

HANDOUTS FOR THE OLDENHALLER CONTRACT

Has anyone seen Brigid Ballifense?

5 gold crowns for information.

Fiedal Borenberg at 5, Maritzstrasse.

Specialists required for repossession job. One night's work, legal, some danger; good money. Military background helpful. No timewasters.

*Councillor Oldenhaller,
Oldenhaller Mansion,
Oldenhallerstrasse*

*Axel Erischon - missed you in Middenheim, maybe you're here somewhere.
I'm at the Laughing Bear most evenings*

- Trokki from Kislev



The Oldenhaller Contract

*Written by Lewis Page
updated for WFRP 2nd edition by Alexander J
Bateman*

Credits

Written by Lewis Page

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Thanks to Michael Congreve for helping with the images for this scenario

Equipment: Neiglish Stave (Quarterstaff), Dagger, Filthy Long Brown Hooded Cloak, Icon of Nurgle on a corroded Chain

Skills: Academic Knowledge (Daemonology), Animal Care, Channelling, Common Knowledge (The Empire), Disguise, Drive, Evaluate, Gossip, Haggle, Heal, Intimidate, Magical Sense, Outdoor Survival, Perception, Prepare Poison, Read/Write, Search, Speak Arcane Language (Daemonic), Speak Language (Reikspiel), Torture

Talents: Dark Lore (Nurgle)*, Dark Magic, Fearless, Inured to Chaos*, Petty Magic (Chaos)*, Public Speaking, Resistance to Disease, Streetwise, Unsettling, Very Resilient

* These talents are from **Tome of Corruption**, if you do not have that book simply ignore them and give Jonas **Petty Magic (Hedge)** and **Dark Lore (Chaos)** instead.

Mutations:

Albino: Jonas has white skin and red eyes. As well as Jonas having a reduced Toughness Characteristic, Jonas will also suffer a -5% penalty to all vision-based perception tests in areas of bright light.

Cloud of Flies: The Beast is permanently surrounded by a great swirling mass of corpse flies. Opponents attacking the Beast in melee combat suffer a -10% penalty to **Weapon Skill** as the flies block his vision, buzz in-to his mouth and nose etc.

Foul Stench: Jonas smells very, very bad. As well as Jonas having a reduced Fellowship Characteristic, the stench affects an area with a radius of 2 yards. (1 square) Any character with a sense of smell stood within this radius suffers a -5% penalty to **Weapon Skill**. Assume all Nurgle cultists and daemons have by now lost any sense of smell they had or are otherwise unaffected.

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This scenario has been designed as an introduction to Warhammer Fantasy Roleplay, and can be played by a group of people who have never taken part in a role-playing game before. One member of the group should be chosen as the Games Master (or GM) while the rest of the Group are the Player Characters (or PCs) The GM must have read the adventure through at least once, and should be reasonably familiar with the rules before play can start. There is no need to read and learn everything in the core book, we have included notes and examples to help you as you go along, and you will soon get to know your way around the book. The adventure is designed for four characters but more or less may be used if desired.

Although The Oldenhaller Contract has been designed with beginners in mind some experienced role-players will also find it interesting and possibly useful as an introduction to the rules - and hopefully fun to play as well!

Alternatively this scenario could be run as part of the "Paths of the Damned" Campaign - the third book of which takes part in the city of Nuln. However this will require some juggling, as this scenario is set several years before the events detailed in that book. The scenario will act as a sideline from the campaign proper, and allow the Players to better get to know the City and make some important contacts which may prove very helpful, especially as this scenario and Paths of the Damned share many key None Player Characters (NPCs) and locations in common.

FORMAT

The first part of the scenario deals with the player characters' arrival in the city of Nuln and the eventful 24 hours which follow. It is split up into Episodes. The second part details the thieves' den known as the Asylum: it is divided into four main areas, each one presented as a series of Rooms.

The descriptions of Episodes and Rooms normally begin with a boxed passage which can be read aloud to the players; this passage represents the immediate view characters would have of the location on their first visit. Next there is a section of information which is for the GM only, including tips on how to run the various encounters and examples of the rules to help the novice GM in running the adventure.

At the end of each Episode is an Exits section containing instructions on how the characters' actions will lead them on to the next part of the story. In the second part of the adventure the GM should refer to the maps - the rooms are numbered - and the GM should use the appropriate section of the text whenever the characters move from one room to another. If the characters move from room 3 to room 5, the GM turns to the text for room 5.

Throughout the scenario we have listed useful page references for those that own "Paths of the Damned - Forges of Nuln" Although owning a copy is not essential to play this scenario, it does detail and flesh out several places and NPCs referred too here.

The adventure - the first part especially - has been written with inexperienced players in mind. Experienced GMs are encouraged to change or ignore details as they see fit to give their players greater freedom of action.

PREPARATION

To prepare for the adventure, we recommend you make copies of each of the characters record sheets so that there is one for the GM and one for each player. If the GM has copies of the character sheets - or at least a list of each character's characteristics and skills - it will speed up play considerably. The GM should also read through the first few topics in the Games Master's Section to become familiar with the GM's role in the game.

If you are using the Tactical map you will need to either print out or draw up a full scale (1 inch = 2 yards) plan of the Huydermans' portion of the Asylum, and to have materials ready for making up improvised scenes of battle (see WFRP Chapter IV –Combat, Damage and Movement) You will also need models or counters to represent the character and non-character characters and possibly a tape measure or ruler marked in inches.

You will need at least one copy of the Warhammer Fantasy Roleplay book, and you may want another one in case more than one person needs to refer to something during play. You will not need any other books to play this scenario, although some books, most notably "Forges of Nuln" and "Tome of Corruption", may expand the options available.

Finally you will need a pair of ten sided dice each, several sheets of plain white or graph paper and a selection of pencils, ball-point and felt-tipped pens.

EPISODE 1: "SO... THIS IS NULN"

Having made the decision to become adventurers the player characters are faced with the immediate problem of finding some adventure worth pursuing. There isn't much anyone can do except head for the nearest city, and start looking for the right connections. And the streets of the cities are paved with gold, right?

This scenario assumes that the characters are newly started out adventurers, freshly generated and all any of them knows about adventuring is that everyone they have ever heard of who has left the pastoral life behind to seek their fortune did so by setting off to the city of Nuln.

Therefore, the adventure begins on the river boat, approaching the city. If the characters already come from Nuln or have already entered the City (For example during the Paths of the Damned campaign) skip the section on arriving in the city and start the scenario with the meeting with Grolsch Van Eyke.

Dirck Huydermans – Crime Lord (ex Fence, ex Smuggler, ex Miner)

The leader of the Huydermans gang in Nuln, Dirck hails from the city of Marienburg where it said he did a year and a day in Rijker's isle prison before deciding to move to Nuln and take over the gangs interests within the city. A pious man, he in particular often makes large donations to the church of Ranald the Protector and Manann, (and will add Shallya should he survive this Nurgle invasion.) He is a cautious and pragmatic man, and when the Characters meet him he will be focused upon the survival of himself and his men.

If he survives this encounter due to the Characters help then they will probably have made a good contact, the Crime Lord of a large smuggling operation who specialise in working the Marienburg/Nuln trade route. This could well result in several job opportunities for the Characters, some which may even be legal.

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
57	34	44	48	59	61	63	66	2	16	4	4	4	0	0

Equipment: Short Sword, Leather jerkin, Crossbow and 12 Bolts

Skills: Animal Care, Charm, Command, Common Knowledge (The Empire), Common Knowledge (The Wasteland), Concealment, Dodge Blow, Drive, Evaluate+10%, Gamble, Gossip+10%, Haggle+10%, Intimidate, Navigation, Outdoor Survival, Perception+10%, Row, Scale Sheer Surface, Search, Secret Language (Thieves' Tongue), Secret Signs (Thief), Silent Move, Sleight of Hand, Speak Language (Reikspiel), Swim, Trade (Miner)

Talents: Dealmaker, Orientation, Specialist Weapon Group (Two Handed), Streetwise, Strike to Stun, Super Numerate, Warrior Born

Jonas Whitespore – Cult Magus of Nurgle

Abandoned in the Sewers of Nuln, the strange white child known as Jonas has been greatly favoured by Father Nurgle. A strange dream has told him of the Gem, and he will stop at nothing to get it.

Should he survive this encounter, he will regroup and attempt to assault the Oldenhaller mansion, but before this he may desire to wipe out all of Oldenhaller's underlings, starting with the Characters who thwarted him in the Asylum.

Jonas' Neiglish Stave is carved at one end in the shape of a pointing hand and at the other in the shape of a foot. It is not magical but acts a badge of his rank within the cult.

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
41	25	37	36	43	24	43	21	1	13	3	3	4	2	4

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If the party is able to heal him, (When they encounter him he has 0 wounds remaining,) he may be persuaded to join with them if they offer a good enough incentive. However every Valantina member they meet will have a 10% chance of recognising him as a Schatzenheimer, which will result in hostilities breaking out.

Note that not all the Schatzenheimer gang are dead and the remaining members would like to ask the group that was spotted entering the asylum a great many questions. Having Ulrich alive to vouch for them will certainly give the Characters an advantage.

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
43	25	31	38	39	24	26	29	1	13	3	3	4	0	0

Equipment: Crossbow with Quiver containing 6 bolts, Dagger, Light Armour (Leather Jack)

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

Talents: Disarm, Lightning Reflexes, Quick Draw, Strike to Stun, Wrestling

Sebastiano Sansovino – Veteran (ex Bodyguard, ex Mercenary)

Sebastiano is an experienced Tilean fighter who has served as the Bodyguard to Emilio Valantina for several years. Although not the sharpest knife in the drawer, he is a good fighter and reasonably loyal. As long as he is treated with respect Sebastiano will be relatively helpful, although he will not venture into the sewers under any circumstances. He very much has developed a taste for the finer things in life, and regards his days of having to wade through sewers as over.

If he survives he will be a key player in the internal power struggle within the Valantina gang to replace Emilio. This could result in him hiring the Characters for one or two little jobs if they showed him that they were competent and reliable.

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
41	35	38	42	49	29	43	29	2	15	3	4	4	0	0

Equipment: Pair of Knuckle-dusters, Crossbow Pistol with 10 bolts, Set of Good Quality Clothing

Skills: Common Knowledge (The Empire), Common Knowledge (Tilea), Dodge Blow, Drive, Gamble, Gossip, Heal, Intimidate, Perception, Secret Language (Battle Tongue), Speak Language (Reikspiel), Speak Language (Tilean)

Talents: Disarm, Specialist Weapon Group (Crossbows), Specialist Weapon Group (Parrying), Specialist Weapon Group (Throwing), Street Fighting, Strike Mighty Blow, Strike to Stun, Very Resilient

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Read the following to your players.

After what seems like months, your boat reaches Nuln. You are all frozen and soaked through. It is probably true to say that you all bitterly regret buying a cheap deck-class passage on an aging riverboat; it doesn't seem a particularly heroic way to start your lives as adventurers. During the course of the journey you have got to know each other and become friends of a sort, united by the common desire to escape the grinding tedium of everyday life.

The pilot brings the boat alongside a jetty. Crewmen throw ropes to waiting stevedores, the ropes are lashed round massive wooden uprights and the boat is pulled onto the Jetty with a slight bump. The gangplank is lowered, and timber cranes swing across the decks to unload the cargo. The customs formalities drag on and on, and it is nearly midnight by the time you are allowed ashore.

You try the inns along the Shantytown waterfront, but they are all full. Tired and groggy, you begin to despair of ever finding a bed for the night. Things seem to be looking up when you meet a man in the Blind Pig tavern who introduces himself as Grolsch Van Eyke. He speaks with a distinctive Wastelander accent, and seems to take pity on you when he hears that you are newly arrived in Nuln. He warns you that it is extremely unwise to be wandering about the city at this hour and says: "Giz'za couple of shillings and I'll get you a nice warm room somewhere dry and clean"

If you prefer, you can play through the river journey, giving the players more of a chance to get used to their new characters. A good argument with the customs officials would allow your players to get into their roles. The meeting with Van Eyke is the first detailed episode of this adventure.

Grolsch Van Eyke is an assumed name. The man the characters have met is a small-time Thief, a Pickpocket who is in league with a gang of Footpads, and he is trying to lead the players into an ambush. Playing the Pickpocket's role, the Games Master should try to persuade the players to accept the offer. If the characters are obviously suspicious of Grolsch and decide not to take him up on his offer, he eventually loses interest and returns to the Inn.

