

Black Pitch

by
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This adventure has been designed for 4-6 PCs at any point in their careers. The main goal of the scenario is to provide a heroic situation for the reluctant anti-hero PCs to shine. They will be presented with various moral, social, and tactical problems that will hopefully challenge your players while providing both you (the GM) and them entertaining role-playing situations.

Background

The adventure takes place in the town of Grissenwald, but could easily be adjusted or changed to any medium to small town along any of the many rivers that cross the Empire. Grissenwald is located approximately 35 miles northwest (downstream on the Reik) of Nuln and is a mildly prosperous town of about 4,000. The town's main income comes from building barges used in the transportation of goods up and down the Reik. (SigH pg83 and DotR pg22)

The town is ruled by Count Bruno Pfeifraucher, but no one pushes his weight around more than Tilmann Liengotz the master of the boatbuilders guild. Tilmann has worked his way to the top of society in Grissenwald using brash economical and managerial skills, along with a fair amount of bribery, extortion, and violence. Three years ago Tilmann was approached by a Tilean assassin named Vittorio Najerra and presented with an offer he was hard pressed to refuse. Vittorio, a council member in a very secret assassins guild in Nuln, was looking for someone who could smuggle in large quantities of Black Lotus extract (WFRP pg 122) from Estalia without traceable evidence. Vittorio and Tilmann mutually agreed that the extract could be barreled and shipped in with barrels of coal tar already coming from Erengard. That way it would meet with very little questioning and fairly cheap tariffs on its way up the Reik to Grissenwald because Tilmann was already bringing in quite a few barrels of tar each year for use in boatbuilding. Vittorio agreed to pay Tilmann 2,500 gold crowns for each barrel smuggled in and said he would take a barrel every three to four months. At first Vittorio would show up just as he had promised every three to four months to pick up the barrel of poison but soon began to slow and now has not come to pick up a barrel for the last eight months.

Just a little over 18 months after Tilmann's little business adventure began, a young noble by the name of Hildebrand Pfeifraucher noticed Tilmann's increasingly affluent lifestyle and wanted to know more. Hildebrand, the nephew of Count Bruno Pfeifraucher, was the youngest son of a youngest son and knew he would need to make his own move if he were to have any fortune of his own. With a little investigation and some late nights at the docks, Hildebrand deduced where Tilmann's excess funds were coming from and

confronted Tilmann about it. Tilmann tried to bribe the noble into keeping quiet but Hildebrand demanded to be part of the operation. The two initially worked well together to smuggle in the Black Lotus extract, Hildebrand would deal with toll collectors and river patrols while Tilmann dealt with handling and management of the operation. Business went well at first until Vittorio quit showing up, but they now have several barrels of the stuff stacking up at Tilmann's supply house with no buyer. Hildebrand began pushing Tilmann to look for a buyer in Altdorf instead, but Tilmann did not wish to cross a Tilean assassin by selling to his competitors (which could have very detrimental consequences).

Hildebrand decided to take a trip to Altdorf on his own and look for someone to purchase the poison. While searching at a local seedy establishment, Hildebrand was overheard by a sigmarite inquisitor who was busy investigating crimes against the empire. When approached by the undercover priest, Hildebrand was more than happy to share information about his contraband. They arranged a meeting in three weeks time in Grissenwald where the product could be inspected and a price agreed upon.

Two weeks ago, upon returning from Altdorf Hildebrand entered the River Rat tavern to get a drink with some of his friends. He met a young barmaid named Emma, and the two of them flirted, had a few drinks, and then left together. Hildebrand took Emma towards the docks and started becoming quite garrulous in his drunken stupor. He told her about the next shipment of Black Lotus extract and how it was going to make him "filthy rich" when he sold it to a man from Altdorf. Emma was just as inebriated as Hildebrand was and remembered very little from the conversation. The next day, when Hildebrand realized what he had told the young woman, he hastily told Tilmann what he had done (leaving out the part about the buyer in Altdorf). Furious with him Tilmann demanded that he somehow fix the situation before their operation was uncovered. The two came up with a plan to get rid of Emma and her secrets permanently. Tilmann had some of his Tilean bodyguards poison a few semi-notable members of the town with Black Lotus poison while Hildebrand began spreading rumors that Emma was responsible. Hildebrand then convinced his uncle to have the town guard conduct an investigation.

Five days ago the guardsman Sigwald Pfushen, on his first big assignment from the captain, began his investigation. Sigwald is the youngest son of an accomplished witch hunter who demanded that all his sons pursue the same path. Sigwald failed in the priesthood and never came close to becoming a witch hunter. He has lost faith in Sigmar and has been shunned by his family. He took the investigation seriously and wanted to show some small success to his father and his family. Emma denied any wrong doing but Sigwald found several witnesses who claimed the deceased had eaten at the River Rat tavern while Emma was on staff. Hildebrand claimed she was trying to kill important members of the city and that she was plotting against his uncle, the count. Wanting to seem resolute and competent Sigwald rapidly found Emma guilty and had her imprisoned for murder and conspiracy against the state. She was sentenced to be hung, and the date was set.

The adventure begins on the evening of Bazehltag (taxday) one day before Emma's execution. She is scheduled to be hung in the market square one hour after noon on Konigstag (kingday).

Synopsis and Message to the GM

The PC's are stopped by Emma's mother, Lenora, in front of the River Rat tavern and asked to help. Emma is held at the guardhouse under tight security and is going to be put to death in about 15 hours.

Assuming that the PC's accept Lenora's request they will find that the evidence supporting Sigwald's accusation is somewhat skewed, but solid enough to convict her. Also that Tilmann and Hildebrand have oddly been spending a lot of time together. They will most likely find out that Tilmann has a retinue of Tilean bodyguards and an infrequent visitor from Nuln.

On Bezahltag (Taxday) Vittorio arrived in town and that night he and Tilmann will meet at the store house and make a secret exchange of what looks like a barrel of coal tar...

The PCs do not have enough time to gather sufficient evidence to exonerate Emma and must decide if they should attempt make a daring rescue at the gallows...

