 5D4) if you wish, but try to take into account the area involved and the time of day. Do not be afraid to have Watch patrols arriving at *your* convenience; it will help to keep the players on their toes if they always have to have one eye open for Watch patrols.

When the characters do meet the Watch under suspicious circumstances, they will be stopped and questioned. If the patrol leader believes that they are guilty of any crime, they will be arrested and taken to the Court (location 26).

Avoiding Arrest

Arrest can be avoided on a successful *Bluff* test, or by means of bribery. The amount of the bribe necessary will vary according to the circumstances, but in most cases a bribe of between 1 and 3 Crowns will be adequate.

Resisting Arrest

Characters may resist arrest and try to escape from the patrol. Each character attempting to escape must make an *Initiative* test - success indicates that the character has managed to pull free and run into the crowd, or duck into an alleyway, and so on. Once free, a *Hide* test - with *Concealment Urban* skill conferring a +10 modifier - may be made each round. The first successful test indicates that the character has managed to shake off pursuit (if he/she has not been recaptured by this time), but there is now a 10% chance that any Watch patrol encountered will recognise the character as wanted.

If the Watch meet with any violence, they will attack in earnest; such behaviour is clear proof of guilt, and there is no point risking injury to valuable Watchmen by attempting to take the character alive!

In Custody

After an arrest has been made, the suspected criminal is taken to the nearest Watch Barracks, and kept in the cells there until a trial is arranged. This period can vary considerably; in theory, a trial is held as soon as all material witnesses are able to attend, and as soon as a magistrate is appointed, but in practice the time is more dependent upon the social positions of the accused and the accuser, and upon the amount of money that has changed hands.

At Court

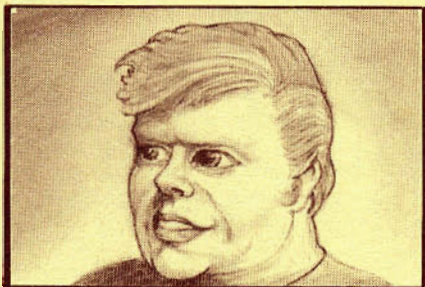
Trials take place in the Town Courtroom (location 26); lawyers are available only to those who can afford them, and the magistrate is generally a Councillor who volunteers to hear the case. Again, it is possible for those with money and influence to strengthen their position by approaching a Councillor who is likely to be sympathetic to them. The magistrate is advised by one of the Council's small staff of lawyers and by a representative of the Temple of Verena, but is under no obligation to follow their recommendations.

Once formally charged, the chances of a character being declared not guilty are minimal. Unless the accused has powerful friends on the Town Council, or is himself a person of high social standing, he or she will be found guilty. The character may make a *Fellowship* test (with a bonus of +10 for *Law* skill) to get away with a fine (this does not apply in cases of horse-theft, aggravated burglary, assaults on Watchmen or other town worthies, and murder). If the test is successful, the fine will be in the range 10-100 GC, depending on the charges. If the test is failed, the character is liable to be imprisoned for anything up to a year. The more serious crimes, listed above, may well lead to execution.

The Schaffenfest is subject to a slightly different legal procedure from the rest of the town. Because the fair is largely composed of travelling people, it can be difficult to obtain witnesses after it has finished, and so a special Festival Court (location 8) is convened to deal with all disputes and petty crimes arising from the fair. For the course of this adventure, the sitting magistrate is councillor Heinz Richter (see page 16 for the NPC profile). This court is somewhat more lenient than the normal court, and hands out judgement and punishments on the spot (see page 12).

Appeals

Citizens who feel that they have not received justice may petition the liege lord of the area, Baron Wilhelm von Saponathem, at Castle Grauenberg. This is some 40 miles to the north of the town (see the map of the Reikland in *The Enemy Within* campaign sourcepack). The Baron is generally unwilling to interfere with the workings of the town's legal system unless the petitioner is very influential or a personal friend, or is actively supported by such a person.



PC 1 - Harbull Furfoot -
halfling, male, academic (herbalist)

Age: 29

Fate Points: 3

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	23	33	2	2	6	50	1	42	22	40	23	44	40

† 1 advance taken in this characteristic

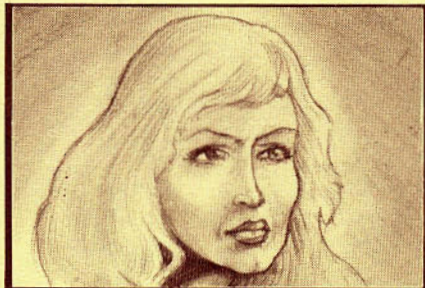
Skills:

Arcane Language - Druidic (knows the rare tongue of the Old Druids);

Cook (is an excellent chef, +10 chance to notice drugs/poisons in food);

Cure Disease (can diagnose and cure most diseases with a successful *Int* test, modified by patient's *T*);

Heal Wounds (can provide first aid on a successful *Int* test; can also increase a resting patient's recovery rate);



PC 2 - Wanda Weltschmerz -
human, female, academic (Wizard's apprentice)

Age: 24

Fate Points: 2

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	34	31	2	3	7	33	1	29	33	46	30	34	31

† 1 advance taken in this characteristic

Skills:

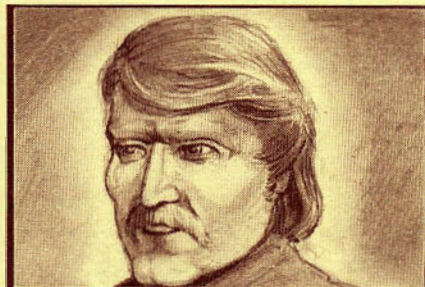
Arcane Language - Magick (can speak, read and write

the magical language used by Wizards);

Astronomy (familiar with cycles of heavenly bodies, etc, can navigate by the stars on successful *Int* test);

Blather (can produce string of nonsensical verbiage which will dumbfound someone on successful *Fel* test);

Cast Spells - Petty Magic (can cast any known Petty Magic spells);