The Blind Pig

Easily one of the roughest taverns in Nuln, the Blind Pig sits squarely in the centre of the Shantytown, on the corner of Blind Alley. It's sinister reputation is only enhanced by its appearance. A sagging building, inside is just as gloomy as it is outside. Lanterns hanging from hooks on the ceiling shed a meagre light, illuminating the booths lining the walls and the scattering of tables. The Blind Pig is a place to lose yourself. The watch doesn't come here, and each person's business is his own. Therefore suspicious looking people come here to be among their own kind. Thieves, bravos, and thugs all frequent the bar, but so do students from the University, and no few foreigners come here, too. On any given night, one can find Estalian dancing girls, Kislevian mercenaries, decadent nobles, and even a few Arabians, all rubbing shoulders as they toss back the bitter ale.

Big Heinz, an old soldier, owns the place. He doesn't mind the roughness of his clientele - he just hires bigger bouncers. Even still, when push comes to shove, Big Heinz can hold his own - he did his time in the military and he still has the grit to win just about any fight. There are a few rooms for rent upstairs, and though nothing spectacular, they're clean and well-kept. Half of these rooms are for the staff, but Heinz keeps a few extras for paying customers.

Exits:

If the players accept Grolsch's offer he leads them to **Episode 2**.

If they don't want his help, the GM should allow the characters to wander the streets of Nuln for a while, before they find the Reaver's Return, which leads them to **Episode 3**.

EPISODE 2: AMBUSH!

Grolsch leads you down dark, winding alleys and through streets littered with rotting vegetables and stinking debris. At last, he reaches a door.

"Here we are" he says. Then, quick as a flash, he pulls the door open, leaps inside and throws the bolt behind him. Suddenly, you become aware that you are not alone.

"Right" growls a voice from the shadows behind you, "just drop your weapons and your purses and walk away, and there won't be no trouble!"

You turn round and see four bulky figures converging on you from the darkness...

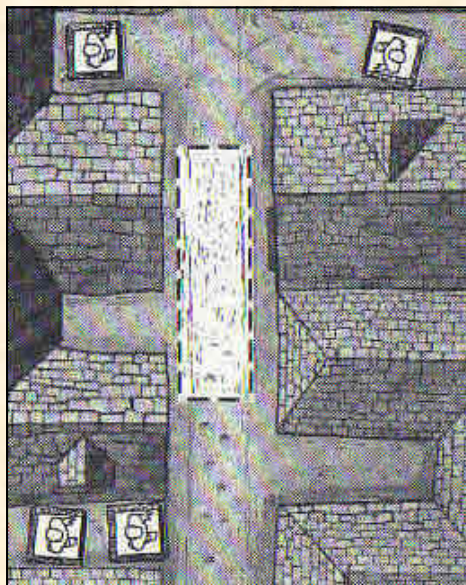
If the player characters get nervous about where Grolsch is leading them, he will try to be charming and explain that he is using short-cuts that he knows will save time. If the players want their characters to turn back, the GM should explain just how unlikely it is that they will find their way back to the harbour in darkness. This area of the City is known as the Maze, and with good reason, it is a winding labyrinth of alleyways, and most of the buildings seem little more than tightly packed hovels.

There are four Footpads waiting in the ambush Grolsch has lead the characters into - their positions are marked on the map shown here.

This kind of robbery abounds in Nuln, and there are plenty of potential victims, so if the players cause any serious problems, the Footpads will break off their attack and disappear back into the shadows. The timing of this is left to the GM. but we suggest each individual Footpath should flee as soon as they suffer a total of 5 Wounds.

Statistics for these Footpads can be found at the end of this adventure or page 234 of the *WFRP Core Rulebook*.

If the characters give in, one of the Footpads will move in and take their weapons and purses; otherwise the Footpads are ready for trouble. You should refer to WFRP Chapter 6 when playing this encounter.



Councillor Albrecht Oldenhaller – Politician

Councillor Oldenhaller is one of the Countess' personal advisors, a position his father also served for her predecessor. He is a man of huge influence and power within the city of Nuln. This means telling anyone about this deal is risky indeed. The City Watch and City Sewer Jacks will simply decline to be involved, sternly telling the characters not to spread rumours. Pressing the matter is a good way to end up in the cells for the night. (See Episode 11)

Going to the Temple's will fare no better, with the Priests showing careful disinterest and confirming that any such gem is probably not cursed and the characters should overreact with no proof. If one of the Characters is an Initiate or other member of the Cult, they will be told to do as Oldenhaller asks, except they should return the gem to the temple if it does appear to be cursed.

Approaching other nobles and merchants will normally also results in the predictable disbelief, except in this case they will send word to Oldenhaller in an effort to curry his favour. Alternatively if the Characters are lucky enough to contact Oldenhaller's rivals, they will be prepared to pay a reward of 100 gc for indisputable proof that Oldenhaller is dealing in Chaos Artefacts.

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
35	38	35	41	42	64	50	52	1	16	4	4	4	0	0

Forges of Nuln: More Information on Councillor Oldenhaller can be found on page 84.

Equipment: Jewelled Paper knife, Large Town house, numerous Servants and a successful shipping company.

Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (History), Academic Knowledge (Law), Charm+10%, Command, Common Knowledge (The Empire)+10%, Common Knowledge (The Wasteland), Common Knowledge (Tilea), Consume Alcohol, Drive, Evaluate+20%, Gossip, Haggle+10%, Perception+10%, Performer (Actor), Read/Write, Ride, Search, Secret Language (Guilder), Speak Language (Reikspiel)+10%, Speak Language (Tilean), Trade (Merchant)

Talents: Dealmaker, Etiquette, Luck, Master Orator, Public Speaking, Resistance to Disease, Savvy, Schemer, Streetwise, Super Numerate

Ulrich Vogel – Thug

Ulrich was an enforcer for the Schatzenheimer gang, and is the last surviving member of the branch based in the Asylum. Assuming he survives meeting the Characters his first priority will be to use the secret Schatzenheimer entrance to escape and get to a back street healer, and his second will be revenge upon the Valantina gang.

Appendix Z - Significant Non Player Characters

Rudolf Grasser – Innkeeper (ex Servant)

The ancient landlord of the Reaver's Return is said to have won it in a bet from the prior owner. But one single rotten tooth survives in his mouth, and he generally shuffles about behind the bar, alternating between serving thin beer and obviously leering at any female patrons.

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
26	22	27	27	33	36	33	26	1	12	2	2	4	0	4

Equipment: Inn, 2 Servants

Skills: Blather, Common Knowledge (the Empire), Consume Alcohol, Dodge Blow, Gossip +10%, Haggle, Perception, Read/Write, Search, Speak Language (Reikspiel), Trade (Cook)

Talents: Acute Hearing, Etiquette, Flee!, Savvy, Very Resilient

Bertoldo Vasari – Thief

Bertoldo is one of Nuln's better known thieves, principally as he tends to get caught rather often. He is a member of the Valantina Gang, perhaps the most powerful criminal organisation in the city; however his membership is due to his cousin being married to one of the gang's bosses, rather than due to any merit of his own.

If Bertoldo both survives meeting the Characters and avoids ending up in jail, he will remember an urgent appointment in Kotzenhiem and therefore miss the rest of the events in the scenario. After that Bertoldo can serve as a useful contact for the Players, being a source of good gossip about Nuln's criminal underground, he may even try and

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
33	25	33	36	41	29	25	27	1	10	3	3	4	0	0

recruit the characters for some typically harebrained crime scheme.

Equipment: Dagger concealed within a hidden sheaf in his right boot, Seven Silk Handkerchiefs, Lock Picking Tools, Scrap of Paper with a Valantina Gang Fig Leaf motif

Skills: Common Knowledge (The Empire), Common Knowledge (Tilea), Concealment, Evaluate, Gossip, Perception, Pick Lock, Scale Sheer Surface, Search, Secret Language (Thieves' Tongue), Silent Move, Sleight of Hand, Speak Language (Reikspiel), Speak Language (Tilean)

Talents: Flee!, Streetwise, Trapfinder



The Footpads have moved into the positions shown on the map; start the next round immediately. The first thing to do is for everyone to roll Initiative, by rolling a single d10 and adding Agility. Note that some characters may roll a higher Initiative score than the Footpads, so they take their actions first. They will have time to Ready weapons and adopt a Parrying Stance before the Footpads attack.

The Footpads will Charge Attack. The procedure for hand-to-hand combat is given in WFRP Chapter 6, but a summary is given here. Attacking characters roll a D100 - if the result is equal to the character's Weapon Skill or less, the blow hits, otherwise it has no effect. The Footpads will be charging so they add 10 to their Weapon Skill in the first round only. If you are using the Advanced Armour rules, when a blow hits, reverse the numbers on the dice (e.g. 23 becomes 32) to see where the blow lands. For damage, roll a d10 add the attacker's Strength and deduct the target's Toughness. If the victim is wearing armour on the Hit Location where the blow lands subtract the value of the armour from the number of Wound points caused.

Exits:

If the characters beat the Footpads off, they will be unable to pursue them for more than a few yards before their greater knowledge of the back-alleys of the Maze helps them shake the characters off. The GM should now allow the characters to find their way to **Episode 3**. Alternatively, if they have littered the ground with a body or four, they might become involved with the Nuln Town Watch or the Nuln Thieves' Guild, particularly if they hang around too long. These optional episodes are not detailed, but you could invent them if you wish. If the characters give in or are overcome by the Footpads, they lose their weapons and money and are left in the alley. The players will probably be at a loss for what to do next, but you can take them to **Episode 11** if they have no alternative plans.

The Maze

The Maze is home to Nuln's poorest and most desperate people. A winding labyrinth of alleys, this place is as dangerous as it is disgusting. Here, there are open sewers leading into the subterranean ones beneath the rest of the city, and the locals sift through the mess looking for anything of value. The buildings are little more than hovels built against the stronger structures that form the border to this place. There's little reason to go in here and those who do sometimes don't come out.

EPISODE 3: THE REAVER'S RETURN

After roaming the streets for an hour or more, and finding any number of inns with no accommodation, you walk down a dark, dingy lane and see a tattered sign swinging in the wind - It reads "The Reaper's Return". There is no sound from inside the inn but a weak light shows through a grimy ground floor window. The place looks even grubbier than the others you have tried - if that's possible - but you are desperate.

At this point, one of the characters will, no doubt, try to open the door. It is stuck fast, and won't budge. However, a voice will call from inside:

"Shove it!" There is a pause of about a second and then the voice calls again.

"The door, dum dum, just give it a good hard shove!"

The only way to open the door is for a character to push with all his/her might. A character who tries to open the door must make a **Strength Test** by rolling a D100. If the result is more than the character's Strength, the door will not open. If the result is equal to or less than the character's Strength, the door will suddenly give way. For example, Mellory has a Strength Characteristic of 33, so his player needs to roll 33 or less in order to open the door.

If the party step into the inn through the wreckage, the white-haired, wrinkled, old publican looks up from the bar and frowns.

"You'll have to pay for that, you know." He says.

This is a good opportunity for Hagglng.

Grasser wants 6 Gold Crowns for the door. (It was probably worth less than 1 gc as it was in very bad condition and also it was not really the players fault anyway.) If the characters ask about rooms for the night he will ask for 10 Silver per person. (This is double the expected price and given the poor state of the rooms 2/6 is a fair price.) If they ask about the common room, he will tell them it is fully booked. (This at least is true.)

One of the characters can try to talk him down. The player rolls a D100; if the result is more than the character's **Haggle Skill** score (Half of Fellowship if they do not have the skill, full Fellowship if they do have the skill.) if the test is failed and the price stays the same. If the result is equal to or less than the character's Haggle, the test is passed and the price is reduced by 10% per degree of success.

For example, Bianca (**Haggle Skill** 43) decides the price is too high. Her player rolls a D100 and scores 37 so the test is successful and the price is reduced by 10%. Since Grasser is being ridiculous about his prices, the GM might allow a positive modifier for the Haggle test, or could reduce the price by a greater margin.

Chaos Mutations:

Cloud of Flies: The Beast is permanently surrounded by a great swirling mass of corpse flies. Opponents attacking the Beast in melee combat suffer a -10% penalty to Weapon Skill as the flies block his vision, buzz in-to his mouth and nose etc.

Crossbreed: This mutation is cosmetic, proving the beast with a rubbery shell that looks somewhat like a turtles.

Suckers: The Beast gains a +20% bonus to all **Scale Sheer Surface Tests**.

Special Rules:

Afraid of Fire: Fire causes Fear in a Beast of Nurgle.