I have presented characters and events here that can be used to fit your style of GMing. If you do not like using my boxed text then put it in your own words with your own flair. I encourage you to make the NPC's as lifelike and interesting as possible for the players. They will make this adventure very memorable for everyone involved if you do so. I also encourage you to make the encounters suspenseful and interesting having events timed properly to keep the action flowing at a good pace. If the players seem to be waiting for something to happen... make something happen! There is a limited amount of time involved before Emma will be brought to the town square and executed so do not be afraid to push on to the next event or bring one of the NPC's in to encourage the players.

Main NPC's

These are the main NPC's that the players will meet during the adventure, feel free to adjust them as you see fit. Their trappings are only what they are currently carrying.

Tilmann Liengotz – Guild Master (ex-Merchant, ex-Tradesman)

Height: 5'8"

Weight: 290 lbs.

Age: 42

Eyes: Blue

Hair: Not much

Distinguishing Features: Balding, Ruddy Face

WS	BS	S	T	Ag	Int	WP	Fel
41	39	37	42	29	61	52	63
A	W	SB	TB	M	Mag	IP	FP
2	18	3	4	3	-	4	0

Skills: Gossip (+10), Drive (+10), Haggle (+10), Evaluate (+10), Perception, Read/Write (+10), Secret Language – Guild Tongue (+10), Trades – (Shipwright (Int) Carpenter (Ag) Merchant (Fel) Boatbuilder (Int +10)), Charm (+10), Common Knowledge – The Empire (+10), Ride, Speak Language – (Reikspiel, Tilean), Command.

Talents: Dealmaker, Super Numerate, Savvy, Etiquette.

Trappings: 123 gc, Dagger

Description: Tilmann is ruthless, shrewd, and tubby. He has pushed his way into the upper echelon of Grissenwald society by force and cunning. He began his career as a boatbuilder in the dry docks but soon decided that an administrative position would better suit him. His family ran one of the smaller boat building businesses and Tilmann knew that he would need to make a brash move to take the company away from his father. Tilmann paid a man to seduce his mother and then tipped his father off during one of their passionate encounters. During the ensuing chaos his father killed his mother and the man Tilmann had hired. Tilmann had the city watch arrive shortly thereafter and his father was hung for murder. Over the next twenty years Tilmann has moved his family's boatbuilding company ahead of all other competitors, many times using sabotage and force to do so. Three years ago Tilmann began smuggling Black Lotus extract on boats bringing coal tar from Erengard and selling it to the assassin Vittorio. He has used the extra money to build a bigger home and take over as the boatbuilder's guild master in Grissenwald. He is very arrogant and feels there is nothing a little money or force cannot bring him. Tilmann tolerates Hildebrand, finding the association convenient, but plans on framing the young noble some time in the future when he decides to stop the smuggling.

Hildebrand Pfeifraucher - Noble

Height: 5'9"

Weight: 175 lbs.

Age: 22

Eyes: Blue

Hair: Blonde

Distinguishing Features: None

WS	BS	S	T	Ag	Int	WP	Fel
42	37	33	36	37	43	29	41
A	W	SB	TB	M	Mag	IP	FP
1	14	3	3	4	-	0	0

Skills: Blather, Common Knowledge – (The Empire), Charm, Gamble, Read/Write, Ride, Speak Language – (Reikspiel).

Talents: Etiquette, Public Speaking, Savvy, Schemer.

Trappings: Foil, 23 gc, various jewelry

Description: Hildebrand is young and somewhat naïve, yet astute. He learns quickly and is very intelligent. However, he would rather swindle someone out of a crown than earn an honest shilling. Hildebrand decided it would be easy to find a disreputable business and bribe or extort his way into it. After only a few weeks of observation, it was somewhat apparent that the Liengotz Boatbuilding Company was not as legitimate as it seemed. After further investigation, Hildebrand discovered their secret and moved to corner Tilmann. At first Tilmann was not intimidated or impressed, but he played along and decided that Hildebrand could make a powerful ally or an easy scapegoat. Hildebrand is oblivious and thinks he has everything under control. He was happy with the easy money he was making but quickly became anxious when the Tilean assassin quit showing up to purchase poison. After Tilmann refused to find another buyer Hildebrand set out on his own to sell a barrel or two, convinced that no one would notice if one came up missing.

Vittorio Najerra – Assassin (ex-Duellist, ex-Protagonist)

Height: 5'4"

Weight: 135 lbs.

Age: 31

Eyes: Black

Hair: Dark Brown

Distinguishing Features: Speaks with a pronounced Tilean accent and has a tattoo of a snake strangling a swan.

WS	BS	S	T	Ag	Int	WP	Fel
56	50	42	53	54	49	38	35
A	W	SB	TB	M	Mag	IP	FP
3	16	4	5	4	-	2	0

Skills: Dodge Blow (+10), Haggle, Intimidate (+10), Ride, Charm, Gossip, Perception (+10), Sleight of Hand, Concealment, Disguise, Scale Sheer Surface, Secret Signs – (Thief), Shadowing, Silent Move.

Talents: Disarm, Menacing, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Ambidextrous, Etiquette, Master Gunner, Mighty Shot, Quick Draw, Sharpshooter, Specialist Weapon Group – (Fencing, Gunpowder, Parrying, Entangling, Throwing), Swashbuckler.

Trappings: 2,752 gc, Short Rapier, Main Gauche, 2 Pistols (10 shots each), Net, 6 Throwing Knives, Grappling Hook, Rope, 3 Doses of Black Lotus poison.

Description: Vittorio is quiet, smooth, and deadly. Rarely making any extra motions or sounds he is always aware of his surroundings. He is one of the leading members of the Dark Vipers guild of assassins located in Nuln. The tattoo on his chest designates him as a member. Three years ago Vittorio and the rest of the guild leadership decided they needed a pawn to smuggle their poison into the country. Recent shipments had come close to being discovered and they could not risk being detected. After a little research they targeted the Liengotz Boatbuilding Company for their position and ability. Vittorio convinced Tilmann with the promise of money and a threatening tone of voice. At first Vittorio would purchase on a regular basis but in time the guild was accumulating more poison than they could use. Deciding they had a good enough store Vittorio decided to pick up one more barrel of poison before anonymously tipping off the authorities about Tilmann's smuggling business. Vittorio is somewhat paranoid as a recent job in Altdorf was dashed and he was nearly apprehended after attempting to assassinate a High Inquisitor of the Ordo Administratum.