PC 3 - Johann "Rowlocks"
Dassbüt - human, male, Ranger
(Boatman)

Age: 35

Fate Points: 2

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	44	35	4	3	7	47	1	34	30	29	35	31	30

† 1 advance taken in this characteristic

Skills:

Ambidextrous (may use either hand equally well, +10 bonus to all *Risk* tests involving *Dex*);

Fish (is a skilled angler);

Lightning Reflexes (+10 to *I*)*;

Orientation (can usually find North - might require *Int* test);

River Lore (is familiar with hazards of river travel);

Row (can use oared vessels without danger);

Silent Move - Rural (-10 to *Listen* tests made against the character in rural environments);

Very Strong (+1 to *S*)*



PC 4 - Werner "pick-axe"
Murrmann - human, male,
Warrior (Bodyguard)

Age: 20

Fate Points: 3

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	37	32	4	5	8	31	1	32	37	27	31	35	38

† 1 advance taken in this characteristic

Skills

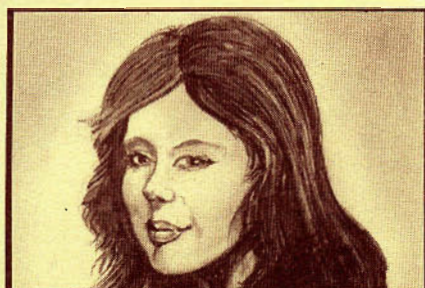
Carpentry (+10 to *Construct* tests when using wood);

Consume Alcohol (-10 to *WP* to resist drink, suffer only half normal characteristic reductions for being drunk);

Disarm (instead of inflicting damage may disarm opponent with 2 successful hits);

Dodge Blow (may dodge 1 hand-to-hand attack per round on successful *I* test);

Drive Cart (can drive any vehicle without *Risk*);



PC 5 - Kirsten Krank - human,
female, Rogue (thief, General)

Age: 18

Fate Points: 2

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	30	3	3	7	38	1	35	28	33	34	29	30

† 1 advance taken in this characteristic

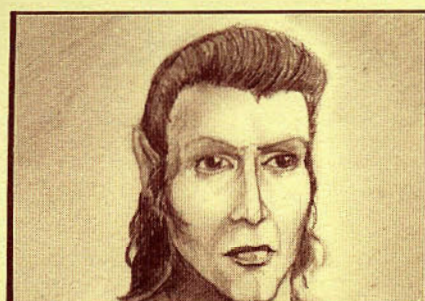
Skills:

Acute Hearing (+10 to *Listen* tests);

Bribery (+20 to *Bribe* tests = 100% minus *WP* of character to be bribed);

Concealment Urban (+20 +5, if moving) to *Hide* tests = *I* plus *Cl* minus *I* of character being avoided);

Secret Language - Thieves' Tongue (knows special communication techniques used by thieves while appearing to hold mundane conversations);



PC 6 - Malmir Giluviel - elf,
male, Rogue (Minstrel)

Age: 55

Fate Points: 1

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	43	3	3	6	65	1	45	36	52	57	42	44

† 1 advance taken in this characteristic

Skills:

Charm (+10 to *Fel* tests);

Dance (+10 to *Busk* and *Employment* tests when performing);

Etiquette (+10 to all tests involving members of High Society);

Excellent Vision (+50% vision distances);

Fleet Footed (+2 yards to *M* in all circumstances);

Musicianship (can play stringed instruments and gains +10 to *Busk* and *Employment* tests when performing);

Night Vision (can see up to 30 yards at night, *not* in total darkness);

Herb Lore (can recognise most herbs, and is aware of their properties; may locate specific herbs on a successful **Int** test);
Identify Plant (as above, but applied to plants);
Night Vision (can see up to 20 yards at night, *not* in total darkness);
Read/Write (is literate in the language of the Old World)
Secret Language - Classical (knows the ancient tongue of the Old World - equivalent of Greek or Latin);

Secret Language - Guilder (knows the secret tongue of the Herbalists' Guild - not taught to non-guildsmen).

is one thing that makes him see red, it's the usual Human assumption that the only thing Halflings are good for is cooking...

Equipment: Sling (R - 24/36/150, ES 3, Rld 0); Dagger (I +10, D -2, Parry -20); Sling bag with herbs; Pestle and mortar; Travelling Clothes; Billy cans etc.; IIGC
Personality: Like most Halflings Harbull has an insatiable curiosity and an almost child-like cheerfulness. After all his travels, however, if there

Background: Harbull was brought up in the small, Halfling village of Barlton on the border of Mootland. His mother is a Herbalist, his father a Baker, which led to many disputes as to the course his future should follow. Harbull's first love is undoubtedly food, but he prefers others to cook it!

Heraldry (may recognise heraldic device and recall a little relevant genealogy and history on successful **Int** test);
Read/Write (applies to Old Worlder only);
Scroll Lore (can identify any scroll written in Magick);
Secret Language - Classical (knows the ancient tongue of the Old World - equivalent of Greek or Latin)

Spells: **Magic Points:** 6
Open (3 MP - works on any lock, bolt or latch within 1 yard);

Sleep (2 MP - puts any character touched to sleep for D6 turns, unless he/she makes a successful **WP** test)

Equipment: Dagger (I +10, D -2, Parry -20); Ordinary clothes; Sling bag with spell ingredients - 3 silver keys, enough down for 18 castings of *Sleep*; 10GC.

Personality: Wanda is a thoughtful, and extremely independent young woman. She does not suffer fools gladly, and is prone to get impatient with those who are not as quick on the uptake as she is. Nevertheless, she is

capable of acts of kindness towards those less fortunate than herself.

Background: Born into a middle class family in the market town of Delberz, Wanda was apprenticed to Heironymus Blitzen, a well-known local Wizard. After a year's apprenticeship, Heironymus called his most able pupil to him and told her that the time had come for her to put her skills into practice. To that end he would teach her one more spell to aid her on her adventures.

