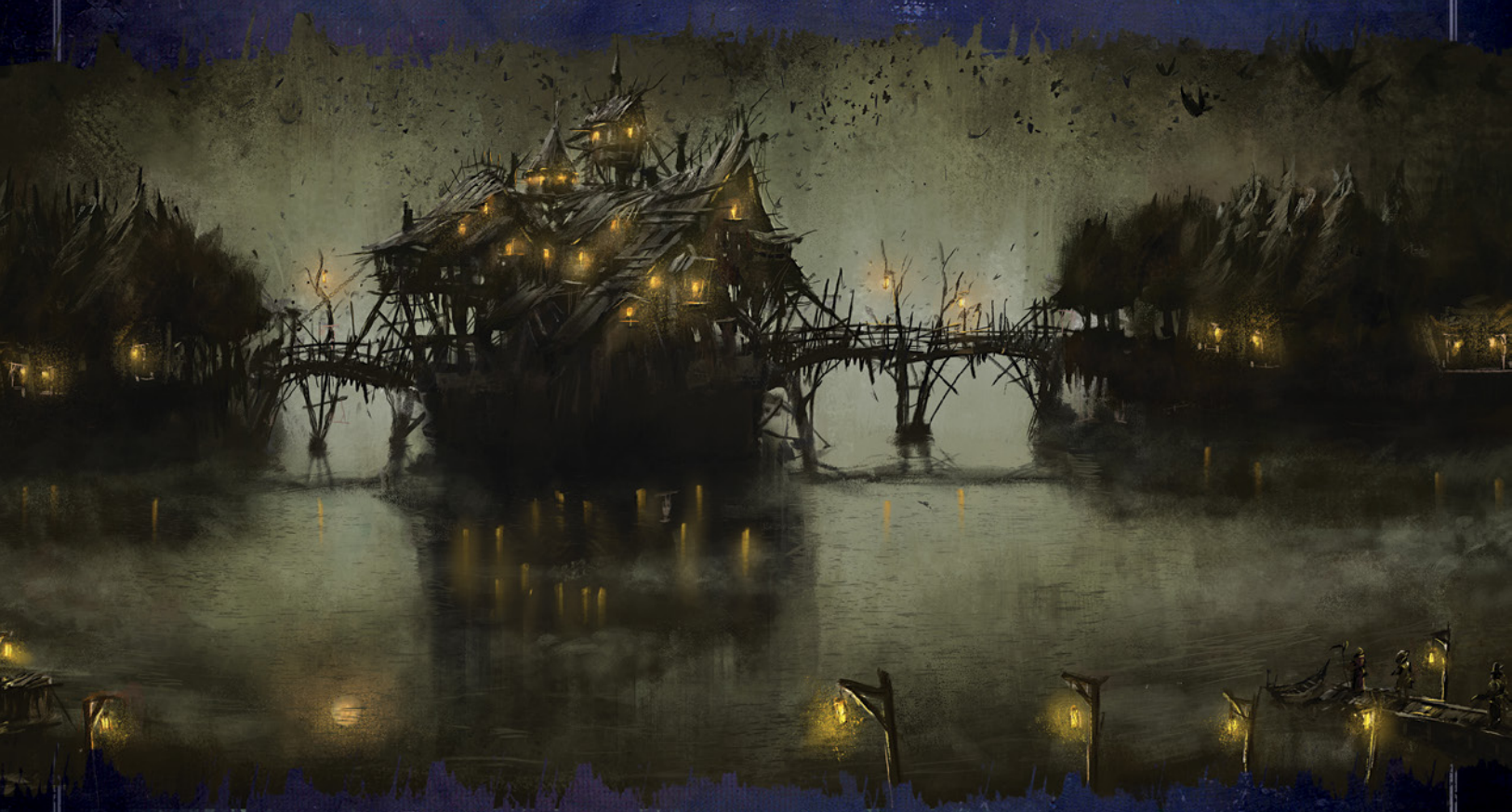


WARHAMMER
FANTASY
ROLE-PLAY

UBERSREIK ADVENTURES II



◆ DOUBLE TROUBLE ◆

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UBERSREIK ADVENTURES – VOLUME II