Embodiment of Decay: Beasts of Nurgle automatically destroy plant life short of trees and small animals (no larger than Deer) within 12 yards. All other living creatures, (Including the Player characters,) must succeed on a **Toughness Test** or permanently reduce their Toughness Characteristic by -1d10% (note that this can only happen once). Those who succeed are immune to this ability for 24 hours.

Instability: On a round in which the Beast of Nurgle is injured in melee combat, but fails to inflict any Wounds in return, it must succeed at a **Will Power Test** or be banished back into the Realm of Chaos.

Paralysis: Anyone hit by a beast of Nurgle in melee combat must succeed on a **Challenging (-10%) Toughness Test** or be Helpless for the next 2d10 minutes.

Attacks upon helpless characters Hit automatically and deal an additional D10 of damage. See **page 133** in the **WFRP Core book**.

Plague: Any character suffering at least 1 wound in combat with a Beast of Nurgle must succeed on a **Challenging (-10%) Toughness Test** or contract Neiglish Rot, See **page 136** of the **WFRP Core Book**.

Rubbery Hide: The Beast of Nurgle has two points of armour on all locations

Slime Trail: The beast leaves a sticky trail of slime behind it, which remains for 10 rounds before evaporating. Any creature that chooses to cross the Beast's trail of noxious slime without making a Leap across it, must succeed on a **Challenging (-10%) Toughness Test** or contract Neiglish Rot, See **page 136** of the **WFRP Core Book**.

The Games Master should keep track of where the Beast has moved, and where the trail is left.

Armour Points: Head 0, Arms 1, Body 1, Legs 0
Weapons: Hand Weapon (Marlinspike or Short Sword), Dagger
Trappings: Hooded Cloak

Cultists of Nurgle

The Cults of Nurgle recruit from the lowest levels of Nuln's Society, such as Beggars, Harlots and Dung Collectors. Cults congregate in the sewers and other caverns beneath the city, committing blasphemous rituals to invoke the favour of the Fly Lord.

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
39	25	33	38	29	27	33	26	1	10	3	3	4	-	-

Skills: Animal Care, Common Knowledge (The Empire), Drive, Evaluate, Gossip, Haggle, Perception, Search, Speak Language (Reikspiel)

Talents: Hardy, Resistance to Disease, Streetwise

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand Weapon (Spiked Cudgel)

Trappings: Filthy Brown Hooded Robes

The Beast of Nurgle

This monstrous creature is a massive black slug like Daemon whose lower body is covered with suckers and oozes sickly, foul smelling goo. It propels itself along a three-foot wide trail of self generated slime. A bundle of immensely powerful, ghastly white suckers on the ends of the tentacles that surround its fang filled mouth are used to attack its victims. This specific Beast of Nurgle has the Crossbreed mutation, and has some characteristics of a monstrous Turtle, including a sickly green coloured shell.

The beast, having paralysed a victim, will do nothing during the following round while it wraps the catch securely with its long tail. When a quiet hour or two is available the Beast will secrete digestive acids and gradually dissolve the helpless captive. Only the first opponent is ensnared, the rest will be paralysed but not carried off.

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
30	0	36	52	18	10	58	0	6	15	3	5(7)	3	-	-

Skills: Perception +20%, Swim

Talents: Night Vision

Traits: Daemonic Aura*, Frightening, Keen Senses, Natural Weapons, Will of Iron*

* These talents are from **Tome of Corruption**, if you do not have that book simply ignore them.

Armour Points: Head 2, Arms 2, Body 2, Legs 2

Weapons: Tentacles

Another alternative is trying to Charm Grasser. This works the same as using Haggle but uses the **Charm Skill** instead. Grasser is a bit of a dirty old man, and any female character using charm in a seductive way gets a +10% bonus to her Charm skill. However in this case, as Grasser really doesn't want to give the players a discount, he gets to make a **Willpower Test** on his Characteristic of 33% - If he rolls equal to or under this he can ignore the effects of the Charm skill.

Statistics for Rudolf Grasser can be found in Appendix 2 of this adventure.

Exits: Once the issue of the door is settled, Grasser can lead the characters to their room. Proceed to **Episode 4**.

Forges of Nuln: More extensive Information on Rudolf Grasser and the Reaver's Return, including a floor plan, can be found on pages 58 to 60.

EPISODE 4: UPSTAIRS AT THE REAVER'S RETURN

After the money is handed over, Rudolf shows you to your room. The "Return" is a three-storey wooden building, and he takes you to a dingy attic room. The stairs creak under your weight and the banister feels distinctly shaky. At last you get to the room. "You get a nice view of the canal," grins Grasser, showing the rotted stumps of his teeth. You can't see anything through the filthy windows, but can certainly smell the canal.

It will be pointless complaining about the room. Grasser will touch an index finger to his forehead, mutter "Have a nice day," and leave.

The events of the next few hours will be greatly affected by what the characters do next. They might decide to leave the "Return" altogether, in which case you will need to either think about another Inn for them or decided how they will spend a cold night in an alley. If they stay in the room wait to see if the characters take any precautions; if they ask for a fuller description of the room, include the fact that the door and window are both fitted with bolts, but these haven't been fastened. If the players don't mention they are fastening the bolts or taking other precautions you must assume that they have done nothing.

Exits:

If the characters take turns on guard they are disturbed in the night by **Episode 5**.

If the players do neither of these, turn to **Episode 6**.

If the characters bolt the windows, they slumber away until **Episode 9**.

EPISODE 5: THE FACE AT THE WINDOW

Though they cannot know this yet, when the characters arrived at the "Return" they were observed by Bertoldo Vasari a somewhat unsuccessful Thief and a member of the Valantina Gang, a criminal organisation which will feature in the second part of the

adventure. In the dead of night he shins up a drainpipe onto the roof and tries the window of the characters' room. The window is so grimy that he has to scrub a patch clean to be able to look inside. Seeing someone awake, he gives up and makes his way back over the roof tops.

The GM should make a secret **Observe Test** for the character on guard to spot Bertoldo. Roll a d100. Bertoldo exits unseen if the dice score is more than the watching character's **Perception Skill**. (Use half of **Intelligence** if they do not have the skill and full **Intelligence** if they do have the skill.) If the dice score is equal to or less than the watcher's Perception then Bertoldo is spotted and the GM can describe the event to the character's player as follows:

Looking up, you see a face peering through the window. Whoever it is sees you and ducks out of sight.

Exits:

If Bertoldo escapes unseen (because the **Perception Test** was failed - remember. the characters should have no idea that anything has happened if this is the case), or the characters choose not to pursue him, turn to **Episode 9**.

If the characters do not act quickly (if the players spend more than 40 seconds discussing what to do), Bertoldo will vanish across the rooftops before they are able to follow him, turn to **Episode 9**.

If the characters make a quick derision to pursue Bertoldo a roof top chase ensues. Go to **Episode 8**.

EPISODE 6: SLEEPING DOGS

Though they could not see him when the characters arrived at the "Return" they were being watched by Bertoldo Vasari, a thief and a member of the Valentina Gang - a criminal organisation which will feature in the second part of this adventure. In the dead of night, he breaks into their room and tries to steal the characters' purses.

In this Episode, the characters are all asleep and so you are concerned with the actions of Bertoldo rather than those of the characters. The noise he makes climbing in through the window is soft, so there is only a 10% chance of waking a sleeping character. If this happens, Bertoldo will attempt to climb out of the window and escape.



Skills: Command, Common Knowledge (The Empire), Common Knowledge (Tilea), Consume Alcohol, Drive, Evaluate, Gamble, Gossip, Haggle, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Reikspiel), Speak Language (Tilean), Trade (Carpenter), Trade (Shipwright)
Talents: Dealmaker, Public Speaking, Streetwise
Armour: Light Armour (Leather Jack)
Armour Points: Head 0, Arms 1, Body 1, Legs 0
Weapons: Hand Weapon (Flanged Mace), Dagger
Trappings: Whistle

Rat Swarm

Rat Swarms occur within the Nuln sewer system when hundreds of rats congregate and act as one mass of savage frenzied rodents.

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
32	0	48	36	48	6	12	5	1	12	4	3	6	-	-

Skills: Concealment, Dodge Blow, Perception +20%, Silent Move, Swim+10%

Talents: Frenzy, Night Vision

Traits: Keen Senses, Frightening, Natural Weapons

Special Rules:

Swarm: If a rat swarm successfully deals damage to its opponent, it automatically moves into its space. Each round thereafter, the Rat Swarm gains a +20% bonus to Weapon Skill tests against the Target. The target also takes a -20% penalty to all Tests while covered in rats. A Rat Swarm reduced to 0 wounds is dispersed and the rats flee in all directions.

Armour: None

Weapons: Lots of Teeth

Huydermans Gangsters

The Huydermans gang of Nuln operates mainly in the dock area, smuggling small shipments of contraband and occasionally committing acts of theft and piracy upon smaller merchant vessels. The gang originates in Marienburg, and has many ties not only to the criminal underworld there but also many respectable merchants.

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
31	44	25	29	46	46	43	43	1	13	2	2	4	-	-

Skills: Common Knowledge (The Empire), Common Knowledge (The Wasteland), Drive, Evaluate, Gossip, Haggle, Perception, Row, Search, Secret Language (Thieves' Tongue), Secret Signs (Thief), Silent Move, Speak Language (Reikspiel), Swim

Talents: Hardy, Streetwise

Armour: Light Armour (Leather Jack)

Appendix 1 – Gangers and Monsters

Footpads

Footpads are violent Thugs that rob (and occasionally kill) the unwary. They are an ever present threat in the poorer areas of Nuln, such as the Maze.

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
33	26	43	31	32	31	36	30	1	12	4	3	4	-	-

Skills: Common Knowledge (The Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Secret Language (Thieves' Tongue), Speak Language (Reikspiel)
Talents: Disarm, Lightning Reflexes, Quick Draw, Resistance to Poison, Strike to Stun, Very Strong, Wrestling

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Cudgel), Knuckle Dusters

Trappings: Hooded Cloak

Valantina Guards

Renowned as the most powerful gang in Nuln, the Valantina gang is made up of Tileans, who have often travelled to the Empire as mercenaries before turning to crime.

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
35	30	33	35	30	25	35	28	1	11	3	3	4	-	-

Skills: Common Knowledge (The Empire), Common Knowledge (Tilea), Dodge Blow, Drive, Gamble, Gossip+10%, Perception, Secret Language (Battle Tongue), Speak Language (Reikspiel), Speak Language (Tilean)

Talents: Coolheaded, Disarm, Marksman, Rapid Reload, Sharpshooter

Armour: Medium Armour (Mail Shirt and Leather Jack)

Armour Points: Head 0, Arms 1, Body 3, Legs 0

Weapons: Hand weapon (Sword), Dagger, Crossbow and Six Bolts

Trappings: Bone Dice or Deck of Cards, Leather Flask of cheap Tilean wine.

Valantina Overseer

The Valantina gang of Nuln has many Overseers in its membership, who both supervise the loading and unloading of illicit cargos as well as leading the gang members when involved in brutal turf disputes.

WS	BS	S	T	AG	INT	WP	FEL	A	W	SB	TB	M	MG	IP
33	25	38	34	39	34	39	39	1	13	3	3	4	-	-

He attempts to steal the purse of each character in turn - roll dice or use some other method to determine whom he robs first. Each attempt to steal a purse counts as picking a pocket. Roll 1d100 for each attempt, testing against Bertoldo's **Agility** of 41. If the dice score is 51 or less, Bertoldo gets the character's purse and moves on to his next victim. If the dice score is 52-70, Bertoldo fluffs the attempt, but will try again in the next round. If the dice score is 71 or more Bertoldo has bungled the attempt so badly that he fails to get the purse and wakes his victim.

Exits:

If Bertoldo succeeds in stealing all the characters' purses, he escapes unnoticed, and the adventurers slumber away until **Episode 10**.

If Bertoldo wakes someone up, go to **Episode 7**.

EPISODE 7: RUDE AWAKENING

The GM should read the following to any player whose character is woken by Bertoldo's interference:

In the dead of night you are disturbed by a hand in your clothing. You wake with a start to see a hooded figure rushing towards the window.

The characters must act quickly to catch Bertoldo. If they do not act quickly, he will vanish into the night before they can pursue him. The GM could run a combat in the characters' room, if one of them reacted quickly enough. More likely, Bertoldo will get through the window and flee.

Statistics for Bertoldo can be found in Appendix 2 of this adventure.