Equipment: Sword; Sleeved Mail Shirt (1AP to Body and Arms); Backpack; Travel clothes; 60GC.

Personality: Although generally easy-going, Johann tends to prefer his own company. He tends to say little unless absolutely sure of his facts, and prefers to reach his own conclusions, even if he does take longer than most to arrive at them.

Background: Johann has travelled up and down the river Reik and its tributaries ever since childhood. His family was killed by bandits when

he was little more than a child, and he has grown used to relying on his own skills. Now, at the age of 35, Johann has decided that he's had enough of making money for other people; it's time to strike out on his own and seek fame and fortune as an adventurer.

Scale Sheer Surface (excellent climber - only makes *Risk* tests on difficult climbs);
Sing (+10 to *Busk* and *Employment* tests when singing);
Very Resilient (+1 to **T**)

Equipment: 2 Hand/throwing axes (R - 4/8/20); Dagger (I +10, D -2, Parry -20); Sleeved Mail Shirt (1 AP to Body and Arms); Helmet (1 AP to Head); Backpack (including flask of herbal tea); Rugged, working clothes and hooded cloak; 6GC.

Personality: Werner is a trusting, scrupulously honest individual, always prepared to give people the benefit of the doubt. A lover of the strong Reikland ales, he is slow to anger but terribly hot-headed once roused.

Background: Werner was brought up at his parent's coaching inn - The Traveller's Rest - not far from the village of Mittelmund. His life has been easy, if unexciting, doing odd jobs about the place, helping the coachmen, working behind the bar, mending the odd broken table after some

adventurer's over-exuberant drinking bout. But recently Werner has grown tired of *bearing* about other people's adventures, and taken up with a group of novice adventurers. Casting aside his old calling of Labourer, he is now proud to call himself a bodyguard.

Secret Signs - Thieves' (may read/write simple messages of up to 3 words, comprehensible only by thieves);

Silent Move - Rural (-10 to *Listen* tests made against the character in rural environments);
Silent Move - Urban (as above, but in Urban environments);

Sixth Sense (will be aware of being followed, or being watched on a successful **Int** test)

Equipment: Sword; 3 throwing knives (R - 4/8/20); Ordinary clothing; Large sack; 12GC.

Personality: Kirsten is natural Rogue; full of self-confidence, she possesses a cheeky - some would say dangerous - sense of humour. She loves practical jokes and this has often got her into hot water. Nor is she hampered by a nagging conscience. It's not that she's actually dishonest, but if an opportunity presents itself, she does not fail to take it. "Never look a gift horse in the mouth" is her favourite saying.

Background: Brought up in the seedier area of the town of Delberz, she is the youngest of a very

large, very poor family. Her parents were far too busy struggling to earn enough to feed their offspring to have any time for educating them. Fortunately, Kirsten has always been sharp-witted, and she soon learnt that life for the poor is a never-ending battle against hunger, disease, and oppression by the rich. Accordingly, she made up her mind that since the 'rules of the game' seemed to have the sole function of maintaining the status quo, she was just going to have to break them.

Public Speaking (may attempt *Bluff* and/or *Gossip* tests on crowds of up to 36 individuals);
Sing (+10 to *Busk* and *Employment* tests when performing)

Equipment: Short bow (R - 16/32/150; ES 3, Rld 0); Quiver with 25 arrows; Sword; Mandolin; Brightly coloured, travelling clothes; 12GC.

Personality: Malmir is a rare type among his kin, finding the woodland life claustrophobic, and his friends and family too detached from the concerns of the world around them. He knows little of

Human society, but what he has heard fascinates him, and he is eager to see more of The Empire, with its vast forests and swift-flowing rivers.

Background: From an early age, Malmir showed what his parents considered to be an unseemly interest in life beyond the Laurelorn forest. They tried to discourage his nascent wanderlust, and to instil in him a more appropriate, Elvish detachment. In the end, his home forest began to seem all too familiar. Visitors were few and far between and he grew tired of singing the same

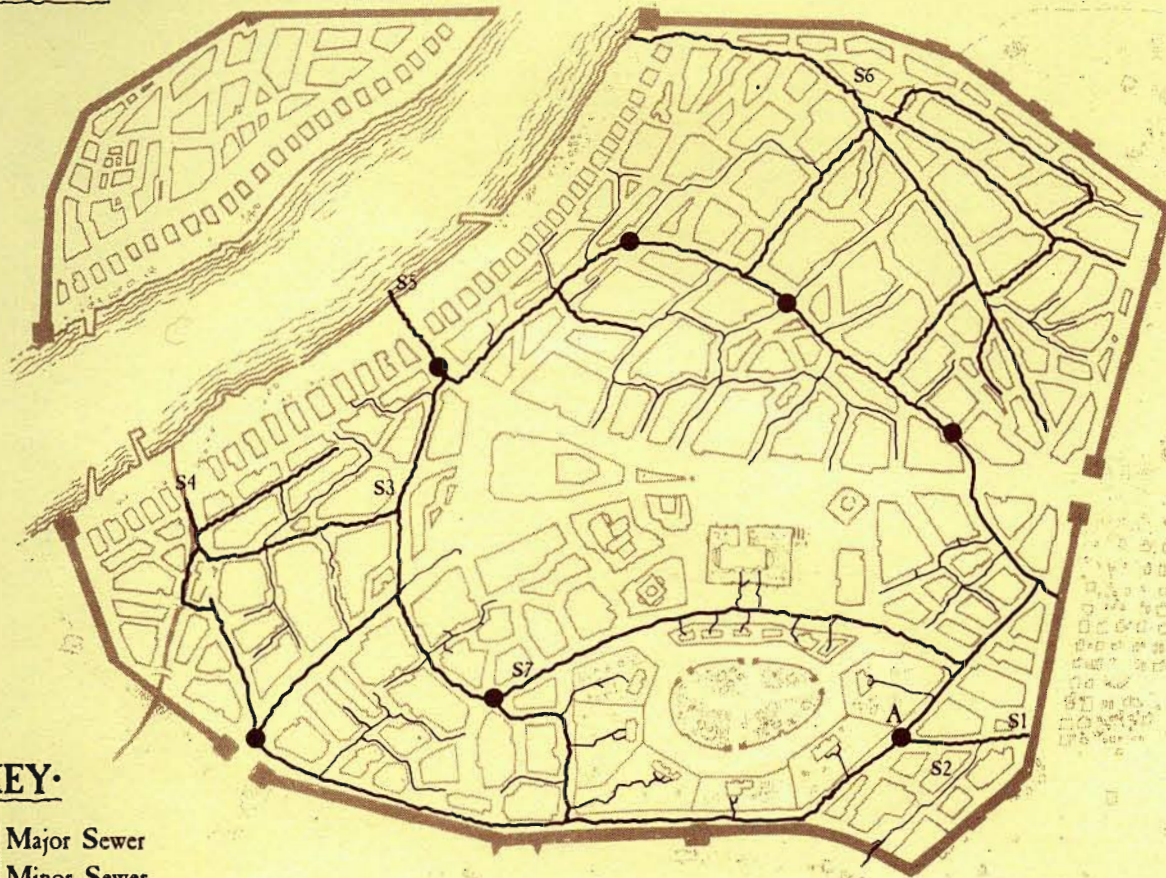
songs and hearing the same tales of ancient Elvish deeds. He tries not to think about the day he left; the last Elven words he heard were a warning from the Priestess of Liadriel, "Go then, Malmir. And return not, unless it be in dire need. But remember this, if ever one of those touched by Chaos should find their way here through your directions, we shall not rest until you are brought to justice!"