Sigwald Pfushen – Watchman (ex-Initiate)

Height: 5'10"

Weight: 160 lbs

Age: 24

Eyes: Grey

Hair: Light Brown

Distinguishing Features: Has a slight lisp and bad vision (squints a lot).

WS	BS	S	T	Ag	Int	WP	Fel
38	31	37	36	29	19	32	41
A	W	SB	TB	M	Mag	IP	FP
1	14	3	3	4	-	0	0

Skills: Academic Knowledge – (Theology, Law), Heal, Perception, Read/Write, Gossip.

Talents: Very Strong, Street Fighting, Strike to Stun

Trappings: Sword, Light Armor (Leather Jack), Uniform

Description: Sigwald is a bungling idiot. His father loves him, but cannot help being embarrassed. Sigwald attempted to become a priest of Sigmar but messed up so many rites, and broke a relic, during his first few weeks of initiation that the head priest demanded he leave immediately. Anyone who talks to Sigwald will know within a few minutes that he is an oblivious nitwit. The captain of the guard assigned him the task of investigating the murders to get him out of his hair. Sigwald thought he was being given his chance and did his best to thoroughly investigate the crimes. Upon finding out that Emma had served each person who had died their meal he concluded that it was an open and shut case.

Sigwald cannot see well and squints at almost anything farther away than a few feet. He is also a habitual liar in casual conversation no matter how wild the tale he will attempt to tell a story wilder and more absurd than the previous story. He lacks self confidence and compensates by trying to impress through tall tales.

Lenora – Bone Picker

Height: 5'5" (but looks closer to 5'2")

Weight: 96 lbs.

Age: 54

Eyes: Brown

Hair: Grey

Distinguishing Features: Missing most of her teeth, has large knuckles from severe arthritis in her hands, and hunches over from osteoporosis.

WS	BS	S	T	Ag	Int	WP	Fel
26	23	15	41	21	33	42	39
A	W	SB	TB	M	Mag	IP	FP
1	9	1	4	3	-	5	0

Skills: Animal Care, Charm, Gossip (+10), Haggle, Perception, Search (+10).

Talents: Streetwise, Hardy

Trappings: 1gc 15ss 26bp, walking cane, small bags.

Description: Lenora is a sweet kind and gentle old lady. She has spent her entire life picking from the streets and working odd jobs to try and improve the life of her daughter Emma. She has kind eyes and a loving way about her that reminds you of your own grandmother. A hard life has made her look much older than she really is. Her home is a small shanty just a few doors down from the River Rat tavern and sometimes does odd jobs for Herman the owner. She is completely distraught at the predicament her daughter has gotten into and will do anything to save her.

Emma – Servant

Height: 5'7"

Weight: 120 lbs.

Age: 24

Eyes: Blue

Hair: Dirty Blonde

Distinguishing Features: None

WS	BS	S	T	Ag	Int	WP	Fel
37	29	36	31	41	29	37	40
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	-	1	0

Skills: Trade – (Cook), Blather, Dodge Blow, Search, Evaluate, Gossip, Perception, Read/Write.

Talents: Acute Hearing, Etiquette, Very Resilient

Trappings: 2gc, small diary.

Description: Emma is a strong willed young woman. She has learned to be resourceful from her mother and rarely lets her guard down. She is not the most beautiful girl but has a strange handsomeness about her that is attractive. She worked as a barmaid in the River Rat tavern before she was accused and convicted of murder. She remembers almost nothing from the night with Hildebrand other than he seemed nice and was good looking (being a noble didn't hurt either). She remembers him and his friends coming in and asking her to sit with them. She also remembers consuming a large amount of ale and

remotely remembers leaving with Hildebrand but the rest is sketchy at best. She is confused, upset, and in jail, but refuses to loose her pride.

Maximillian Sterhling – Knight of the Inner Circle (ex-Witch Hunter, ex-Anointed Priest, ex-Priest, ex-Initiate)

Height: 5'10"

Weight: 190

Age: 35

Eyes: Blue

Hair: Black

Distinguishing Features: Burn Scars on his neck, shoulder, and arm.

WS	BS	S	T	Ag	Int	WP	Fel
72	57	60	57	53	52	70	51
A	W	SB	TB	M	Mag	IP	FP
3	20	6	5	4	2	7	0

Skills: Academic Knowledge – (History, Theology (+20), Magic, Necromancy) Charm (+10), Heal (+20), Perception (+20), Read/Write (+10), Speak Language – (Classical, Riekspeil, Tilean, Breton), Channeling, Common Knowledge – (The Empire (+10), Tilea, Occult, Inquisition), Gossip (+10), Magical Sense, Ride (+10), Speak Arcane Language (Magick), Command, Intimidate, Search, Silent Move, Dodge Blow, Swim.

Talents: Very Strong, Public Speaking, Warrior Born, Armoured Caster, Petty Magic - (Devine), Strike to Stun, Fast Hands, Meditation, Divine Lore - (Sigmar), Strike Mighty Blow, Lightning Parry, Lightning Reflexes, Menacing, Sixth Sense, Specialist Weapon Group – (Crossbow, Entangling, Throwing) Stout Hearted, Etiquette, Seasoned Traveler, Strike to Injure.

Trappings: Blessed Hammer with Sigmar's Comet on the side, Medium Armour (Best Craftsmanship Mail), Inquisitorial Rosette (see appendix B), 52gc, 2 daggers, Crossbow Pistol, Net, Manacles, Paper, Ink and Quill.

Discription: Max is a member of the Ordo Heretica the investigative wing of the Inquisition. He is hard nosed and very zealous. Normally he investigates heretics, cults, and mutants, but recently an assassination attempt on one of the High Inquisitors has changed his focus. In the aftermath of the attempt, Max had discovered a small vial dropped by the assailant and with the help of an alchemist discovered that the black substance it contained was a very concentrated dose of Black Lotus poison that was thick and very sticky. During the next few weeks he spent as much time as possible learning everything about the poison. His next course of action was to see how difficult it was to obtain and who was selling it. After an interestingly short search he heard rumor of a young man in town looking to sell a large quantity of the substance and approached him. After talking to the young man it was apparent that this was no small operation and he set a time and place to "inspect" the poison.