◆ DOUBLE TROUBLE ◆



GETTING STARTED

Before playing this adventure, read it through from start to finish at least once. It may also prove useful to read through the **Guide to Ubersreik** in the **WFRP Starter Set**, as it provides additional information about the Karstadt-Stampf manor and many of the NPCs who feature in this adventure.

Double Trouble is suitable for Characters on their second or third Careers. Less experienced Characters should create a backstory explaining why Lucius might plausibly have summoned them.

ADVENTURE SUMMARY

Lucius Karstadt-Stampf, a member of the wealthiest merchant family in Ubersreik and youngest son of Hellin Karstadt-Stampf, the family matriarch, invites the Characters to the family manor. He claims that he wants to write an epic poem about their exploits, but, in fact, he fears for his life, and employs the Characters as bodyguards.

Lucius has noticed some unusual goings on at the Karstadt-Stampf estate over the last few months. Servants have been acting strangely, and a number of the manor's residents have met with untimely ends (or simply disappeared). Much to Lucius's dismay, he has reason to suspect his mother for the household's troubles, but lacks proof.

The truth is the manor is plagued by the *Doppelgänger Brandt* (A **Guide to Ubersreik**, page 51). Brandt has been murdering its way through the household, impersonating its victims and getting ever closer to Hellin Karstadt-Stampf. It plans to replace her, giving it access to all of her wealth and power. It has occasionally taken her form while in the manor, in order to perfect its performance, but it knows that it needs to observe her closely for some time to master her most personal mannerisms. Brunhilde, the housekeeper, is Brandt's latest victim, and it has been pretending to be her for the past three weeks.

TROUBLE ABROAD

While the adventure is set in Ubersreik, it can be moved to another city or large town with little difficulty. The Karstadt-Stampf family have business interests throughout the Reikland and beyond – perhaps Hellin and her son are staying at one of the family's holdings in Altdorf or Nuln? Alternatively, you can change the family involved from the Karstadt-Stampfs to one local to the area your campaign is currently set in. Perhaps the Ruggbroders or Steinhägers of Bögenhafen are plagued with misfortune (see **Enemy in Shadows**). In Nuln, the Oldenhallers or the Beckers may have heard of the Characters' exploits from Gravin Maria-Ulrike von Liebwitz (especially if they've spent *A Night at the Opera*). The Ehrlichs and Wasmeiers of Middenheim have strong ties to the city's legal professions, with prominent members serving at court – and smart adventurers know the value of having a good litigant owe them a favour.

Rather than setting the adventure in the city itself, you could move the estate to an isolated holding in the Drakwald, more details of which can be found in **Middenheim: City of the White Wolf**. In Altdorf, they might be approached by someone with connections to one of the city's innumerable guilds, such as the Mercer's' Association (tailors), the Mercantile Society (grocers), or the Butchers' Guild (provisioners of meat, with a clandestine sideline in the disposal of unwanted bodies). Or if they're passing through Marienburg (perhaps on their way to a sea voyage?), they might become entangled in the machinations of the Great Families of that city, such as the van Haagens, den Euwes or van Raemerswijks. The manor estate instead becomes a dreary pile somewhere on the fog-bound coast of the Wasteland, with strange shapes half-seen moving through the mist. You can use the adventure to forge ties between the Characters and a local wealthy family, and use it as a springboard for other scenarios involving the movers and shakers in the area.