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REFERENCES •

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SEWER MAP



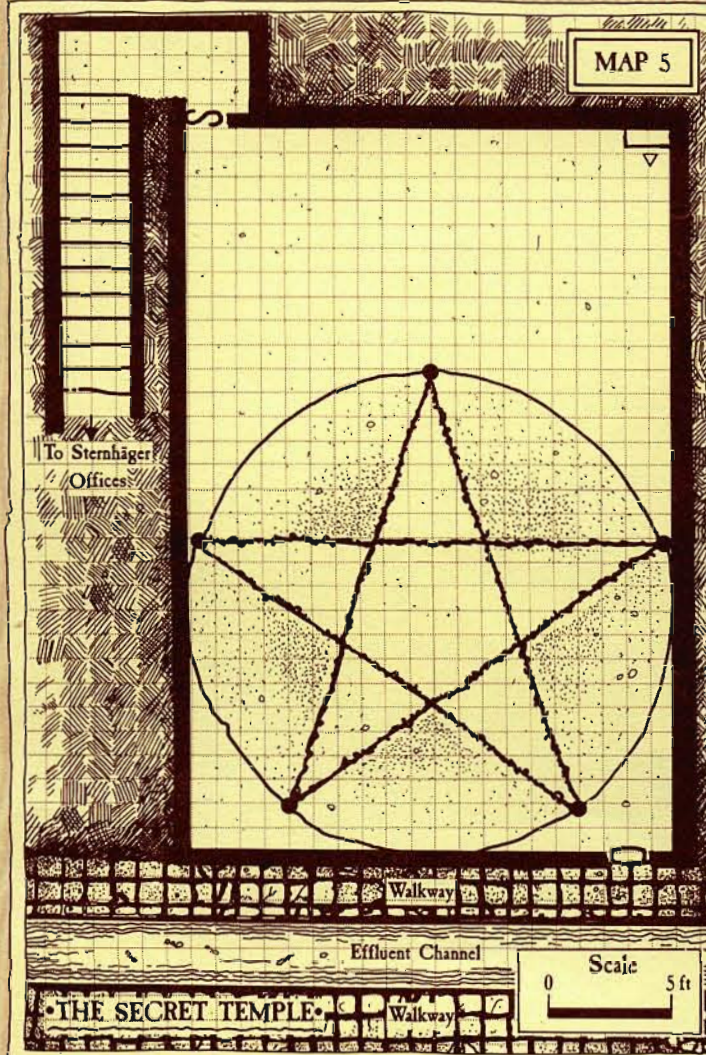
KEY

- Major Sewer
- Minor Sewer
- Manhole
- Fixed Location

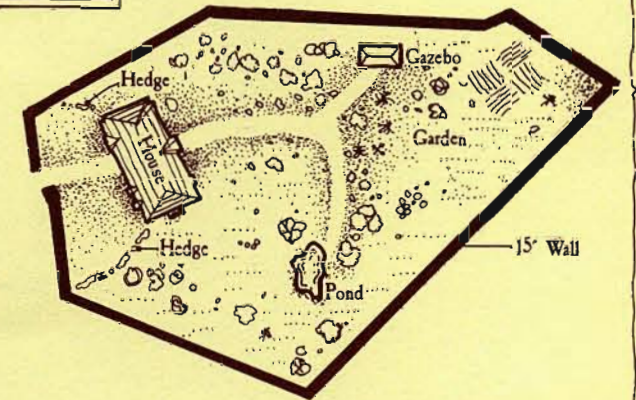
MAP 4



MAP 5



MAP 8