Siggy! – Spy (ex-Servant)

Height: 5’7” (but appears to be more like 5’3”)

Weight: 115 lbs.

Age: 17

Eyes: Hazel (with a hint of pink)

Hair: Light Brown

Distinguishing Features: Distinctive Gait (walks like a Skaven), Strange speech patterns (calls hair “fur” and women “breeders”, reminds those he talks to that he is Siggy “ME SIGGY!”), Constantly nibbles on bits of food.

WS	BS	S	T	Ag	Int	WP	Fel
37	48	31	45	64	38	65	38
A	W	SB	TB	M	Mag	IP	FP
2	14	3	4	5	-	9	0

Skills: Blather, Dodge Blow, Search, Haggle, Gossip (+10), Perception (+20), Sleight of Hand (+10), Concealment, Disguise, Lip reading, Pick Lock, Shadowing, Secret Language (Skaven), Silent Move, Speak Language – (Riekspeil, Tilean), Common Knowledge – (Poisons)

Talents: Acute Hearing, Hardy, Lightning Reflexes, Flee!, Linguistics, Schemer, Sixth Sense.

Trappings: Various pieces of bread, meat, and cheese (tucked in various pouches), small bag with warpstone dust in it, dagger.

Description: Siggy was abducted by Skaven as a baby. When he was young he worked as a slave in Skavenblight. In time the Skaven decided that he could be a very valuable weapon and began training him to be a spy and assassin. He was taught Reikspiel and Tilean (the Skaven versions) and taught how to blend into human society (the Skaven version of that too). Siggy was also taught about poisons and the use of warpstone. Before long Siggy had become a cruel and calculated killer. His first mission was to spy on the Emperor (his Skaven masters were confident in their new creation), but on his trip to Altdorf Siggy’s boat was attacked by bandits and sunk. The trauma of the incident (and years of being exposed to warpstone) made Siggy revert to a childlike state. He found his way to Grissenwald and has been there for the last year stealing food and intently watching everyone. He has a variable short term memory loss that comes and goes, but he does remember his mission to spy on someone (he just doesn’t remember who). He also doesn’t remember who he is supposed to report the information to. He knows almost everything that has gone on so far and feels badly for Emma, who he is infatuated with. He is mostly ignored by the people of Grissenwald and they dismiss him as crazed guttersnipe. Siggy spends most of his time picking up various pieces of food and various pieces of information.

Act1

Scene 1: An Old Woman's Request

The adventure begins as the PCs come into the town for the first time. A jovial gate (river) watchman will enquire about their business in Grissenwald and give his personal advice that the River Rat tavern has the best food and common room in town (“it even has a few rooms available... if they haven’t already been filled for the night”). The watchman gets payment from the tavern owners for recommending their establishment and will remind the PC’s to mention that “Oswald sent ya!”

As the PCs enter the town they will notice varying things depending on which direction they came in from. Possibilities include: the docks and the boatbuilders guild house (from the west and the Grissen river); the many riverside inns and taverns (from the north across the Ferry); and the dwarven shantytown of Khazid and the guardhouse/barracks (from the south through the large gate). Regardless of which direction they enter from, the smell of coal tar and steamed wood fills the air. As they head to the local hostel/tavern read the following aloud:

It seems as though all you can think of is food and rest as you and your companions move toward the local tavern that the gate (river) watchman recommended. Your eyes grow heavy and your back aches from the day’s arduous journey. As you pass each street lamp it seems to dim slightly. Ahead you can see the tattered old sign of the River Rat tavern beckoning you to enter. The aroma of roast hen and ale dances into the street from its direction. As you draw near the door you notice a haggard old woman in the shadows sobbing to herself. At your approach she lifts her face from her gnarled hands and rushes out in front of you. Where she falls to her knees and begins pleading,

“Please! You must help me... I have no one else to turn to... My daughter has been sentenced to death and I cannot bear her loss... I will give you everything I have if you will help...”

She quickly reaches into her tattered pocket and pulls out a small purse which she pours into her other hand. The contents of which must be her entire, yet meager, life savings. Before you can react she shoves her hands toward you revealing, at best guess, a dozen shillings and maybe twice as many pennies.

“I know it isn’t much but it’s all I have... please help me...take it... save Emma from the gallows...”

Desperately the woman looks into your eyes searching for an answer...

If the PC’s are heartless enough to take Lenora’s money they will find 1 gold crown 15 silver shillings and 26 brass pennies, but she will be more than happy to give them everything in exchange for hope. If they refuse her money, but agree to help,

Lenora will show them into the River Rat and pay for each of them to have a roast hen and a stein of ale (costing her 5 shillings a party member). She will also pay for their rooms (2 shillings a party member) and will refuse to let them pay part or compensate her. If the players refuse to help her at all (the extra heartless route) try using Siggy (appendix A) as an interesting encounter to involve them back into the plot.

Once the PC's have sat down and eaten a bit, Lenora will answer any questions or offer some information to get them started.

Lenora will inform the players of the circumstances.

- Emma is in the guardhouse locked in a small cell.
- The five people who had died (all on Emma's shift):
 - Hienrich Guth (Boatbuilder - Ribs) 8 days ago
 - Rolf Fuchs (Lumberjack) 7 days ago
 - Johanna Luzten (Peddler) 7 days ago
 - Varl Karden (Boatbuilder - Hull) 5 days ago
 - Engel Reichlich (Boatman) 5 days ago
- Emma did serve each of them a meal at the River Rat.
- Their bodies are still at the temple of Morr awaiting preparation and burial (but the priest is out visiting the local villages for a couple more days)
- She saw Emma leave with Hildebrand Pfeifraucher a couple weeks ago.
- Hildebrand accused Emma of conspiracy to commit treason.
- She has seen the man in the corner (Vittorio) before but does not know who he is.
- Sigwald Pfushen was the guardsman put in charge of the investigation.