If the characters manage to catch Bertoldo, he will surrender as soon as a wounding blow is landed on him. The characters will now have to decide what to do with him. Searching him will yield a scrap of paper headed by a fig leaf motif. The paper has a list of dates each followed by a word. The entries for today and the next three days bear the word "Malindi" (it is the Valantina Gang's current password and may be useful in the second part of the adventure). Their best bet here is probably just to let Bertoldo leave – However the characters may have other ideas. Keeping him prisoner will result in him being annoying, he doesn't actually know anything the players want and has perfected the art of avoiding doing any actual work to an art form. Note that no one is prepared to pay any sort of ransom for Bertoldo.

If the players decide to take Bertoldo to the Watch, they will have to frogmarch him through the streets, getting unfriendly looks from all passers by. This will impose a -10% penalty to all **Fellowship Tests** they have to make with criminal types for the next d10 days, although the Watch will give the party a reward of 4 Silver Pieces between them for capturing the thief.

Finally if the characters decide to kill Bertoldo, then they have a corpse in their room,

which they will need to dispose of. If Grasser finds this out, (For example by the players asking him for help, or carrying the body out through the bar,) he will tell them to sort it and threaten to call the Watch if they don't. If they offer Grasser money he will want at least 50 gc to dispose of the corpse. If the characters threaten Grasser, it will initially seem to work, but he will get his cronies from among the patrons of the bar to attack the players as soon as he is able. There will be approximately 10 patrons in the bar at any given time, treat these as Footpads from appendix 1.

The characters best bet here is to simply toss the corpse out of the window into the canal below. This will require a **Strength Test**, or the body will roll down the roof and land on the canal bank below their window. If this happens they should then go down and push the body into the canal, possibly making **Concealment** or **Silent Move Skill** tests if they are trying to be surreptitious.

Ultimately however surreptition is not required, the Nulner City Watch avoid the "Reaver's Return" and none of the locals here wish to risk their lives by asking people any questions about strange corpses. Indeed even if the players do simply leave the corpse on the banks, a passer-by will eventually push it into the canal during the next few hours.

Exits:

If the characters pursue Bertoldo out of the Window turn to **Episode 8**.

If they either catch him, decide not to chase him, or if he gets away, turn to **Episode 9**.

EPISODE 8: ROOFTOP CHASE

Outside it is cold and rain swept. Ahead, you can just make out a hooded figure disappearing over the rooftops.

Bertoldo attempts to escape by leaping from roof to roof, heading towards a door to an alleyway, which he left open to cover his retreat.



If any of the Characters caught Neiglish Rot, their next stop will probably be to visit the Cult of Shallya. Although the cult has a temple in the Altestadt, it only has a token presence there, most of the cult's work is done in smaller churches and shrines that dot the poverty ridden areas within Nuln. Of course the Cult of Shallya never refuses healing to those in need, (which someone infected with Neiglish Rot will certainly qualify as!) However the Cult could certainly expect to be repaid with some sort of service by the characters, and may have several questions about the activity of the Nurgle Cult.

The characters now have a powerful contact in Nuln in the form of Councillor Oldenhaller, although he probably won't be too keen to continue his association with them, especially if there is any danger of that association becoming public knowledge. He may contact them again if he has another dirty job that needs doing, or he may decide to ensure the secrecy of the operation, and hire an assassin to kill them.

As well as Oldenhaller, the characters also know several members of the powerful Valentina gang; the gang's attitude to the characters will depend largely on how the characters have behaved in the Valentina area of the Asylum.

They also know all the surviving members of the Huydermans gang - if they helped them break out of the Asylum, the Huydermans will probably regard them as friends, and may be prepared to do them various not strictly legal favours. On the other hand, the characters are now the only non-gang members in Nuln who know how to get into the Asylum, and the Valantinas and/or the Huydermans may regard them as a threat to security.

And, of course, the cultists still want the gem. The characters may well find themselves hounded by dagger-wielding fanatics for a while, until the cultists realise that the stone is now in Oldenhaller's possession. This raises a new realm of possibilities. Will the cultists try to kill Oldenhaller? Why does he want the stone? Is he really a cultist? Is he a member of a rival cult? An imaginative GM will be able to develop the story which begun in The Oldenhaller Contract into a real epic.

Alternatively, the characters may well decide that Nuln is getting a little hot for them, and leave town. The GM might suggest that a trip down the river Reik will be relaxing, which could lead into almost any scenario.

If the cultists summon a Beast of Nurgle before the characters have escaped from the complex. It will appear in the middle of the circle of cultists and will be directed by Jonas to attack the most powerful-looking character or group of characters.

Statistics for the Nurgle Cultists and the Beast of Nurgle are in **Appendix 1**, while Jonas Whitespore is in **Appendix 2**.



ENDING THE ADVENTURE

Once the characters manage to get out of the complex, they will be safe - for the present. Albrecht Oldenhaller will pay the agreed amount for the mission - provided the characters have the good sense to take the gem to him - and will tactfully invite the characters to get lost. He wants to keep the whole business and his part in it, absolutely secret.

Once the characters have delivered the stone to Oldenhaller, the adventure has finished. The GM should now award Experience Points.

This adventure is worth **200 Experience Points** to each character, and the GM should modify the award, taking into account how well the characters performed during different parts of the adventure, and how well the players role-played their characters.

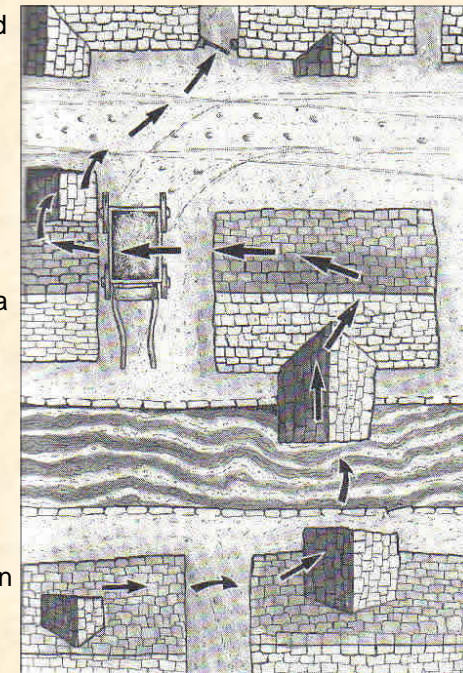
Additional Guidelines for awarding Experience Points can be found in the Rewards section of **Chapter IX** of the **WFRP Core Book**.

The GM can use The Oldenhaller Contract as the basis for a whole series of adventures if desired.

The rules for activities of this nature are covered under the Movement section of Chapter 6, and we recommend that you refer to this section while running this episode.

Bertoldo's route from the roof of the "Return" to the roof of the Merchant's House is shown on the map shown here.

The first leap is 2 yards, with a run-up of 3 and a half yards. This is a standing leap as there is an insufficient run up. Bertoldo's leap will be his Move plus his strength bonus in Yards, reduced by one for each degree of failure on a Strength test, and then halved. As his Move plus his strength bonus is equal to 7, he will make the leap unless he fails his strength test by than 4 degrees of failure or more (as 7-4 halved is under 2.) However, as there is almost the full run up, this test is **Very Easy** with a +30% bonus, meaning that Bertoldo cannot fail to make this leap.



Each character leaping over should go through the same procedure to see if they make the Jump. Characters with the **Performer (Acrobatics) Skill** may use this skill instead of Strength if they wish. Anyone failing to leap the full distance of two yards will fall 5 yards onto the street below; taking a Strength 5 hit which ignores any armour. If the damage is a 10 on the die, the character must make an Agility test or add an extra D10 to the damage roll.

The second leap is 3 yards, with a run-up of only 2 and a half yards. Bertoldo will make the leap unless he fails his strength test by 2 degrees of failure or more (as 7-2 halved is under 3.) This leap is **Easy** with a +20% bonus, meaning that Bertoldo will fail this leap if he rolls above 63 on his d100. Since this leap is over the canal, characters who fail this leap will not be hurt, although they will be wet, filthy and out of the chase. The canal is only just over 3 feet deep, so there is no chance that a character who falls into the canal will drown.

The third leap is 4 yards with a run-up of 6 yards. As this is more than 4 yards this means that it is a running leap. For this leap the distance covered is not halved, so again Bertoldo will make the leap unless he fails his strength test by than 2 degrees of failure or more (as 7-2 is under 6.) This leap is average with a no bonus, meaning that Bertoldo will fail this leap if he rolls above 43 on his d100. As luck would have it, a haywain is parked in the road beneath this leap, so characters who don't make the leap will not be hurt in the fall, and will be able to take up the chase on the ground.

If Bertoldo reaches the corner of the Merchant's house, he jumps down from the roof to the porch and down from the porch to the street. The jump from roof to porch is 3 yards, so requires Bertoldo to make a successful **Agility Test**. Bertoldo must roll over 41 on his d100, or take Strength 3 hit which ignores any armour as above. The second jump is 2 yards down so a second agility test should be made in the exact same way. Again each character leaping down should go through the same procedure to see if they make the Jump. Characters with the **Performer (Acrobatics) Skill** may use this skill instead of Agility if they wish.

If the characters manage to catch Bertoldo, he will surrender as soon as a wounding blow is landed on him. A patrol of the City Watch will arrive shortly, having been summoned during the chase, and will give the party a reward of 4 Silver Pieces between them for capturing the thief. A thorough search of Bertoldo's clothing will reveal a scrap of paper headed by a fig leaf motif. The paper has a list of dates each followed by a word. The entries for today and the next three days bear the word "Malindi" (it is the Valantina gang's current password and may be useful in the second part of the adventure).

If Bertoldo reaches the alleyway, he closes and bolts the door behind him, and will have vanished into the night by the time the characters manage to get the door open.

Exits:

Regardless of the results of the chase, the characters will eventually return to their room and stay there until morning Turn to **Episode 9**.

EPISODE 9: RISE AND SHINE

Whether they have spent a peaceful night or they had a visitor, the characters will wake up in the "Return" the following morning ready to commence their adventures in Nuln. They can't last long in the city without some means of making money. Grasser is the only person they know, and they may choose to ask him about what work there is in Nuln. You could actually have Grasser ask the characters how they intend to earn their keep, if they show no sign of wanting anything to do with him. If they do ask him, he will recommend they try the Reiks Platz. This will be the response of anyone else of whom they ask this question.

Go to **Episode 12**.



Characters inside the cart may exchange one blow with any creature which is standing beside the track as the cart thunders past. This is an unusual combat and the GM should therefore apply some combat difficulty modifiers, (See **Table 6-2** on **page 131** in the **Core book**.) Attacking from the moving cart should give the players an advantage of speed and height, and therefore the GM may rule that their melee attacks could be **Routine (+10%)** difficulty. Additionally the sides of the cart offer protection against ranged combat, and any ranged attack upon someone standing in the cart should be **Hard (-20%)** difficulty. Anyone lying down in the cart should not be able to be attacked at all, but conversely cannot attack anyone outside the cart. Characters who are hanging onto the back of the cart cannot Attack, Dodge or Parry (as they need both hands just to hang on!) but attacks on them overall count as **Challenging (-10%)** due to the speed of the cart.

When the cart reaches the end of the jetty, it runs into a buffer. However unlike the mine cart it does not tip over and so its passengers must climb out and jump into the boat. This takes a Full Action.

Once the characters (and any Huydermans who are with them) reach the boat, they can put out into the river before the cultists can do anything to stop them. The boat will hold a maximum of six people, with four rowing; the rest can hold onto the side and rear of the boat and be towed out.