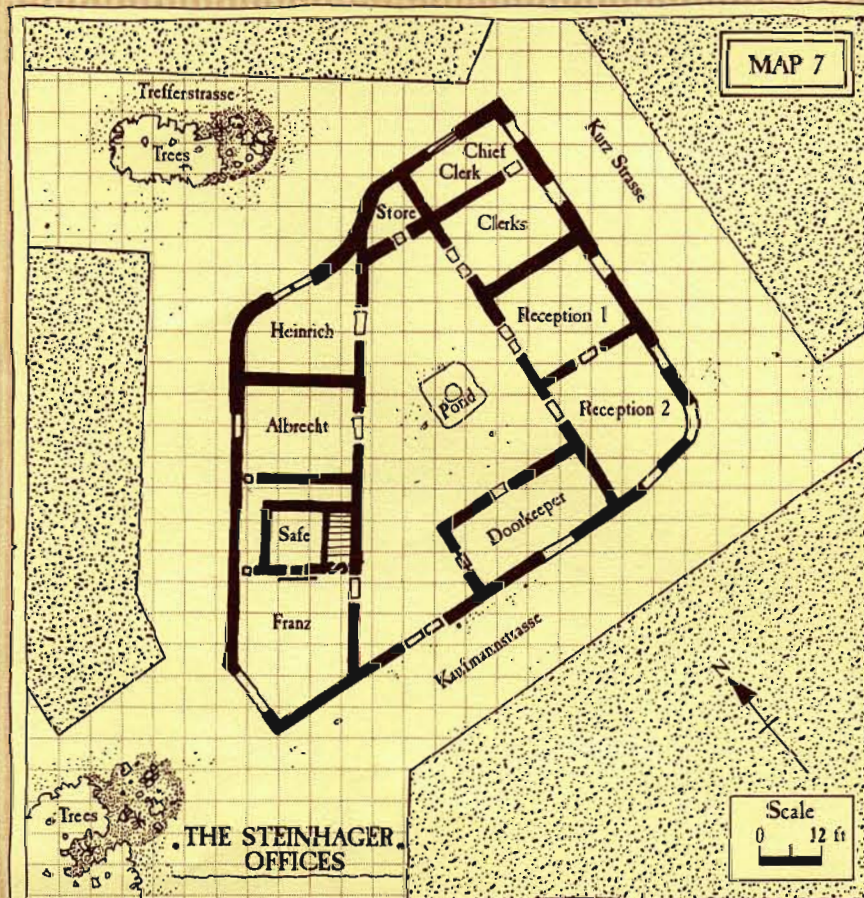


TEUGEN'S HOUSE & GROUNDS

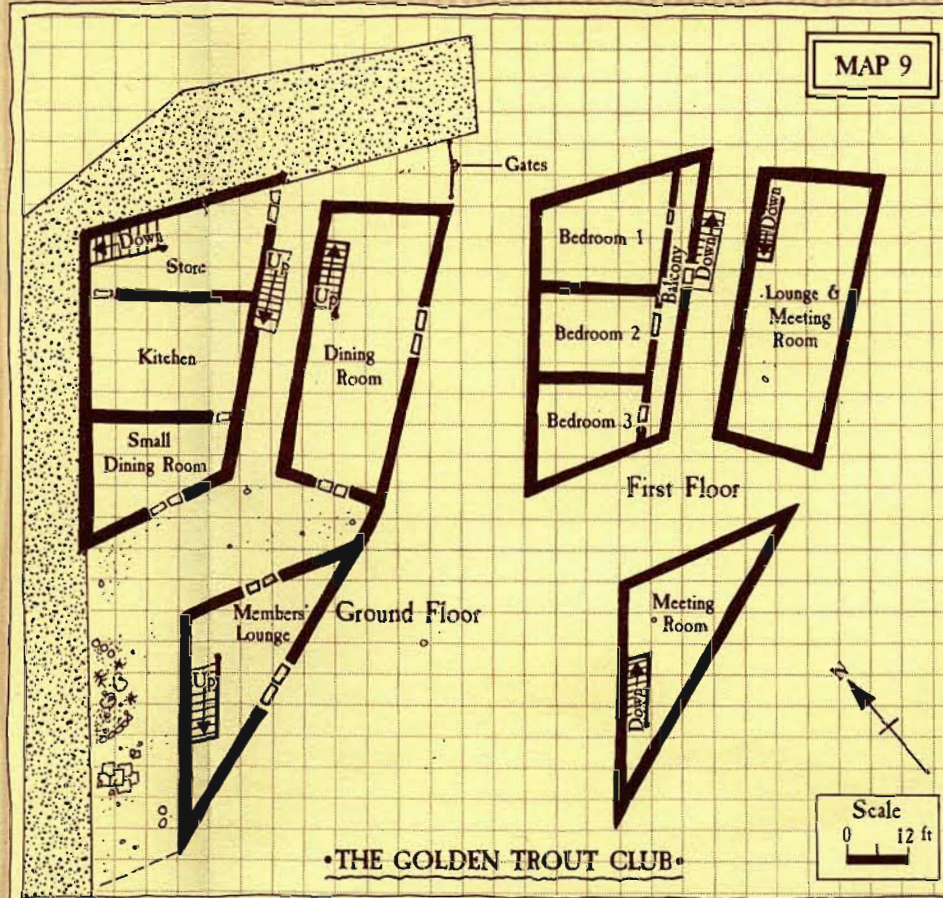
KEY

- Well
- Trapdoor in floor
- Trapdoor in ceiling
- Pillar
- Secret door
- Service hatch/door
- Pile of rubbish
- Window
- Door
- Barrel
- Stacked cases
- Statue
- Safe Door
- Pit