The five murders have little or no apparent motive. They are unrelated and happened randomly. If the PC's try to find some common thread among them they will find little or nothing that deceased have in common.

Herman the owner of the River Rat tavern will not speak openly of the incident and if asked will reply that it was unfortunate but that he is glad it has been taken care of. He fears the issue will hurt his business and wants to forget about it as quickly as possible. If the PC's ask to see the cook Herman becomes suspicious and says he is the cook then gives them a stern stare.

Shallon the barmaid on duty will gladly gabber on about whatever the PC's want to talk about. She really liked Emma and doesn't believe she could murder anyone. She does remember seeing one of Tilmann's thugs hanging around the tavern each night of the murders and thinks its odd that Hildebrand spends so much time with the guild master Tilmann. She will also comment that Sigwald Pfushen is a complete moron and "wouldn't be able to tell the difference between a hole in his head and a hole in the ground"

Vittorio the assassin sits in the corner of the room closest to the door. He will not be noticed at first but as the PC's eat they will get a strange feeling like he is watching them. If they attempt to get up and head in his direction he will drop a coin on the table and

quickly leave. If they do not attempt to approach him he will leave later to meet Tilmann at a warehouse on the docks.

A successful gossip test among the other patrons of the tavern will let the PC's speak with or overhear(random):

1- I heard that Tilmann Liengotz betrayed his very own mother!

2- Aye, I was here a few weeks back, seen Hildebrand leave with that young wench. Then he up an accuses her of treason...

3- They say boats aint sinkin like they used to... our quality is too good... we're workin' ourselves out of a job.

4- This meat tastes funny... don't you think? I heard someone died from bad meat last week.

5- That guy who was sittin' in the corner... I have seen him here before... He used to come round every couple of months.

6- The mine south of town used to be run by the dwarfs of Khazid (shanty town south of Grissenwald)

7- Boatbuildin' is hard work I tell ya... Some day I'm gonna' leave on one of the boats I build an visit the jungles of Luste`ra!

8- Another order for fifteen boats came in today... I heard Liengotz complaining about it... ya know for a guild master he complains an awful lot about more work...

9- Ya know what I find odd... that boy Hildebrand spends a lot of time at the docks... what kind of noble spends time at the docks...

10-(quietly) The Count is really a sorcerer... I heard he turned ol' Harry into a newt.

Scene 2: A Shady Deal.

If he has not already left the River Rat Vittorio will do so at around 10 o'clock. He is suspicious of the PC's and their untimely arrival in Grissenwald but does not delay his meeting with Tilmann. When the pace of the adventure dictates read the following aloud:

As you are thinking to yourself about the plight of Lenora and her daughter Emma you find your eyes resting on the short and shady looking man in the corner. Without hesitation the man stands up gives you a cold stare then turns and leaves the tavern. Something about him makes the hairs on the back of your neck stand up and you are certain that whatever he is doing is of no good.

If the players follow Vittorio, they will find that he has moved quickly and quietly to the dry docks and to a warehouse located next to the river and behind the guild house. There they will see him meet and shake hands with Tilmann Liengotz. The two discuss in Tilean (Speak Language - Tilean check to understand for any non-native Tileans) the location of the “goods” and on which boat it is to be loaded. Tilmann will have one of his thugs holding a lantern and the group will head into the warehouse. If the players get close enough to find out what is going on they will see Vittorio open a barrel with his knife and dip into the black sludge and sniff it. He will then nod, put the lid on the barrel, and roll it out to a boat waiting at a nearby dock. The barrel is full of Black Lotus extract and the boat it’s loaded on has seven seaman and two assassins accompanying Vittorio. Vittorio then turns and hands Tilmann a hefty purse. Tilmann removes a couple of crowns and inspects them and then tanks Vittorio and they go their separate ways.

If at any time the PC’s are noticed or attempt to intervene Tilmann will call half a dozen thugs to seize them for trespassing and call the town watch. The watch will throw them in jail for vagrancy and release them in the morning.

Scene 2a. Upon Closer Inspection.

If the PC’s wait for Vittorio and Tilmann to leave and then enter the warehouse and inspect the barrels read the following aloud:

When you enter the warehouse the smell of coal tar and wet wood fills your nostrils. The place is filled with assorted carpentry and boatbuilding tools. Various stacks of crates and boxes are strewn about the ground. Inside the door you see several casks with black goo spilling down the side stacked against the wall.

Half of these barrels are filled with coal tar and the other half are filled with Black Lotus extract. The only noticeable difference is the smell (and taste if they want to attempt that). A successful perception test will differentiate between the bitter smell of the coal tar and the slightly sweet smell of the poison. No one besides Lenora and Siggy will believe the PC’s if they attempt to bring someone else into the warehouse and inspect the poison. If Tilmann finds out they are in his warehouse he will call the guards and have them jailed for burglary. Taking a sample of the poison will result in similar consequences. If shown to anyone, they will dismiss it as coal tar and ask where the PC’s got it.

Scene 2b ME SIGGY!

After a few minutes of inspection (and if the PC’s have not yet met Siggy) in the warehouse read the following aloud:

Before long it becomes readily apparent that you are not alone. From the darkness come the sounds of scurrying feet and the chittering of teeth. You prepare yourself for the worst and set your feet for combat. Out of the shadows you can see the shape of what looks like

a man sized rat walking towards you. Just as you are about to attack... the creatures face comes into the light revealing a young man who promptly looks up from the bread he is nibbling on and says “ME SIGGY!”

Siggy will answer any questions the PC’s have with amazing clarity. He knows everyone and has seen everything (within the town of Grissenwald). He can identify the poison in the barrels and knows that the people who died had consumed it. He knows that Hildebrand told Emma everything and that Tilmann had the people in the River Rat tavern poisoned. He also knows when Vittorio has come to purchase poison. Some things he will have difficulty recalling but his memory will improve if offered food. Siggy cannot be bribed with money, he doesn’t understand it and thinks it’s useless. Several times during the conversation he will remind the PC’s “ME SIGGY!” He will also act nervous and watch his surroundings frequently, taking time between answers to nibble like a rodent on whatever tidbit of food he happens to be carrying.