• ROOM 20 - THE COVE •

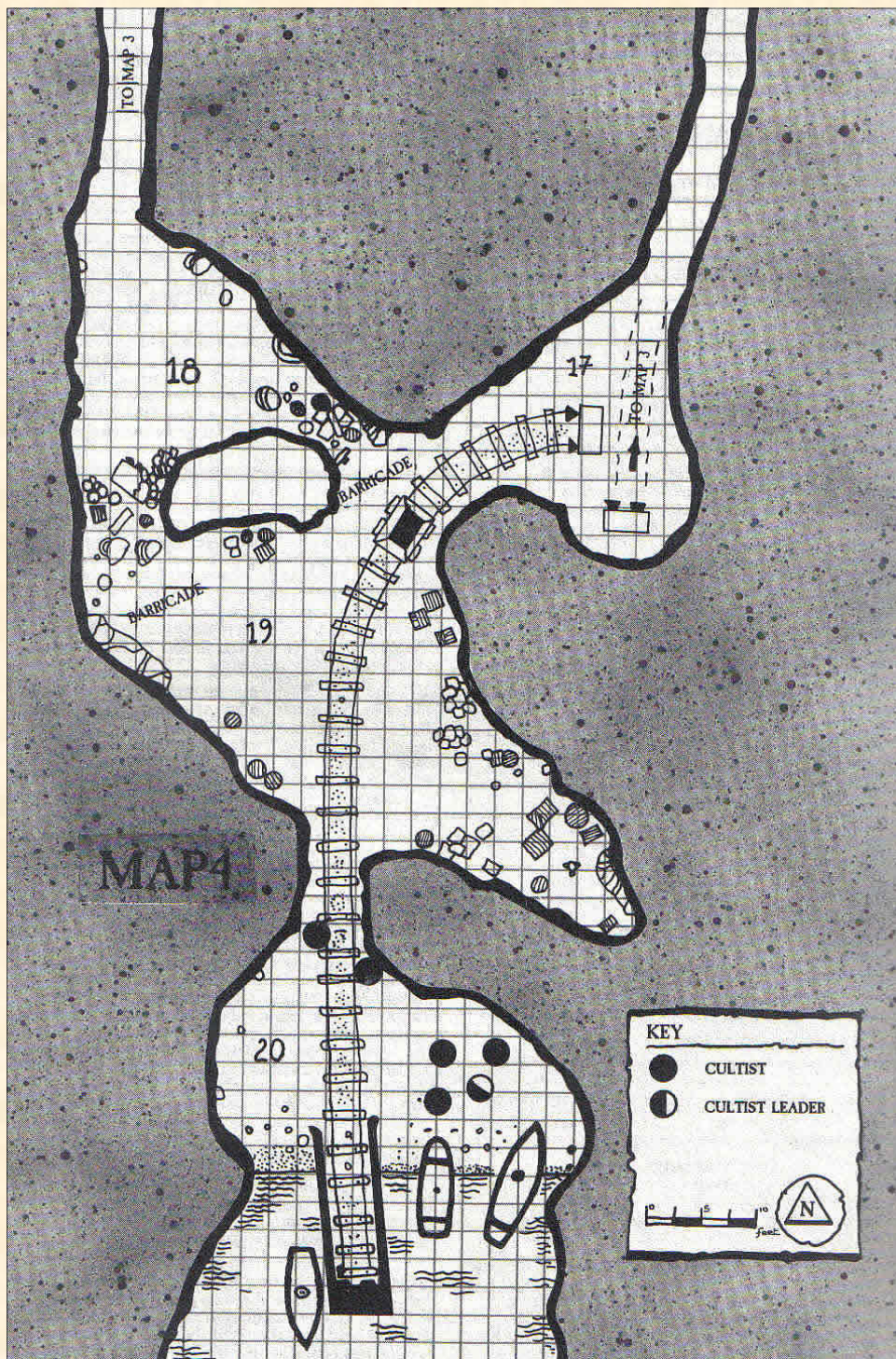
A natural cave weakly illuminated by moonlight filtering in from a concealed entrance. There are two rowing boats pulled up onto the gravelly beach, and a third moored to the jetty near the end of the cart track. In the room are six figures in filthy hooded robes, and one is an albino and is surrounded by a dense cloud of bloated flies.

Four of the cultists are standing in a circle, and seem to be conducting some kind of ritual. The other two are standing by the entrance from 19 and are armed with swords.

The cultists are in the process of summoning a Beast of Nurgle - The Games Master should control the timing of the event; the beast should have appeared if the characters spent a long time in discussions with the Huydermans, or if they have been generally slow in getting through the adventure.

Otherwise the creature will appear 3 rounds after they enter the chamber. The cultists will attempt to complete the summoning rather than defend themselves but should one or more of them be struck, the summoning will be broken and all the cultists will fight for their lives.

The two cultists guarding the doorway into 19 are both armed with short swords. All the cultists will fight to the death if engaged in hand-to-hand combat and cannot be forced to leave combat.



EPISODE 10: ROBBED

You wake up late and find your purses stolen. There is a trail of muddy footprints leading to the window, which you forgot to bolt last night. You now haven't got the money to pay for today's board.

Exits:

The characters are in an even worse state now than when they arrived. Go to **Episode 9**. If they complain to Grasser or the Town Watch, they will be made to feel very stupid for having left the window unlocked...

EPISODE 11: A NIGHT IN THE CELLS

The Footpads leave you with absolutely no possessions at all, other than the clothes you stand in, and disappear without a trace.

Trying to get credit from a Nulner Innkeeper is, as the proverb says, like taking a Halfling's last sandwich. If the characters go to the City Watch and explain what happened, they will find the Watch amused and even a little sympathetic. The Watch will happily allow the characters to spend the night in a dank, filthy cell, and next morning they present each character with a bowl of gruel and tell them that their best hope for finding employment is at the Reiks Platz.

Exits:

Go to **Episode 12**.

EPISODE 12: THE REIKS PLATZ

Each afternoon, people looking for work gather in the Reiks Platz, a large cobbled square in Nuln's centre. This seems like your best hope, so you head for the square to try your luck. When you arrive it is crowded with merchants seeking bodyguards, farmers and builders looking for labourers and ships' captains after crew. All the work on offer seems rather dull and underpaid - exactly the sort of work you tried to leave behind by becoming adventurers.

In the middle of the square is a huge and ancient elm tree, known as the Deutz Elm. Its trunk is as wide as a small hut, and is used as a notice-board by the city's large itinerant population of adventurers and wanderers. You read some of the messages which cover the trunk. Most are from travellers attempting to find old friends and arrange meetings, but some are from people offering dangerous or unusual work.

"Axel Erischon - missed you in Middenheim, maybe you're here somewhere. I'm at the Laughing Bear most evenings - Trokki from Kislev"

"Has anyone seen Brigid Ballifonse? 5 gold crowns for information. Fiedal Borenborg at 5, Maritzstrasse."

"Specialists required for repossession job. One night's work, legal, some danger; good money. Military background helpful. No timewasters. Councillor Oldenhaller, Oldenhaller Mansion, Oldenhallerstrasse."

If none of the characters have Read/Write, then they can use the services of various down-on-their-luck Scribes and Bawds who stand around the tree, offering to read the notices to the illiterate for a fee of a silver or two. If they cannot afford this due to being robbed, allow them time to see if they come up with any entertaining ways of making money, if they do not then have a scribe take pity on them and read it for free.

Trying to find Brigid Baliifonse is a complete waste of time; she has left town and made sure her trail was hidden.

Trokki and Axel are two old stagers with a fund of stories and very little else to offer adventurers looking for work.

If the characters follow up Councillor Oldenhaller's announcement, the characters will have no problems finding his mansion, as anyone can direct them there.

The characters may try to find out about Councillor Oldenhaller before going looking for him. This is a good idea. Each character who wishes may attempt a Gossip test, to represent them chatting to the population of mercenaries, itinerants, street vendors and bunco-artists who hang about the Reiks Platz on a daily basis. Characters wishing to do so should roll a D100 against their Fellowship, or half their Fellowship if they do not have the gossip skill. As Councillor Oldenhaller is a famous figure with Nuln, they receive a +10% bonus to this roll, and a further +10% bonus if they are prepared to spend a few pennies on the various vendors and beggars.

If they succeed they will find out that Councillor Oldenhaller is a significant trader within the city, and has the ear of the Countess herself. As a merchant he has a reputation as being both direct and fair, and can be trusted to keep his word. However he is also known to have a ruthless streak, and should not be lightly conned or crossed.

Any character that has the skill, **Speak Language (Thieves' Tongue)** will also be told he has many ties to the cities black market, and deals directly with many of the cities criminal gangs.

Exits:

If the characters decide to seek Councillor Oldenhaller go to episode 13.

Forges of Nuln: More extensive Information on the Reiks Platz and the Deutz Elm can be found on page 20.

They have been trapped in this cave since the cultists arrived nearly an hour ago. Dirck has already guessed what happened to the messenger and the sort of reception to expect from the Valantinas. He's also deduced that the cultists are awaiting reinforcements and will be on the offensive very shortly. He is very worried.

As the players arrive in this area, the Valantinas collapse the tunnel between rooms 13 and 18, sealing off the Huydermans' base. The precise timing of this event is left to the Games Master. The characters hear a boom followed by a long rumbling sound. Any character that has the Trade (Miner) skill, (Including Dirck Huydermans,) will immediately realise what has happened without requiring a skill test. This leaves the players with only one sensible escape route - the river.

The Huydermans are unlikely to attack the characters as they are badly in need of friends. They are prepared to cooperate by providing information and will take part in any escape plan, provided the characters are going to be the ones in front.

Statistics for the Huydermans Gangers are in **Appendix 1**, while Dirck Huydermans is in **Appendix 2**.

• ROOM 19 – MAIN CHAMBER •

This is a large natural cave which slopes gently downwards from west to east Lit by torches on wall brackets. The walls of the cave are lined with crates of wine, casks of brandy and packing cases filled with spices. A narrow railway runs diagonally across the room. At the western end of the track stands a small wagon. The rails disappear into an unlit tunnel on the eastern side of the cave and shadowy figures can just be seen lurking amongst the shadows of the tunnel. From beyond can be heard the sound of strange and hideous chanting. Two passages on the western side are blocked by a barricade of furniture, chests and sacks.

Since the Valantinas destroyed the passage between 13 and 18, the only way out is the river; the Rats will attack anyone trying to get to the sewer system through 16 so the characters and the Huydermans if the characters can persuade them to help), must try to force their way out through the cultists and escape by boat. There are two basic options: a direct assault on the cultists hoping to cut a way out, or using the mine cart in 19 to clear a path through them, reach the jetty in area 20, and escape before the cultists can follow.

This cart can hold eight people, and another four could hold onto the outside under the same conditions that applied for the cart in room 16. As the track is only on a very shallow incline, the cart needs to be pushed before it will pick up speed. The best plan is for seven or eight people to climb into the cart, while the remaining three or four push it climbing on the back once it has begun to pick up speed.

If the cart runs into anyone it causes a **Strength 5** hit.

If Jan's body is searched, the gem will be found along with 2 Gold Crowns, 2D10 silver shillings and a short sword. The gem is a valuable Black Opal, (A successful **Evaluate Test** will tell a character that it could fetch up to 3000 Gold Crowns,) but any character who handles it for longer than 3 rounds will begin to develop Neiglish Rot. (See **page 136** of the **WFRP Core Book**.) The box supplied by Oldenhaller is the only safe way to transport the gem. Any character that makes a **Magical Sense Skill Test** will see with their Witchsight that the Gem pulses with the dark energy of Dhar.

The mine cart will rake the characters into the Huydermans' base, gathering speed all the time. When the tunnel opens out into the first of the Huydermans' rooms (17), the characters will have a chance to jump out at this point; they will have only a few seconds in which to decide.

Those opting to jump out take a standard jump test. The player rolls a D100 and if the result is over his **Agility** or **Perform (Acrobatics) skill**, the character lands badly and takes Strength 3 hit which ignores any armour. If the test is successful the character lands upright and uninjured.

Those who stay aboard will find that at the end of the track, the cart hits a buffer. The wagon's halt triggers a mechanism which tips the hopper, automatically disgorging its contents onto the ground below. Any characters still inside the wagon must make a **Agility** or **Perform (Acrobatics) Skill Test** using the same procedure as for characters jumping out of the cart above, however due to the suddenness of being tipped, this test suffers a -10% modifier.

THE HUYDERMANS' BASE

• ROOM 17 – LOADING BAY •

The room itself is carved from solid rock. It is lit by four lanterns suspended from the ceiling. In the centre of the room are a couple of tables and some chairs.

The occupants rushed off when the cultists arrived, and the room is now deserted.

As well as the tunnel carrying the can track to 16, there is a narrow passage leading to **Room 19**.

• ROOM 18 – HUYDERMANS' GUARD ROOM •

This is natural cave illuminated by torches fixed in wall brackets. The north and east entrances are blocked by hastily-built barricades of furniture, crates, barrels and sacks. Behind each barricade is an archer with a short bow. In the centre of the room, several gangsters are having a heated argument.

This is the remainder of the Huydermans gang: six gangsters and Dirck Huydermans, their leader.

EPISODE 13: THE OLDENHALLER CONTRACT

You find the mansion easily, and the doorkeeper clearly expects to see people in heavy boots tramping into his master's hallway. A messenger is sent to the Councillor and after a half-hour wait you are led through winding, opulently decorated corridors to a huge study. The floors are covered with oriental rugs and the walls are hung with family portraits, hunting trophies and framed contracts and bonds.

Albrecht Oldenhaller sits behind a vast mahogany desk, toying with a jewelled paper knife. He looks you up and down, and then speaks.