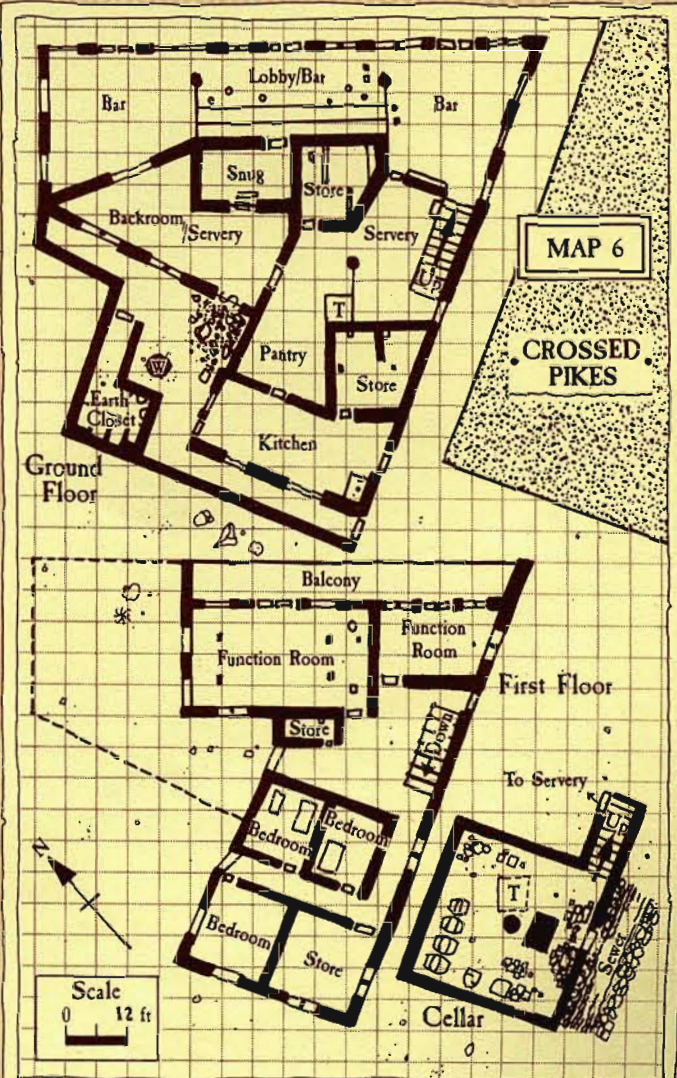
MAP 7

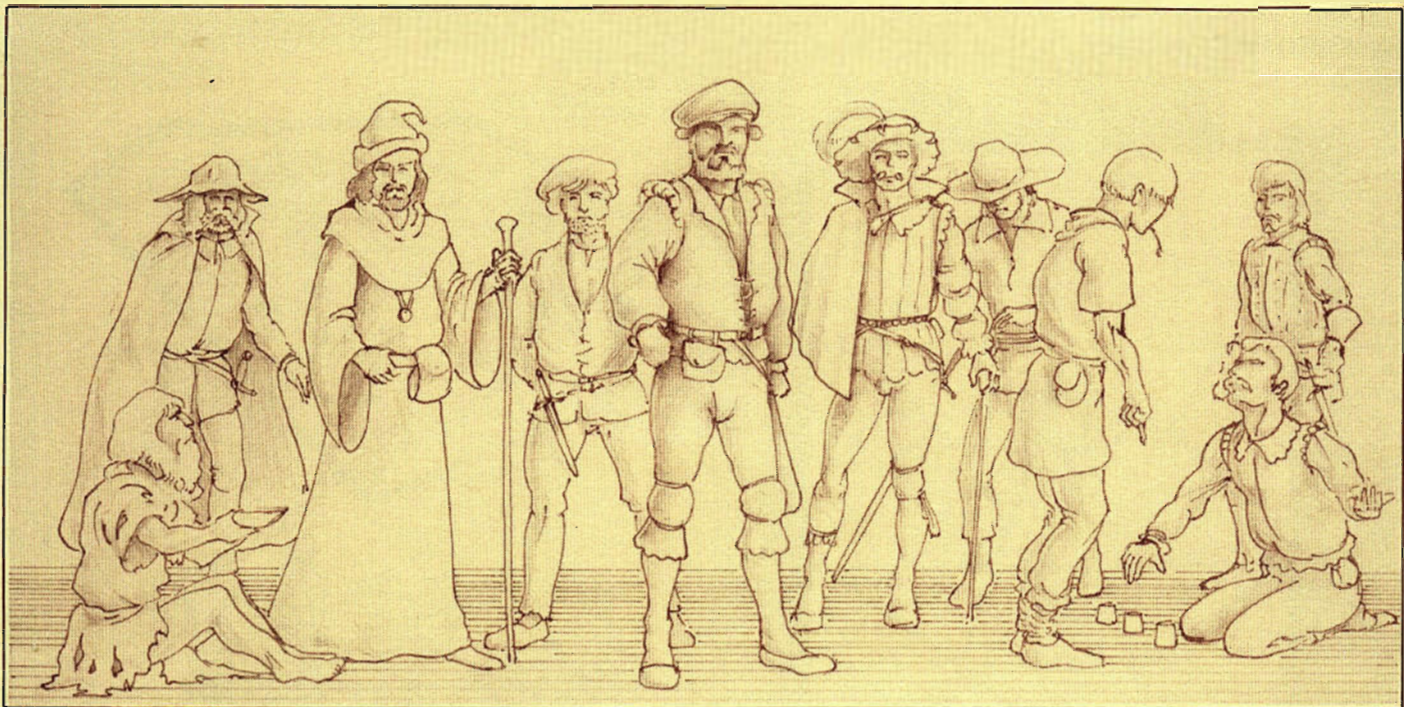


MAP 9



MAP 6





BEGGAR

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	35	3	4	7	30	1	30	28	34	32	30	30

Skills

Begging
Concealment Urban
Secret Language - Thieves' Tongue
Secret Signs - Thieves' Signs
Silent Move Urban
25% chance of Consume Alcohol

Possessions

Begging Bowl
Tattered Clothes
Stick
Fleas
3D6 Pennies

BUNKO ARTIST

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	25	3	3	7	30	1	39	29	29	29	29	40

Skills

Blather
Palm Object

Possessions

3 Wooden Cups
3 marbles
Pack of Cards
Other at GM's discretion

BODYGUARD

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	53	25	4	3	8	45	2	32	25	33	30	32	30

Skills

Specialist Weapon - Fist Weapon
Street Fighting
Strike Mighty Blow
Strike to Stun
* 50% of Very strong

Possessions

Leather Jerkin
Knuckle-dusters
Dagger or club
2D6 Shillings

CHARLATAN - for Medicine Show

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	35	3	4	9	40	1	59	39	43	38	40	59

Skills

Barter
Charm
Disguise
Evaluate
Palm Object
Public Speaking
Read/Write
Wit

Possessions

University
References (forged)
Testimonial
Letters (forged)
\$D10 bottles of variously coloured water
Robes - in the style of a Public Speaking physician or scholar

SOLDIER

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	35	3	3	8	40	1	29	39	29	29	29	29

Skills

Disarm
Dodge Blow
Secret Language - Battle Tongue
Street Fighting
Strike Mighty Blow
50% chance of Animal Care
25% chance of Ride - Horse

Possessions

Leather Jack
Sword
3D10 Shillings
D6 Crowns

SPELLCASTER

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	23	25	3	3	5	30	1	29	29	39	29	29	29

Skills

Arcane Language - Magick
Cast Spells - Petty Magic only
Read/Write
Secret Language - Classical

Possessions

Robes
Staff
Knife
Purse with D6 Crowns

Magic Points: 5

Spells: Select D4 Petty Magic spells.