The adventure is divided into three acts. In Act 1, the Characters arrive and get to know some of the manor and its residents. That night, Brandt's plans hit a stumbling block. While stalking its next target (Hellin's pursuer, Josef Specht), it stumbles upon him worshipping at an altar of Khaine. The Characters probably hear the commotion as Josef gives chase to 'Brunhilde'. Brandt switches forms and goes into hiding. In Act 2, the household realises that Brunhilde is missing. Lucius asks the Characters to investigate, while Brandt searches for its next victim, and Josef tries to sow some misdirection to hide his own secrets. In Act 3, the Characters must move quickly to save Brandt's new target, Hellin's butler, Dietgar, and to defeat Brandt once and for all.

INVOLVING THE CHARACTERS

Lucius sends the Characters an invitation to the Karstadt-Stampf estate. A servant in the black and gold livery of the Karstadt family delivers his missive, sealed with the mining-pick emblem of the family coat of arms. The invitation reads:

Dear Friends,

Please permit me to introduce myself. I am a humble poet, young to my craft, who has heard of your travels and travails, and would like to put your adventures to parchment. Though I am known to the few residents of this fair city who appreciate the literary arts, I would not expect you to be familiar with my works, nor even know my name, for I fear that I have yet to write my first true masterpiece. What I have heard of your experiences, however, has already served to inspire the muse within me. If you would be so kind as to visit with me at our family's estate in Morgenseite for a few days, you would find me suitably grateful.

Hoping to see you in the morrow,

Lucius Karstadt-Stampf

An **Average (+20) Lore (Local)** or **Lore (Politics)** Test or a **Challenging (+0) Lore (Heraldry)** Test reveals that the Karstadt-Stampf family is Ubersreik's richest merchant family, and one of the richest in the entire Reikland. Feel free to provide additional information on the family and its members if a Character rolls particularly well (*A Guide to Ubersreik*, page 44). With 3 or more SLs, tell the players that Lucius is the youngest member of the family.

Characters wondering how Lucius knows of them will have to ask him in person. His servant, Jurgen, refuses to say anything (and honestly doesn't know). If they accept Lucius's offer, Jurgen gives them directions to the estate, and tells them they are expected before noon.

How Lucius heard of the Characters is up to you. If they have played through **Making the Rounds** (from the **WFRP Starter Set**), Barrister Osanna Winandus might mention them to him (especially if they saved his sister Jocelin during the Marktplatz riots). If they are new to Ubersreik, Lucius may have heard of some of their previous exploits — if they have completed **If Looks Could Kill**, Johanna Stiegler could vouch for them, or, if the Characters turned Stiegler in to the authorities, Lucius may have heard that they solved the murder of Rutger Reuter. Lucius loves spending time in the Bridge House Inn (*A Guide to Ubersreik*, page 15), picking up tales from passing coachmen and gossip from the bar staff, any one of whom may have heard of the Characters' previous adventures. Ultimately, the Characters' past adventures are less important to Lucius than the fact they know how to handle themselves — he's looking for bodyguards, more than anything else.

HOUSE KARSTADT

The Karstadt Estate is located on 'the Hill,' Ubersreik's most fashionable district. Surrounded by wide, high walls, the extensive grounds contain a number of buildings in addition to the manor itself, and are decorated with ornamental ponds, stands of trees, and an impressive hedge maze. The manor itself is only two-storeys high, but stretches out on either side of the main entrance. The east wing was once a small keep, and its stone walls retain the look of fortification about them. The rest of the manor is newer, made of dressed stone and wood, with high windows and sloped, tiled roofs.

The older Karstadt children are currently travelling to Altdorf to visit their father, Leuthold. They have taken a substantial number of the house servants and guards with them. As a result, the manor feels half-empty compounded by the fact the remaining servants are reluctant to travel its halls alone, and cluster together in groups for safety.

THE GROUNDS

A number of small houses are scattered throughout the grounds, hidden from view from the manor by strategically placed trees and hedges. These house those of the estate's staff who do not live in the manor itself, such as the guards, the stable hands, and the groundskeepers. Josef Specht and his family live in a small cottage in the eastern grounds of the estate. There is also a small shrine to Sigmar, somewhat overgrown and dusty, hidden in a far corner of the grounds. Wandering Characters might find two or three servants praying here, something they've been doing more of late.