Siggy has been hiding in the warehouses because he has seen Maximillian in town and intuitively fears for his life. He knows nothing of Hildebrand’s trip to Altdorf and nothing of the Inquisitor but will tell the PC’s of a “scary man” he has seen arrive in town today.

Siggy tells the PC’s as much as he can, but most likely will not talk to anyone else. Even if the PC’s can persuade Siggy to talk, no one, not even Lenora will believe anything Siggy has to say. Everyone in town considers him completely insane and will laugh at his “conspiracy theory” tale before he even gets to finish it.

For more information on Siggy see appendix A.

Scene 3: Who Goes There!

If at any point the PC’s are caught by Tilmann or if they decide to stay out on the streets too late have the city guard apprehend them and put them in the city jail. Do not give the PC’s all night to investigate. Basically no one will open their door or speak with the PC’s after it gets late. If they attempt to break into the guild house or any other buildings have the watch detain them. It is important that the PC’s are certain of Emma’s innocence, but do not have the evidence to free her.

If the PC’s are out too late have the city guard escort them back to the River Rat. However, if they refuse or attempt to go out again have the watch put them in jail. If the PC’s try to fight the guard have more guards show up and use nets if necessary. Make it clear that they would be better off spending a night in jail than laying next to the poisoned folk in Morr’s temple.

When the PC’s are taken to the guardhouse read the following aloud:

The guardhouse is well guarded, at least a dozen men can be seen standing around the building, some on duty, others conversing. The watchman escorts you to what appears to be a common cell. There is a man sprawled out on the floor snoring loudly and a woman in high boots and a gaudy dress sitting in the corner. She winks at (insert a PC's name here) as you enter and leans forward pushing her cleavage in his direction. In the next cell over you see a single young woman crying quietly to herself.

The man on the floor is passed out and will not wake no matter what anyone does. The woman will want payment up front before doing or saying anything of consequence (she knows nothing and was minding her own business in front of a local hostel when she was wrongly arrested).

Emma is in the next cell over and will talk with the PC's, but does not know what has happened. She does remember Hildebrand and is confused as to why he would accuse her of treason and how she could possibly be found guilty of murder. If asked she will relay the night's events at the tavern and after at the docks as best she can remember. She does remotely remember Hildebrand bragging about becoming rich but does not remember how he planned on doing it. If any of the PC's seem to have an emotional connection with Emma she will try to make them swear to take care of her mother if she dies. If Siggy was with the group when they were arrested he will become quite shy and bashful and even refrain from saying "ME SIGGY!" while in her presence.

Emma will entertain any reasonable or even semi-reasonable plans to escape either tonight or tomorrow before the execution.

Foil any attempts to escape from the prison and make sure the PC's notice the guards who regularly walk past the cells and outside past the wall. At any point during the night they will be able to hear guards talking not far from their window.

In the morning everyone in the common cell will be given their effects and then released into the street.

Scene 3a: The Guardhouse

If the PC's attempt to go to the guardhouse (other than being arrested) to talk to Emma, the Captain will refuse entry and tell them that she isn't allowed visitors. They will also notice the large number of guards patrolling the place. If they cause problems or raise their voices, the Captain will have them thrown in jail (see scene 3). If this happens on the morning of Emma's execution the Captain will come along in a few hours and explain that he has a busy day ahead (and will nod somberly to Emma) so he is going to release the PC's if they can behave themselves.

Once again any attempts to free Emma at this point will be foiled in whatever imaginative way you can come up with.

Act 2

Scene 1: The Morning After

During the night regardless of where the PC's spend it they will have a tough time sleeping. Depending on what knowledge they have attained will determine what they will be worried about (finding the true killer, freeing Emma, Siggy stealing their rations, etc).

After breakfast or possibly release from the guardhouse **if the PC's have not yet met Siggy** read the following aloud:

Your mind is in a swirl as you contemplate the possibilities of Emma's involvement in the murders. You look down and watch your feet as they pass over the cobblestones of Grissenwald's streets. Out of the corner of your eye you notice movement and as you turn to look down the alley you see something move behind a building.

If they investigate:

Weapons drawn you head towards whatever it was that you saw. From the corner of the building you hear the sounds of scurrying feet and the chittering of teeth. You prepare yourself for the worst and set your feet for combat. Out of the shadows you can see the shape of what looks like a man sized rat walking towards you. Just as you are about to attack... the creatures face comes into the light revealing a young man who promptly looks up from the bread he is nibbling on and says "ME SIGGY!"

If they do not investigate but continue on down the street:

As you continue down the street you hear the sounds of scurrying feet and the chittering of teeth. You turn in time to see what looks like a man sized rat walking towards you. Just as you think its about to attack... the creatures face comes into the light revealing a young man who promptly looks up from the bread he is nibbling on and says "ME SIGGY!"

See A1 scene 2b for what Siggy will tell them and Appendix A for more information on Siggy. He will also have information about Vittorio and Tilmann's exchange from the night before if they did not investigate. Siggy will do his best to get them to follow him into the alley rather than stand on the street. Siggy fears the "scary man" and does not want to be seen by him.

Scene 2 The Guild House

At some point the players will most likely journey to the dry docks and Boatbuilders Guild house to possibly question Tilmann or some of the workers.

Upon arriving at the docks they will find hundreds of workers going about the business of boatbuilding. There will be approximately a dozen boats being worked on at

varying stages of completion. In front of the guild house they will see a large Tilean mercenary watching over the workers and standing in front of the door. He speaks little if any Reikspiel and will not respond except if they attempt to enter the guild house. If they attempt to enter the guild house he will give his best “NO” and draw his sword. If one of the party can speak Tilean he will simply tell them that Tilmann is busy and will not be disturbed. A decent bribe will sway his opinion and they will be shown to Tilmann’s office and allowed to talk with him.

If they get into Tilmann’s office read the following aloud:

Entering the room you can see light coming in from two small windows and a very overweight man sitting at the desk writing something in a book. Seeing you enter he shuts the book and looks up at you and gives his best fake smile. “How can I help you?”