THIEF

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	35	3	3	7	30	1	39	29	29	29	29	39

Skills

Concealment Urban
Secret Language
- Thieves' Tongue
Secret Signs - Thieves' Signs
Silent Move Urban
25% chance of Evaluate

Possessions

Dagger or Short Sword
D6 silk handkerchiefs
2D10 shillings

Pick Pocket

As above plus *Flee!*, *Palm Object* and *Pick Pocket*

THUGS - Teamsters or Stevedores

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	4	8	30	1	34	28	33	30	32	29

Skills

25% chance of Street Fighting
25% chance of Strike Mighty Blow

Possessions

Leather Jerkin
Dagger or club
2D6 Shillings

TOWNSPERSON - POOR

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	23	25	3	3	5	30	1	30	29	28	32	30	30

Skills

Evaluate
Haggle

Possessions

Dagger or stick
Purse with 2D10 Shillings

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	34	36	32	30	39

Skills

Evaluate
Haggle
Specialist Weapon - Fencing Sword

Possessions

Dagger
Fencing Sword
Purse with 2D10 Crowns and 2D10 Shillings

YOKEL

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	3	7	30	1	30	30	32	28	26	30

Skills

Animal Care
Drive Cart
25% chance of Street Fighter

Possessions

Dagger or club
D10 Shillings

ANIMALS

BOAR

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
7	33	0	3	3	11	30	1	-	10	14	14	14	-

Special Rules: Gore attack. Subject to frenzy when wounded.

CATTLE

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
7	33	0	5	5	17	30	1	-	18	10	14	14	-

Special Rules: 3AP, head only. Gore attack.

RAM

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
7	25	0	2	3	6	30	1	-	14	10	10	10	-

Special Rules: Gore attack.

Shadows Over Bogenhafen

• PLAYER HANDOUTS •

Please cut along dotted lines.
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the council and burghers of Bögenhafen Schaffenenfest

Announce that the grand opening of the annual

Will be held on the town meadow this
Mitterfrühl Day

The fair will last for 3 days throughout the hours of daylight

By gracious permission of his excellency
Graf Wilhelm von Saponathheim

and his grace

Grand Duke Leopold of Middenland

Great Joust

will be held between the knights and squires of either household
All this in addition to the usual attractions of our famous
Livestock Market, and The Reikland's greatest
Travelling Fair



Printed by Schulz & Friedman, Bögenhafen

handout 2

An hour after Sunset
at my house.
All members of
the Inner Council
will attend.

Johannes Teiger



handout 3

All goes well, the
Temple is ready for
use. Soon we will
all be rich, after the
Schaffenenfest ends,
with the sound of the
twelfth bell, our plan
will come to fruition.

Johannes Teiger



handout 5



Black Peaks,
Grlessenwald,
Mr. Nuhn.

My dear friend,
Here is the scroll you require for the ritual you mentioned in
your last letter. Do not forget that the temple for
such an undertaking must be properly sanctified with
fresh blood.

As ever, I am filled with awe at the heights (or do
I mean depths) to which your learning now reaches. It seems
like only yesterday that we two dilettantes begged tutelage
of the High Master, and now you stand on the threshold
of the abyss itself. If you manage to find the time
amid your researches, do write with details of how the
ritual progressed; perhaps, one day, I too might follow
in your illustrious foot-steps.

Your friend, E. Telkallagen

handout 4

from the town hall,
office of councillor magirius
I must see you urgently,
please come to my house on
the Adel-Ring as soon as you are able.