If the Characters speak with the guards (see below), they may learn of an abandoned campsite on the grounds. Alternatively, they may stumble upon it themselves, if they're exploring the grounds (**Hard (-20) Perception** Test). Little remains of what was a sparse affair in the first place — a kicked-over lean-to, a dirty bedroll, and a backpack with some filthy clothing. A careful search (**Difficult (-10) Perception** Test) finds a leather pouch containing 17 shillings and 13 pence (the guards missed this when they kicked Brandt off the grounds).

The Maze

The hedge maze stands behind the house. Its hedges stand 12-feet high, and are dense and thorny. The maze is popular during parties, especially with young couples, who like to get 'lost' in its midst. A statue of Shallya can be found at the centre, along with a small bench for those who would like to rest before making their way back out. As there are no social events scheduled for some time, the groundskeepers have not tended to the maze lately, and it is becoming overgrown. Thorny branches have begun to grow across the entrances around the exterior, giving the maze a dark, forbidding air. Reduce the **Difficulty** of all **Stealth** Tests by 2 steps while in the maze.

Two months ago Brandt took Hellin's form and ordered Etti, one of the household maids, to accompany it into the maze. After killing Etti, Brandt stuffed her body into the hedge, returning occasionally to consume her flesh. Little evidence remains, but a **Hard (-20) Perception** or **Difficult (-10) Track** Test will reveal the damaged section of hedge, where the Characters find some tattered, bloodstained clothing. With 2 SLs, they will notice something pushed far into the hedge. Pulling it out, they find a decomposing human arm, still in House Karstadt maid's livery (Brandt got sloppy and didn't notice it'd missed a limb). Anyone familiar with Etti's disappearance will assume, correctly, that these remains are her remains.

THE MANOR HALL

The ground floor of the manor is dominated by the great hall. With most of the family away at the moment, it is cold and draughty. Three long tables are covered in dust cloths, while a fourth table stands atop a slightly raised dais at the head of the room. Stuffed animal heads line the walls, hunting trophies of beasts killed by Hellin's father and grandfather. Hellin insists on holding family dinners here, with some of the senior staff in attendance, even though most would prefer to eat in the servants' hall next to the kitchens.

The family's personal rooms are above the main hall. Currently only Hellin and Lucius are in residence. Dietgar, Hellin's butler, also has a small room here, next to Hellin's.

THE EAST WING

This wing is the oldest part of the manor. Built as a fortification rather than a residence, its doors are small and wide, its corridors narrow and defensible, and its windows tiny, letting in very little light. While the family have moved into the main wing, most of the work of the household is performed here.

The ground floor holds the kitchens and the servants' hall (where most of the menial servants sleep at night). Brunhilde has a small room on the second floor. Frau Karstadt-Smith has a study here, and Josef Specht, the family's purser, has a small office nearby. Both the study and the office connect to a small library, which mostly holds poorly maintained records of the family's history. At the very back of the library, forgotten by most of the household, is a trapdoor in the ceiling. It once led to a watchtower at the top of the keep, but now leads to the manor's attic.





THE WEST WING

This wing is the smallest, and the newest. It usually serves as guest quarters. There are a few small rooms for servants on the ground floor, while the second floor holds two larger bedrooms connected by a large salon. Prior to the Characters' arrival it was unoccupied, and is not ready to welcome guests. There are no torches or lanterns lit, the rooms are barely furnished, and a layer of dust covers everything.