Tilmann will answer any questions about his guild or boatbuilding business but nothing more. He claims to know nothing of the girl other than she is to be hung in a few hours. If they have no more questions he will escort them to the door and explain that he has “a great many things to finish.” If the PC’s accuse Tilmann of any involvement or claim any knowledge of his shady dealings with Vittorio he will at first be huffy and ask them to leave. If they continue or show a fairly substantial amount of knowledge about his dealings he will call several of his thugs (the number is up to you) and tell them in Tilean “They know too much... Take care of them” The bodyguards will take the players out the back of the guild house and down an alley to the river. They will be armed with crossbows and swords.

Read the following aloud to the players:

Tilmann’s goons have led you down a quiet alley between two warehouses and are now heading towards the river. The biggest of them has a cocked crossbow in each hand and seems more than ready to fire it into the back of your head. Suddenly you feel a burst of heat coming from behind you and turn just in time to see what looks like a twin tailed comet flying through the air!

Maximillian has been keeping tabs on Tilmann and noticed the PC’s entering the guild house. He feels they have information that will be valuable to him at some point but he is not yet ready to reveal himself. He casts Comet of Sigmar (WFRP pg 166) at the biggest of the bodyguards and then disappears figuring the well armed PC’s can probably handle it from there.

The spell will hit the thug in the back of the head killing him instantly and leaving the PC’s a chance to fight for their lives. The number of guards left depends on how strong you think the party is. It should not be an overly difficult fight but should present enough challenge that they won’t attempt it before the tide has been turned by Max. Anywhere from 3-6 initial guards should be appropriate. If its too many you can have one run after he sees the comet kill his friend.

From here the players should be very wary of any of Tilmann’s bodyguard as they are on the lookout for them.

Scene 3: Pfeifraucher

At this point time should be running short and the players should be getting desperate. If the players attempt to contact Count Pfeifraucher they will be turned away at the door by a steward who tells them: “If you would like to set up an appointment for sometime next week he will be able to see you but he is far too busy today.” No amount of information will sway him if they try to argue he will just put up his hand and ask them if they would like to make an appointment. If they attempt to bribe him he will be incensed and slam the door in their faces.

If they try to find Hildebrand the search will bring them to a local barber-surgeons establishment where Hildebrand will be having his long blonde locks of hair trimmed. Hildebrand will be accompanied by a retinue of lesser nobles and a couple of guards (provided by Tilmann). He will answer only a few of their questions and do it grudgingly treating them as commoners. If they ask too many questions or accuse him of anything he will have his guards direct them to the door. He claims to know nothing of Tilmann and little or next to nothing about Emma. Hildebrand will claim he visited the River Rat tavern a few weeks back. While there Emma had put something in his drink and tried to get him to divulge information about his uncle the count. If they get too nosy about Emma’s conviction he will direct them to Sigwald in Khazid.

Scene 4: Bumbling Idiot

At any time during the scenario the players can find Sigwald at his post in Khazid. Khazid is a dwarfen shanty town located just beyond the southern wall of the city. He is normally sent there so that none of the other guards have to deal with him. The dwarfs are currently up in the Black Peaks southeast of town prospecting for another good place to start a mine and so the small town is essentially vacant. Sigwald takes this post very seriously and walks around Khazid intently squinting at anything and everything that moves.

When the PC’s approach him he flings up his sword and readies his shield, read the following aloud:

Before you stands a man of medium build and light brown hair. It seems you have startled him even though he was watching every direction intently. His eyesight is obviously poor and you can’t help but wonder how someone who squints to check the grip on his sword can guard anything. Shouting as though you were fifty feet away “Who goes there!”

Sigwald is very suspicious of anyone and wants to know every PC’s name and what they are doing in Khazid. He is fairly clueless and does not even realize that he is guarding a (currently) vacant town. At any given time during the conversation Sigwald might try to one-up any of the players.

“That’s a pretty nice sword... my dad’s is way better... he has a sword given to him from the grand theogonist that has runes all over it and he sliced off the heads of like... at least fifty daemons with it..”

If asked about Emma and the investigation he will explain that Emma had served each of the people the dinner that had killed them and Hildebrand claimed she was trying to pry information about the count out of him. If Sigwald feels that the PC's are unimpressed or unbelieving he will make up evidence to try and impress them with his investigative prowess. Before long he will grow impatient with the PC's and tell them to move along he has important work to do or he will have them removed from his town!

Act 3

Scene 1: Out of Time

At this point the player characters should be certain that Emma is innocent and that there is not enough time or evidence to prove it. They will be forced to decide if they are willing to risk their own lives to save hers. Lenora will be at the temple of Sigmar praying for her daughter's life. Siggy will be wracked with his own desire to help Emma out but still afraid of the Inquisitor Maximillian and the PC's will not be able to find him.

Once the PC's have moved into the town square read the following aloud:

The town has all but shut down and everyone has gathered in the central market square. You can overhear several townsfolk commenting about their noon meal, while others discuss the execution. A gallows has been erected in the center of the square and Count Pfeifraucher has taken his seat in a balcony overlooking it. You can see Hildebrand standing behind him along with several of his friends.

In a few minutes a slow beat of a drum will begin and the throng of people will spread apart to let two guardsmen lead Emma to the gallows. Her hands will be clasped in manacles, while a scolding bridle will be locked on her head.

As Emma starts up the stairs to the gallows read the following aloud:

Emma's knees seem to buckle as she is pushed up the stairs and towards the noose. You can see her eyes searching the crowd for someone to help. Eventually her eyes rest on yours and you can feel her pleading gaze deep within your soul.

Scene 2: Lest Heroes You Become...

Here the player's courage will be tested. They know Emma is innocent, and must decide if they are to going watch her die or attempt to rescue her possibly risking their own lives in the process.

If the PC's decide to attempt a daring rescue give them favorable circumstances to do so. Give them the impression that it just might work. I cannot possibly begin to cover the many possibilities that a party might attempt. So I will give you, the GM, some artistic license to work your craft.

At first everything should go well. Most likely the crowd will scatter in mass hysteria at the sound of gunfire or the sight of weapons. This should provide the players with the cover they need to cut Emma free and attempt to run her to safety.

Scene 2a: Cowards!