Magirius



MAP 10



Shadows Over Bögenhafen

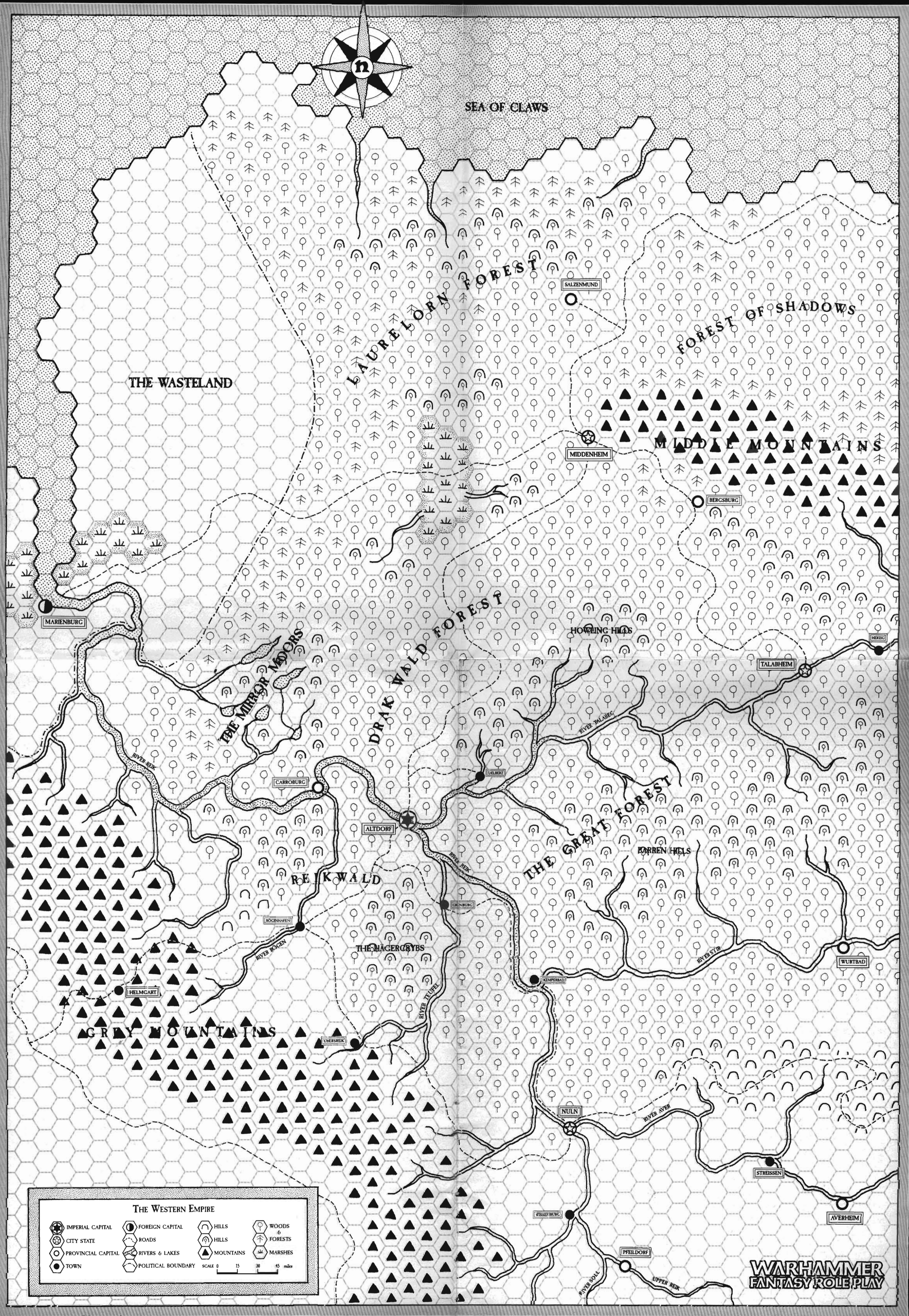
MAP KEY

1. East Gate
2. West Gate
3. Postern Gate
4. Water Gate
5. Livestock Market
6. Wrestling Ring
7. Festival Court and Stocks
8. Freakshow
9. Jousting Lists
10. Main Guard Barracks
11. "Fort Blackfire" (Guard Barracks)
12. The Park
13. Temple to Sigmar
14. Temple to Ulric
15. Temple to Myrmidia
16. Temple to Bögenauer
17. Temple to Verena
18. Temple to Handrich
19. Temple to Shallya
20. Graveyard
21. Chapel to Morr
22. Shrine to Taal
23. Kringler's Ferry
24. Haagen's Wharf
25. Town Hall
26. Town Courts
27. Journey's End Inn
28. Golden Trout Club
29. Stevedores' Guild
30. Teamsters' Guild
31. Carpenters' Guild
32. Metalworkers' Guild
33. Cartwrights' Guild
34. Physicians' Guild
35. Masons' Guild
36. Jewellers' Guild
37. Merchants' Guild
38. Mourners' Guild
39. Tailors' Guild



WARHAMMER
FANTASY
ROLE PLAY





THE WESTERN EMPIRE

IMPERIAL CAPITAL	FOREIGN CAPITAL	HILLS	WOODS & FORESTS
CITY STATE	ROADS	MARSHES	
PROVINCIAL CAPITAL	RIVERS & LAKES		
TOWN	POLITICAL BOUNDARY		

SCALE 0 15 30 45 miles

WARHAMMER
FANTASY ROLEPLAY

Shadows Over Bögenhafen

By Graeme Davis, Jim Bambra & Phil Gallagher

On the surface Bögenhafen is just another bustling market town; the annual fair and market of the Schaffenfest is in full swing, and the adventurers are among many others flocking to the town.

But all is not as it seems. From the happy bustle of the fair, the adventurers find themselves drawn into a deadly web of intrigue, uncovering evidence of a sinister secret organisation whose tentacles run through the highest levels of the town's society. They must tread carefully, sorting the guilty from the innocent, the misguided and the deceived, able to trust no one in a deadly game of hide-and-seek where nothing and no one is quite as it appears.

Can the adventurers save Bögenhafen? Can they save themselves from the misguided zeal of the authorities? And can they reach the heart of the canker before it is too late? All the time, the society and its pawns are watching, trying to misdirect and thwart the adventurers, trying to buy time — for the consummation of its evil plan draws ever closer...

Shadows Over Bögenhafen is the first major adventure for **Warhammer Fantasy Roleplay**, intended for beginning level characters. It continues **The Enemy Within** campaign, and can also be used as an adventure in its own right.

THIS PACK CONTAINS:

- A 56 page Adventure Booklet, detailing the town of Bögenhafen and its sinister inhabitants.
- 8 pages of evocative *Players'* and *Gamesmaster's* handouts to simplify play and enhance atmosphere.
- A large (57cm x 40cm) full colour poster map of Bögenhafen, backed with an invaluable Campaign Map of The Western Empire.
- A full colour A3 floor plan for the final encounter area.
- The stiff card cover is printed with a useful Gamesmaster's map on the reverse and doubles as a Gamesmaster's screen.



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CREDITS:

DESIGNERS: GRAEME DAVIS, JIM BAMBRA & PHIL GALLAGHER.
COVER ART: WIL REES.
BÖGENHAFFEN MAP: DAVE ANDREWS
OTHER MAPS: CHARLES ELLIOTT & GEOFF WINGATE.

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GAMES WORKSHOP

CHERTON STREET, HILL TOP
EASTWOOD, NOTTINGHAM,
NG16 3HY, UK
&
8920 ROUTE 108, COLUMBIA,
MD21045, USA.



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