"As you may be aware," he says. "The house of Oldenhaller is engaged in trading and other activities at a number of levels and we would be most unhappy if our dealings with certain of our agents and contacts were to be made public. Accordingly, I must insist that this business must be conducted in the utmost secrecy." He pauses significantly while this sinks in.

"A certain gem has appeared in the city," he continues. "I won't bore you with the details, except to say that it was acquired on behalf of the House of Oldenhaller by a group of people vulgarly known as the Schatzenheimer gang, who have so far failed to make delivery. You are to recover the stone from them and deliver it here by dawn tomorrow. Like many great stones, there are several legends and superstitions attached to the gem. It is said to have come from a ring worn by Nurgle, the Chaos God, and to carry a highly infectious rotting disease which afflicts all those who handle it. I set no store by these superstitions, but in case there is some substance behind them, you will take this" - he pushes an elaborately carved wooden box across the desk - "and use it to carry the stone. It has been enchanted to suppress the magic of anything inside for precisely six hours. That should give you adequate time to deliver the stone here."

"You will set out at nightfall, and I will have you guided to one of the entrances to the area known as the Asylum which is where I believe the stone to be. Are there any questions?"

Statistics for Albrecht Oldenhaller can be found in appendix 2 of this adventure.

Any character making a **Magical Sense Skill Test** will see with their Witchsight that the box is surrounded by many pyramids of Hysh, the Light wind of magic.

The Games Master should make as much or as little of the interview with Councillor Oldenhaller as suits the pace at which the game is being run. The Councillor might wish to ask them several questions - who are they, what is their background - and will need convincing that the characters can cope with the job.

The Oldenhaller Contract

The players will probably have several questions, the most urgent of which will be how much Oldenhaller is willing to pay for the job. Oldenhaller will offer the characters 100 Gold Crowns each, on delivery.

Some of the Characters may wish to try and Haggle their price up, however as Oldenhaller really does not want to pay any extra this is resolved as an Opposed test. Both the Character and Oldenhaller should make a **Haggle Skill Test**, (Oldenhaller's Haggle skill is 62%) If both fail the price stays at 100 Gold Crowns, otherwise for each degree of success the character made it by add 10 Gold and for each degree of success Oldenhaller achieves remove 10 gold crowns. Note that a Character can easily end up being paid less this way; such are the perils of Hagglng with a hardened and experienced merchant like Oldenhaller!

Albrecht begins to explain the terms of his offer.

"As I've already explained, secrecy is essential. You cannot involve anyone else in this mission, nor recruit any hired help. You will be taken to the edge of the Asylum, and after that you are on your own. The entrance leads into the portion of the complex controlled by the Schatzenheimer gang. They are mainly Nulners: they forge currency and trade in contraband and stolen goods. We think that Kurt Holster, the gang's leader, has the stone. From the Schatzenheimer area, the Asylum runs towards the river. The central area is run by the Valantinas, who are mainly Tilean immigrants. They are the most powerful gang in Nuln, involved in every imaginable form of illicit activity. On the easternmost edge of the Asylum is the base of the Huydermans gang, with access to the river. The Huydermans are Wastelanders, and are mainly smugglers and cut-throats"

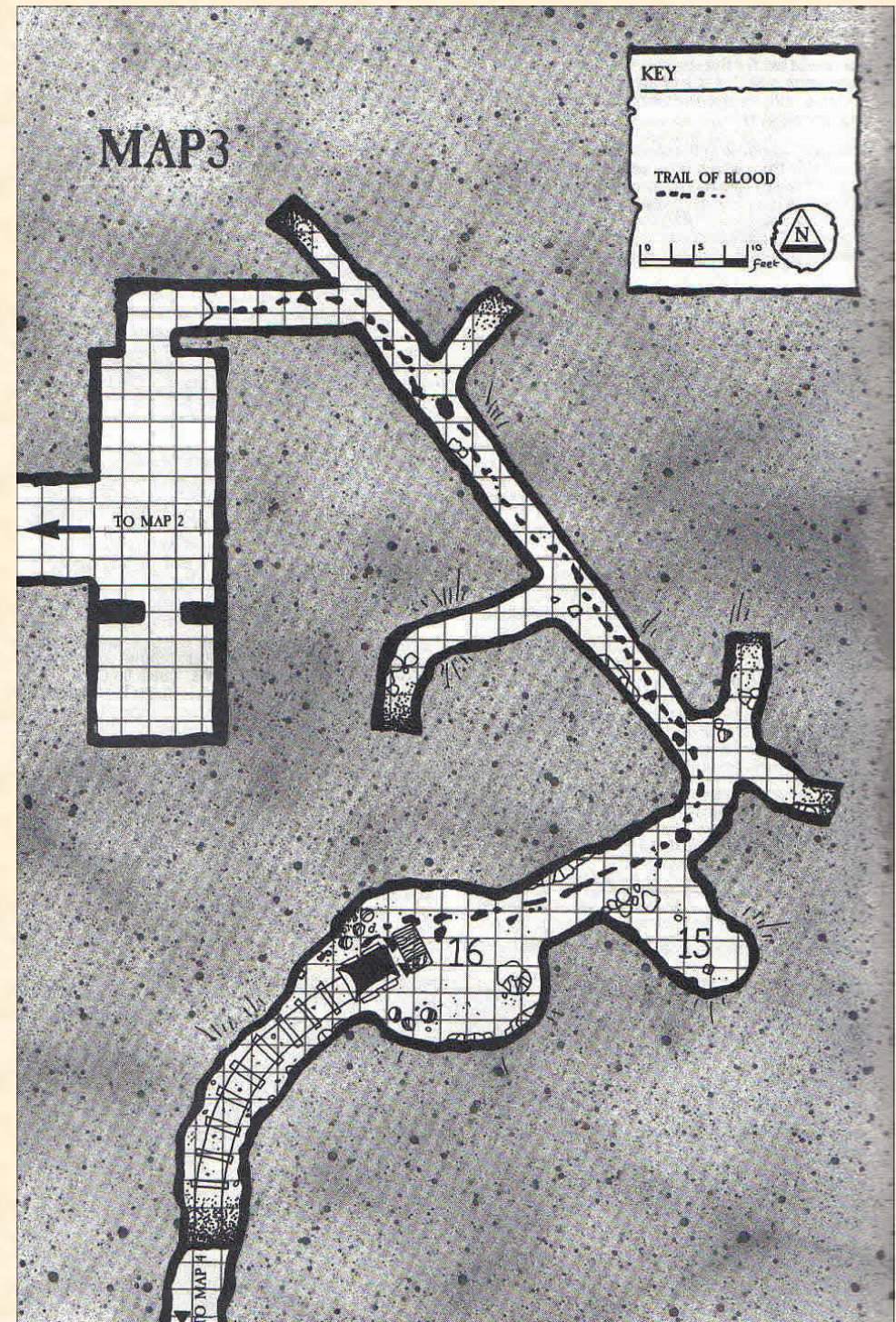
"You shouldn't have too much trouble moving about in the complex although you may need to know the gang's passwords. The Schatzenheimer password for today is 'Sweet Hanna'. I don't know either of the other gangs' passwords. That is all I can tell you."

Although the characters may extend the interview briefly with a few more questions, Oldenhaller has nothing more to add. At this point, a servant will appear, and the characters should be lead out of the study, down more winding corridors and into a small private study. The servant will offer to have any goods fetched from the "Reaver's Return" and will present the characters with a hearty meal. The characters will not be left unescorted at any time. A half hour later the guide arrives, along with any equipment the charmers requested from the "Return" night is beginning to fall as the characters set out for the Asylum.

Assuming the characters agree to the job go to **Episode 14**.

If the characters do not agree this adventure is effectively over, see **Ending the Adventure** for some ideas on what to run next.

The Oldenhaller Contract



THE SEWERS

• ROOM 15 - RATS' LAIR •

The plan shows the main sewers which have a narrow Ledge either side of the effluent channel wide enough for characters to go in single file. A character with the Follow Trail skill can trace Jan's footprints and the drops of blood from Emilio's head, provided there is light to see by, without having to make a skill test. Other characters must pass a Perception skill test to follow the trail. The plan only shows the route from the Valantina section of the Asylum to the Huydermans' section - the sewer system is far more extensive, but the other tunnels are typically not relevant to this adventure.

This part of the sewer system has been colonised by a pack of Rats. They will rush out from this area to attack and anything that passes through the shaded area of the passage. The details for this Rat Swarm can be found in **Appendix 1**.

There is an apparently endless stream of Rat Swarms and the characters cannot hope to kill them all or drive them off without severe losses, even if they disperse a swarm another should quickly form in its place. The characters should eventually be driven to the mine cart (area 16) and use it to escape.

Forges of Nuln: More Information on these Sewers, including a Map and sample Encounters, can be found on **page 75**.

• ROOM 16 - MINE CART •

The Swarm of Rats from area 15 will drive the characters into this area. There is a small chamber where several sewers meet, with a manhole in the ceiling. The manhole is 20 feet above floor level, and is secured by a large padlock. A narrow railway track runs upwards into the chamber from a steeply-sloping tunnel and a mine cart stands at the end of the track. The rail system is used by the Huydermans gang to move contraband from their secret wharf to an abandoned warehouse which stands above the manhole. Jan Hoogen lies dead in the cart, and beside him is Emilio Valantina's severed head. Both are covered in dozens of small bite-marks. Jan climbed into the cart to take refuge from the Rats, but was overpowered by the Swarm before he could take the brake off and roll to safety. If the characters climb into the cart, the rats will swarm up the outside after 3 rounds, and begin to flood into the cart.

The mine cart will hold four characters and another four could hold onto the outside, making a **Strength Test** with a +10% modifier to hang on. When the brake is released the cart will roll down the track, gathering speed rapidly. If any character uses the brake to try to slow the cart, there will be a snap of rotten wood and the brake lever will come away in the character's hand. If any character is unlucky enough to fall off, this should not take place before the cart has left the Rats behind. Treat dropping of the cart as a 2 yard fall dealing a Strength 3 hit which ignores any armour. If the damage is a 10 on the die, the character must make an Agility test or add an extra D10 to the damage roll.

EPISODE 14: THE ASYLUM

The following description of the Asylum is based on the plan in Map 3 The Games Master should refer to the map at all times since the numbered paragraphs in this section of the adventure refer to the numbered areas on the map.

The Asylum is situated in the north of the city, on the west bank of the river Reik, close to the Maze and the Reaver's Return. It consists of part of the city's sewer system and a series of old and long-forgotten basements and cellars which have been scaled off and knocked together to make an underground complex. This is used as a base by three gangs of thieves. The guide provided by Albrecht Oldenhaller takes the characters to a back-alley behind a warehouse, points to a door and then hurries off into the night.

This plot is for the Games Master's eyes only. The players should only find out what is going on through their explorations and their meetings with NPCs. The GM should use the plot to help decide what the different NPCs in the Asylum will do when faced with the players' characters.

As Oldenhaller told the characters, the gem was in the possession of Kurt Holger, chief of the Schatzenheimer Gang. However, recent events have complicated matters considerably. Following a series of inter-gang disputes, the Valantinas staged a carefully planned and devastating raid on the Schatzenheimers. The Schatzenheimers were wiped out and the gem - along with everything else of value - was taken by Emilio Valantina, the mob's "Godfather".

Dirck Huydermans, fearing his smuggling operation would be next on Valantina's hit list sent an Assassin by the name of Jan Hoogen to kill Emilio. Jan entered Emilio's apartment via a secret entrance from the sewers, brutally murdered him and hacked off his head as proof of the deed. He then searched Emilio's corpse and found the gem. After hastily searching Emilio's apartment, Jan went back into the mines taking the stone and Emilio's head with him.

Jan never made it to the Huydermans' base. On the way back he was attacked by a Swarm of Rats. He was finally cornered in an old mine wagon, used by the Huydermans for transporting contraband, where his body and the gem, now lie.

To further complicate matters, just before the players' arrival, the Huydermans caverns were invaded by a cult of followers of Nurgle. They are still there awaiting reinforcements and being held at bay by the remnants of the Huydermans gang. The cultists know the gem is somewhere in the Asylum and they will stop at nothing to find it.

The Huydermans sent one of their number to fetch help from the Valantinas, who by now have realised the truth about the gem. They killed the messenger and are now preparing to evacuate their headquarters rather than risk infection.

From this point, the adventure is presented differently. Instead of a number of written exits for the player characters to take exits are provided by the corridors and rooms shown on the map. When the Player Characters enter a room the GM should refer to the relevant room description below and describe it to the PCs.