If the PC's do not attempt to free Emma read the following aloud:

As Emma's neck is placed in the noose you hear a strange sound coming from the roof of the building behind you. Over the jeers of the crowd a rat-like squeal can be discerned. You look up in time to see Siggy swinging on a rope from the roof of the building to the center of the crowd. After an amazingly graceful landing he charges the gallows in an obvious attempt to save Emma's life.

Upon seeing Siggy fly into the crowd and spring towards Emma hopefully the PC's will feel a desire to help, but if they do not, Siggy will do his best to save Emma on his own. Regardless of their involvement Emma will get free long enough to attempt an escape.

Just as previously stated the crowd will scatter at the sounds or sights of combat and provide cover for the PC's as they run for their lives.

Scene 3: Caught Like A Rat

When the timing is right the city watch should net or detain as many of the PC's as possible and will most certainly capture Emma. Everyone who is caught will be brought to the center of the square, right in front of the Count's balcony.

The Count will stand and look down upon those who were caught. He will then ask them why they would risk their lives for a street urchin and a convicted murderer. If Siggy is in the group he will not say anything, but might "squirt the musk of fear". If the PC's had previously accused Hildebrand or Tilmann they will become noticeably nervous at the Count's questioning of the PC's.

If the players convey the reasons for their daring rescue attempt Hildebrand and Tilmann will fervently deny all allegations. They will call the PC's burglars, liars, or extortionists, or maybe all three. They will also implore the Count to have the characters hung immediately for attempting to aid a known murderer.

If the players refuse to speak Hildebrand will be quick to call for their execution.

When timing is appropriate to the story Inquisitor Maximillian will step out of the crowd read the following aloud:

A tall dark haired man with burn scars on one side of his face and a warhammer at his side steps forward and says:

“What has been said here is true. I have investigated it and find Tilmann Liengotz and Hildebrand Pfiefraucher guilty of crimes against the Empire and the Emperor”

From the balcony the Count looks at the man and asks:

“Who are you?”

To which the man removes his cloak revealing a small rosette in the shape of a capital “I” with a ring of laurel branches around it. There is an audible gasp from several members of the crowd.

“I am Inquisitor Maximillian Sterhling.”

At this point Tilmann will attempt to escape, but before he can even take two steps Max will throw his warhammer into Tilmann’s back, dropping him to the ground. The Count will have his personal bodyguard seize Hildebrand and then thank the PC’s for their bravery. Max will also thank the characters and tell them their involvement helped him solve the case.

At this point if Siggy had to save Emma he will attempt to disappear into the crowd. He will not get far. Max will grab him by the scruff of the neck and ask him where he is going. Siggy will cringe in fear of the Inquisitor and if the PC’s attempt to intervene they will also face his wrath. Max will be quick to accuse the players of heretical involvement with a spy, but will relax if they back off. When he leaves he will take Siggy in manacles back to Altdorf with him.

Conclusion

You can choose some or all of the following to happen after the conclusion of the adventure.

- Both Emma and Lenora will thank the characters excessively.
- The Count might wish to invite them to his home for a dinner.
- If Siggy survives the adventure he will see the PC’s to the gates of the city and wish them farewell.
- If you wish to use the Inquisitor again you might have him ask the characters to visit him in Altdorf. He could have work for them to do.
- Tilmann and Hildebrand are both hung for their crimes.

The players should receive 80-120 XP for completing the adventure and a bonus of 50 XP if they attempt to save Emma without Siggy’s intervention. You can also give them up to 30 XP for good roleplaying.

Guard & Thugs

Town Guards (Career – Watchman)

WS	BS	S	T	Ag	Int	WP	Fel
31	31	33	41	30	38	28	30
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	4	-	0	0

Skills: Academic Knowledge (Law), Common Knowledge (the Empire), Dodge Blow, Follow Trail, Gossip (+10), Intimidate, Perception, Search, Speak Language (Reikspiel).

Talents: Coolheaded, Disarm, Savvy, Strike Might Blow, Strike to Stun, Very Resilient.

Trappings: Light Armour (Leather Jack), Hand Weapon (Sword), Net

Tilmann's Thugs (Career – Mercenary)

WS	BS	S	T	Ag	Int	WP	Fel
35	30	33	35	30	25	35	28
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	4	-	0	0

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

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

Trappings: Light Armour (Leather Jack, Leather Skullcap), Crossbow, Hand Weapon (Sword)

Appendix A

Siggy

Siggy is by far the most interesting NPC in the adventure. He can be used at any point to turn the PC's the direction you want them to go. If things go awry you can bring him in to help drive the story. Do your best to make Siggy fun and enjoyable. Be sure to roleplay his idiosyncrasies for the players. Siggy will normally let anyone know at least once every few minutes that he is Siggy ("ME SIGGY!"). He has a very short attention span and will frequently go back to scratching, nibbling, or sniffing. Give him a peculiar voice that the players will not soon forget. Practice before hand if you feel uncomfortable acting him out. When Siggy is eating anything he nibbles on it, holding it with both hands taking many small bites.

Appendix B

Inquisitors and the Inquisitorial Rosette

First, I would like to thank warhammerforever.net for the article on the Inquisition that I used for background material for this adventure.

Next, I am going to copy some of that information here for reference on the Inquisitorial Rosette in case someone in your adventure (PC or NPC) questions Maximillian's authority.

"Apart from being the Inquisitors badge of office, the rosette also serves a couple of other functions.

The first or last name of the Inquisitor is always engraved in the rosette, but the customization of the thing goes deeper than that. Each rosette is magickally attuned to the specific Inquisitor it has been made for, and will deliver a nasty shock to anyone else touching it, and one of the gems in the rosette will light up should the thing be worn by anyone else but its rightful owner.

Another function of the rosette is the ability to detect Magick and Chaos/Warp stone in items the Inquisitor holds it against. The two other gems in the rosette will light up respectively when neared items containing strong elements of Magick or Chaos, and the intensity of the light will be proportional with the amount of Magick and/or Chaos present in the object at hand."

This information can be critical because it could cause issues for any member of the party that might be practicing magick illegally, as well as cause problems for Siggy if he is caught in the final scene.

GRISSENWALD

- RIVER RAT TAVERN
- GUARDHOUSE
- GUILDHOUSE
- WAREHOUSE
- GALLOWS