Forges of Nuln: More Information on the Asylum as it exists after the events of this adventure can be found on page 76.

THE SCHATZENHEIMER BASE

• ROOM 1 – ENTRANCE •

The doorway pointed out by the guide opens onto a steep flight of stairs which leads down to a narrow passage. After about ten feet, the passage ends in a door. A notice pinned to the door reads, "Observe the Laws of Asylum Knock and Wait"

The door is trapped; if a player announces that his or her character is opening the door ask them which way the character is turning the handle. If it is turned anti-clockwise, the trap is not sprung, but if the handle is turned clockwise, it opens a trapdoor in front of the door, revealing a pit 12 feet (4 yards) deep under whoever turned the handle (note that you may wish to reverse this and have it triggered by being turned Anti-clockwise instead, alternatively you could just have anyone opening the door have a 50% chance of triggering the trap. Decide which method to use before anyone tries to open the door).

To avoid falling in the character must pass a **Hard (-20%) Agility Test** or fall into it. Anyone falling into the 4 yard deep pit will take a Strength 5 hit which ignores any armour. If the damage is a 10 on the die, the character must make an **Agility test** or add an extra D10 to the damage roll.

Escaping a pit like this is relatively straightforward, requiring either a **Scale Sheer Surface Skill Test**, or being assisted out by another character. As the Character can be assumed to make the test eventually, there is no need to make a roll for this, unless for some reason you need to know how long it takes. (For example if this somehow happens while a fight is going on).

If the characters prefer to break the door down, they must make a **Strength test**. However this door is made of reinforced oak, making it a **Very Hard (-30%)** that will probably require several rounds. There is no-one around to hear the din this will make, but don't tell the players this.

If they choose to Knock and Wait, the characters will be standing here for quite a while. The Games Master might wish to make them nervous by describing some scratching noises, or a muffled thumping noise (caused by mice or the wind). Otherwise nothing will happen

• ROOM 12 – EMILIO VALANTINAS BEDCHAMBER •

This room is lit by a four-branched candlestick standing on the dresser. The room has been thoroughly ransacked, and the bedding lies in a heap against the southern wall. The sheets are soaked with blood. At the foot of the bed is the decapitated body of Emilio Valentina, dressed in a velvet cloak with gold braiding round its collar and hems.

Apart from the Cloak, there is nothing of value in the room. The cloak is a good quality item of clothing, which could fetch up to approximately 18 gc. (Have the characters make an evaluate skill check if they ask about the cloak, and tell this to those who make it.) However it is also very distinctive, and any of the Valentinas, (including Sebastiano, who may still be accompanying the Characters,) will assault them if they try to steal it.

The only exit is the door to room 11.

• ROOM 13 – EASTERN GUARD ROOM •

In the light of three wall-mounted torches three Valentinas are feverishly constructing a barricade across the eastern door. The room is stripped of furniture - it has obviously all been used in the barricade.

In the north-west corner of the room is a corpse covered by bloodstained sacking. The gangsters are taking great care not to step in the blood or go anywhere near the body. The corpse is that of the Huydermans messenger who was sent to ask for help against the cultist invasion; he was shot to prevent the risk of infection and the barricade is being built to keep the cultists and their diseases in the Huydermans' area.

The Valentinas' response to the characters will depend on the direction from which they approach. If they approach from the east (the Huydermans' area), they are warned not to come any closer, and shot at if they don't obey. If the characters enter from the west, they are more or less ignored. The gangsters allow them to cross the barricade, but point out that they won't be let back in.

Statistics for these Valentina Guards can be found in Appendix 1 of this adventure.

• ROOM 14 – DORMITORY •

The door to this room is closed but not locked. There is a bolt on the inside. The room is lit by torches on the northern and southern walls. The walls are lined with bunks; in the centre of the room area couple of tables on which stand four partially eaten meals, a half-full bottle of wine and an untouched bread loaf. The room is deserted.

The only exit is the passage to **Room 9**.

The characters may attack Sebastiano instead of using bluff or bribery, but this runs the risk of attracting attention from room 9.

If the players manage to bluff or bribe Sebastiano he knocks on the apartment door. Emilio doesn't answer, of course, because he is dead. Once Sebastiano realises there is something amiss, he tries to force the door, which requires a **Challenging (-10%) Strength Test**.

The passage to **Room 9** and the door to **Room 11** are the only exits from the room.

• ROOM 11 – EMILIO VALANTINA'S STUDY •

The room is lit by a chandelier hanging from the ceiling. On the walls is a selection of pictures, all hanging slightly askew. The floor is spread with oriental rugs. A bookcase stands against the western wall; some of the books have been removed and are scattered on the foot: In the centre of the room is a desk which has been thoroughly ransacked.

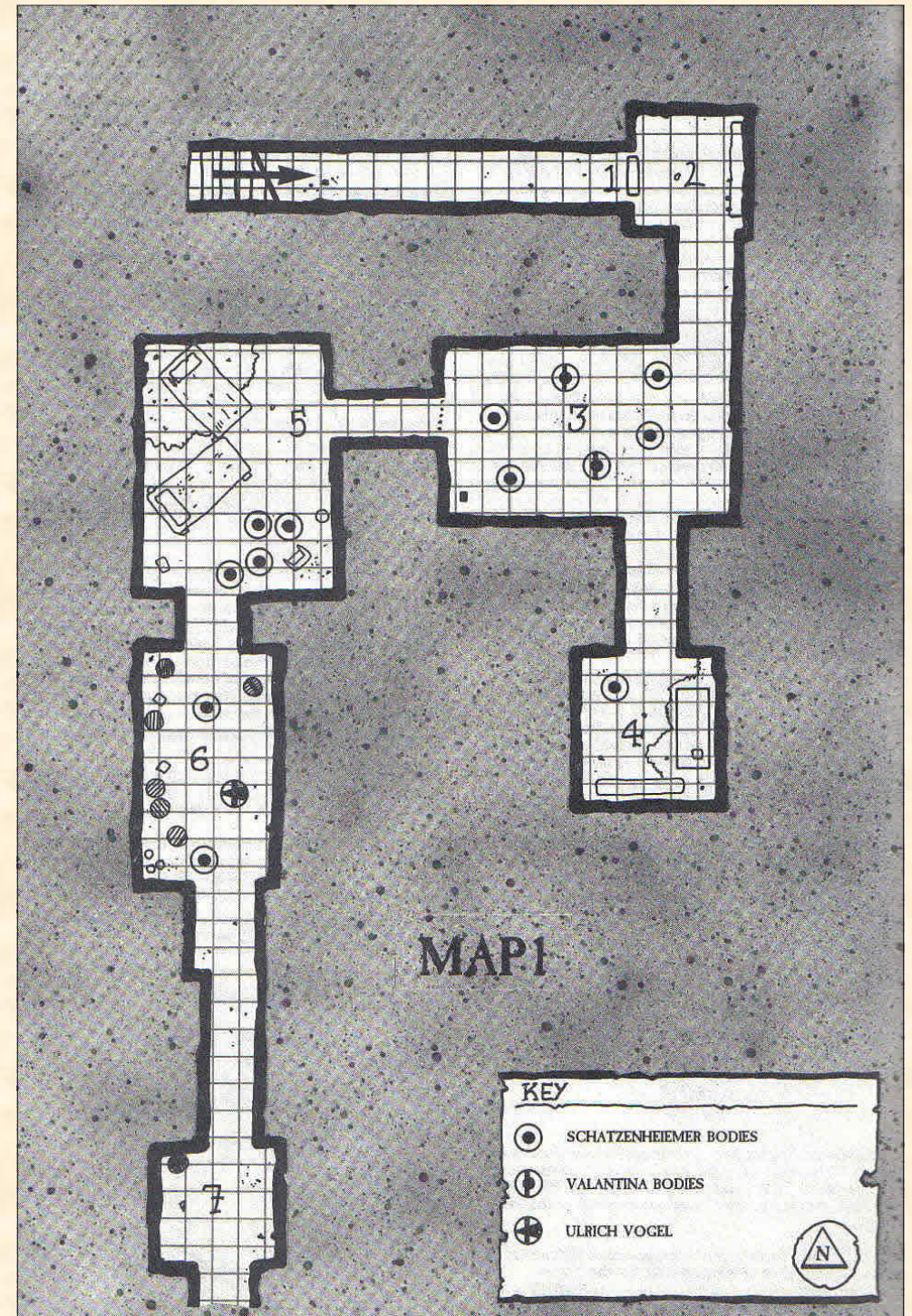
A trail of blood leads to the bookcase from the door to **Room 12**.

Any character that is deliberately searching the room will spot the blood; characters that are not actively searching will spot the blood if they make a successful **Perception Test**. The GM should roll a D100 for each character; a score equal to or less than their Perception skill allows the character to spot the blood.

Once the characters have spotted the blood and followed it to the apparently solid wall, it is likely that they will then search for the hidden door. Each character should attempt to roll under their Intelligence if they have the Search skill or half their Intelligence if they do not. Success indicates the character has discovered both the secret door and the hidden catch which opens it. The room takes a whole turn to search, and if the secret door is not found on the first attempt, a character may try again, taking another full turn to search the area.

Jan Hoogen hurriedly searched the room after killing Emilio, and left through the secret door carrying Emilio's head and leaving a trail of blood behind him. The secret door leads into a portion of the sewer system; it was intended as a bolt-hole for Emilio, and none of the Valentina gang knew of its existence. One of the Huydermans gang found it by accident several months ago.

The only other exit from this room is a locked door in the east wall, leading to room 12. The door may be broken down (**Challenging -10%**) or a character may try to use the **Pick Lock skill** if they have both it and a set of Lock Picks. The lock on this door is of standard quality, so the Character will have to make an Average Agility test to open it.



• ROOM 2 – GUARD ROOM •

The room is deserted and unlit in the centre is an overturned table, and along the north wall are two large wooden lockers. They have been forced open and their contents scattered around the room on the south wall, to the left of the door is a lever made of iron and half a yard long. The lever sticks out of the top of a vertical slot in the wall.

When moved into the down position it neutralises the trap in the entrance (see Room 1 above). There is a door in the east wall, leading down a short passage to Room 3.

If the left-hand locker is pulled away from the wall, it will reveal a low opening - a secret entrance known only to the Schatzenheimers, which leads through a winding tunnel and up some stairs to a back-alley. The room has been ransacked by the Valantinas, who found everything worth taking.

• ROOM 3 – HALL •

There are torch brackets at 5ft intervals along all four walls. Most of the torches have burned out, and those that are still burning cast a flickering light across a scene of utter devastation. The floors are strewn with upturned broken furniture and everything is stained with dried blood. Sprawled brokenly in the room are half a dozen cores, each one bearing multiple stab wounds or bristling with crossbow bolts.

Two wear cheap pendants bearing a fig leaf motif. They were members of the Valantina gang and if the characters took a scrap of paper from Bertoldo Vasari earlier in the adventure (see **Episode 8**), they will recognise the motif. The other four were Schatzenheimers. Dropped on top of each of the Schatzenheimer bodies is a small card reading "Congratulations, you have just met the Valantina Anti-Personnel Crew" All six bodies have been stripped of everything of value, right down to weaponry and small change.

There are three exits from the room. One is the passage leading to room 1, one Leads south to room 5, and one leads east to room 4. The doors to rooms 4 and 5 have both been destroyed.

• ROOM 4 – KURT HOLGER'S ROOM •

This room is unlit. The floor is carpeted and the furnishings are all very high quality. Along the western wall is a massive bookcase; most of the books lie scattered on the floor. The wall hangings and pictures have been torn down and the desk's drawers have been pulled right out and emptied.

There is a single corpse in the room that of a middle-aged man dressed in expensive-looking clothes. His skin is pale brown, his face bears three weeping sores and one of his arms is missing.

The overseer's mistake may prove to be a valuable opportunity for the characters to gather information, although the Games Master may decide such a mistake isn't possible if they started a noisy fight in **Room 8**, or if they are heavily armed. Otherwise, the Valantinas will be at ease and quite willing to trust the players and chat away as they work. Each character may attempt a **Gossip Test**, rolling a D100 against their **Fellowship** as for the **Charm Test**. (Note that all Humans have the gossip skill, but Dwarfs and Elves may not.) Characters that pass learn all the latest gossip about the raid on the Schatzenheimers the cultist invasion and the legend of the stone.

There are four exits from the room: a passage in the west wall leading to room 8, a door in the north wall, closed but not locked leading via a short passage to room 10; and two passages in the east wall, leading to rooms 13 and 14.

• ROOM 10 – ANTE-ROOM •

The room is lit by a lantern suspended from the ceiling and another standing on the desk. The walls are adorned with hunting trophies, stolen street signs and framed wanted posters depicting various members of the Valantina gang.

Behind the desk sits a heavily built and expensively-dressed Tilean, with Immaculately-oiled hair and a scar-red face, toying with a loaded pistol crossbow. As the characters enter, he looks up, tells them that the boss is not to be disturbed and asks what they want.

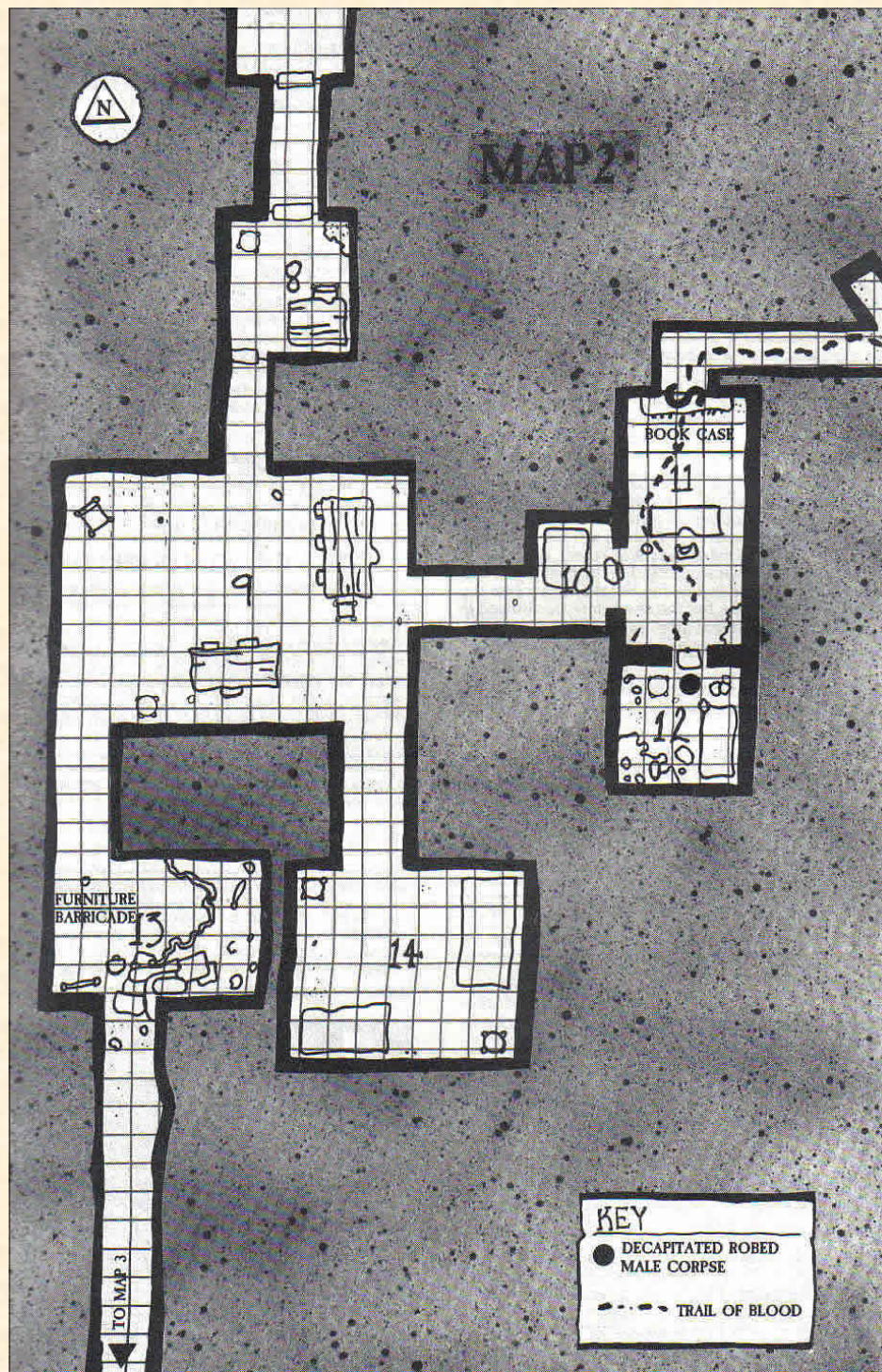
This is Sebastiano Sansovino, the bodyguard to Emilio Valantina. Emilio told him that he was going to pray for a while and didn't want to be disturbed. This is completely out of character, and as Emilio hasn't emerged yet Sebastiano is puzzled but not unduly worried. Statistics for Sebastiano Sansovino can be found in **Appendix 2** of this adventure.

As the characters have made it this far into Valantina territory, Sebastiano is likely to believe that they are on official business. An attempted **Charm Test** to bluff Sebastiano is, therefore, made with a +10% modifier. If the bluff fails, they may try to bribe him.

Disturbing Emilio is a minor task and one of little consequence, but Sebastiano has high status within the Valantina Gang and is both loyal and well paid.

To Bribe Sebastiano allow characters an Evaluate test, if they succeed you can tell them that they expect that he probably earns around 5 gc a week, and that an acceptable bribe should be in the region of 1 to 10 gc.

Offering Sebastiano a bribe of 1 gold crown will give a +5% bonus to all their **Charm Tests**, 2 gc will give +10%, 4 gc will give +20% and 8 gc will give +30%. The bonus cannot be raised above +30%. If they offer Sebastiano a bribe of less than 1 gold crown he will be offended, and if they offer a bribe of over 10 gc he will become very suspicious, in either case you should modify their **Charm Tests** by -20%.



The body is Kurt Holger's. He had the gem long enough to contract the disease, although he was killed by the Valantinas rather than the infection. For every round a character spends searching or otherwise touching the body, the GM should secretly roll a D100. On a roll of 4 or less the searcher has contracted Neiglish Rot, See page 136 of the WFRP Core Book.

Both room and corpse have been stripped of everything of value. There are no exits from the room other than the passage leading to 3.

• ROOM 5 – DORMITORY •

This room is unlit, and is another scene of death and destruction. The south wall is lined with the remains of several wooden bunks and tattered and bloodstained bedding. There are four corpses piled in a heap in the corner.

The bodies are dead Schatzenheimers, and on top of the pile is a Valantina "calling card" similar to that in room 3. Again everything of any value has been removed.

A passage in the north wall leads to room 3, and another leads eastwards to room 6. The door leading to room 6 is closed but not locked.

• ROOM 6 – STOREROOM •

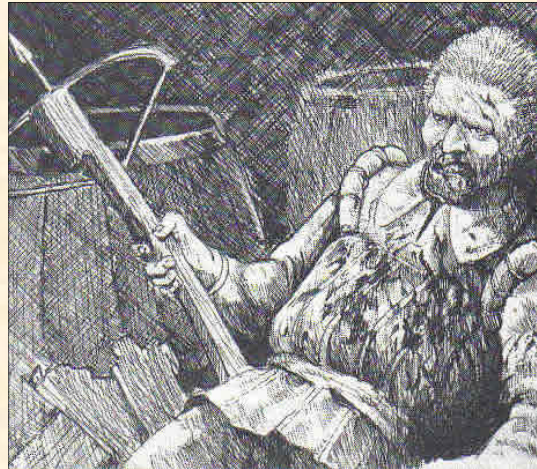
There are torch brackets along the north and south walls but the torches have burned themselves out and the room is in total darkness. The room contains a dozen grain sacks, four large chests, three empty barrels, a side of pork and three corpses. The sacks are slashed and most of their contents have been shaken out over the floor, the chests have been forced open and emptied, and one of the barrels is smashed to pieces.

The "corpse" in the centre of the room is very badly injured but not quite dead. He is Ulrich Vogel, a member of the Schatzenheimer gang. Ulrich has a loaded crossbow hidden beside him. He assumes the player characters are Valantina gangsters and levels the crossbow at them, trying to get a shot off.

Statistics for Ulrich Vogel can be found in appendix 2 of this adventure.

The room is cluttered with debris; the players need to make Perception tests to notice what Ulrich is doing. Test each adventurer looking in his direction (roll a D100 for each character with the Perception skill; only if the dice score is equal to or less than the character's Intelligence will that character see Ulrich moving, Characters without the Perception skill will have to roll under Half of their Intelligence instead.). The character can shout a warning and decide what to do next. Once a warning is given characters who haven't taken their round automatically spot Ulrich - they don't need to pass a Perception test. Note that characters whose Initiative is lower than Ulrich's can't do anything about it, even if one of the other characters warns them.

If Ulrich isn't stopped he shoots at the easiest target (probably the closest). The Games Master rolls a D100 - Ulrich's Ballistic Skill is 25, and he has a -10 modifier because of the bad light, so he hits the target only on a dice score of 15 or less. If he hits one of the characters, reverse the numbers on the dice to determine where the bolt hits (e.g. a roll of 14 becomes 41, a hit in the left arm), and then roll for damage - a crossbow has an **Strength** of 4, so roll a D10, add 4 and subtract the **Toughness** and the value of any armour of the target to find the total number of **Wounds** caused. It will take Ulrich a full round to reload his crossbow - ample time for the characters to stop him.



Provided the players don't over-react and kill Ulrich, he could be a useful source of information. If the characters attempt to question him they should make a **Charm** or an **Intimidate** test. (As Ulrich is effectively helpless, they could also use the **Torture Skill**, although that is a bit of an overreaction here.)

The questioning player should roll a D100, rolling under **Fellowship** for **Charm** or **Strength** for **Intimidate**. (In both cases these characteristics are halved if the Character lacks the relevant skill.) If they are successful he talks. Ulrich knows the layout of the Schatzenheimer and Valantina bases and was aware that Kurt Holger had a strange and possibly magical gem in his possession before the Valantinas attacked.

Apart from the doorway leading to room 5, there is one other exit: a doorway in the east wall leading to room 7. The door was destroyed in the Valantina attack.

• ROOM 7 – EASTERN GUARD ROOM •

The room is in a similar state to the proceeding ones. It is scattered with debris, splashed with blood and strewn with corpses.

If any character stops to count there are seven corpses, all Schatzenheimers. All have been thoroughly searched, and a Valantina "calling card" has been left on top of one pile of bodies.

There is a doorway in the east wall, leading to room 8 and the Valantina Base. The door has a bolt on the western side. It is closed but not bolted.

THE VALANTINAS' BASE

• ROOM 8 – GUARD ROOM •

A passage leads from room - to room 8, marking the border between Schatzenheimer and Valantina territory. The passage ends in a door, upon which is painted a fig leaf design which the characters should recognise. The door is closed but not locked.

The room is lit by torches mounted in wall brackets. Near the north-eastern corner is a small table around which three men sit playing dice and drinking wine. As soon as anyone enters the room they reach for their loaded crossbows and demand the password. Their accents betray their Tilean origins.

Statistics for Valantina Guards can be found in Appendix 1 of this adventure.

These Valantina guards have been posted in case any surviving Schatzenheimers try to mount an attack. In order to be allowed further, the characters must give the password ("Malindi" - as the characters will know if they saw Bertoldo's piece of paper in **Episode 8**), or they must bluff their way through. In the latter case, the players must invent a plausible story to explain their presence in the Asylum and to persuade the Valantinas to let them through. This is resolved as a **Charm Skill Test**, with the GM modifying their skill if the character's story is particularly good or particularly unconvincing. (This bonus should probably be around 10% either way and never more than 30%) If the result is equal to or less than the Fellowship of the character doing the talking, (Or half Fellowship if they do not have the skill,) the Valantina will let them through; if not, they will order the characters to leave.

There are two exits from the room: a door in the west wall leading to room 7 in the Schatzenheimer's territory, and a door in the east wall leading to room 9. Both are closed but not locked.

• ROOM 9 – STOCKROOM •

Lanterns suspended from the ceiling illuminate a scene of feverish activity. Half a dozen Means sue frantically packing chests and loading small carts with crates and barrels. As the characters erupt the room, an overseer will shout at them in Tilean. Then, realising that they don't understand, he will repeat himself in a heavily accented version of Reikspiel, ordering them to help with the packing.

Statistics for the Valantina Overseer can be found in **Appendix 1** of this adventure.

The overseer has mistaken the characters for hired labourers, and if they don't follow his orders he will become suspicious. The characters may try to bluff their way past him, using the procedure covered above, or they may simply obey him and wait for a chance to slip away. He won't leave the stockroom for another thirty minutes.