THE ATTIC

The attic stretches across the entirety of the manor. During the day some sunlight slips between the many cracked roof-tiles. Stacks of old crates seem to fill the space, filled with old junk. Two crates near the entrance are empty, and moving them aside reveals a tight, winding path leading to a space above the west wing. There Josef has hidden a shrine to Khaine, the God of Murder. The shrine consists of a small stone altar, with a collection of trophies from Josef's various victims. Though not something he can publicly boast of, Josef is particularly proud of the shrine's providence. The stone was procured at great cost from some Elf ruins unearthed in the northern Drakwald, and its perpetually cold surface bears ancient and twisted carvings of inhuman faces.

This stone rests across two crates, 2 ft from the ground. Lying on it are 13 thumbs, in various states of decay. A **Challenging (+0) Heal, Track**, or appropriate **Lore** Test reveals that they range from a few weeks to a year old. With an Impressive Success (3 SLs) or more a Character realises that each thumb is approximately a month older than the last. Below the altar a serpentine dagger rests on a piece of black cloth trimmed in red thread. The dagger's handle is made from a dark wood, upon which a scorpion has been carefully carved. The blade is stained with dried blood. Red candles stand on the crates to either side of the makeshift altar, stuck in place with melted wax.

THE UNUSUAL SUSPECTS

Brandt/Brunhilde

Brandt is a parasite. It steals the lives of its victims, living in their homes and using their wealth to get by. But try as it might, it cannot maintain the same persona for very long. It is incapable of human emotion, and its lack of empathy eventually raises the suspicions of those around it. Again and again it has been forced to give up its stolen identities, fleeing into the sewers or out into the wild places. This time, however, Brandt thinks it may be able to adopt a persona long term. Hellin Karstadt-Stampf is a powerful woman, one whom few would question. Even her own family seems a little afraid of her. If Brandt can replace her, it might be able to maintain the charade for years — even decades.

KHAINE, LORD OF MURDER, THE BLOODY-HANDED ONE, GOD OF WAR, BROTHER TO MORR

A Character who makes an **Easy (+40) Lore (Theology)** or a **Challenging (+0) Lore (Local)** Test recognises this as a shrine to Khaine. While Khaine is not reckoned amongst the Chaos Gods, his worship is forbidden in the Empire, for obvious reasons. Cultists of Khaine revel in murder, and are hunted by Witch Hunters (and anyone with a bit of sense) as avidly as the followers of the Dark Gods.

High Elf Characters may see Khaine differently, for they worship him both as the God of Murder and the God of War. However, most Elves view the human worship of Khaine as a crude perversion of their own beliefs, and have little sympathy for the twisted cultists who kill in his name.

THE NAMELESS BLADE

Anyone who picks up the dagger feels a sense of unease. The handle seems strangely slippery, almost like it's wet with blood. It has been consecrated to Khaine, and it hungers. Treat it as a **Dagger**, but with the *Impale* Quality. However, if wielded by someone who has not killed someone in Khaine's name within the last month, treat it as having the *Dangerous* Flaw. It is a *Magical* weapon.



BRUNHILDE/BRANDT (SILVER 5/0)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	40	30	40	40	30	33	33	39	35	10	15

Traits: Afraid (Fire), Doppelgänger, Immunity to Psychology, Size (Average), Weapon +4

Doppelgänger: Doppelgänger: The NPC can assume the form of any Human-like creature of Average Size. It must achieve +5 SLs on an **Extended Perception** Test as it observes its target. It then takes 2 Rounds to assume the target's form. The target's clothes and smaller trappings are also replicated; they become part of the creature and cannot be easily removed. Larger trappings, such as swords and backpacks, are not copied. When those who know the victim meet the transformed creature, they make a **Hard (-20) Intuition** Test. If they pass, they know something is up. If they fail, they are convinced the creature is their acquaintance.

Brandt's activities over the last few months are as follows:

- Brandt attempted to infiltrate the manor by sneaking onto the estate grounds and setting up a camp within sight of the house. The house guards spotted Brandt (in the form of a local vagabond), and drove it off with a quick beating.
- Brandt befriended Rainer, a stablehand, at a bar one evening, then killed him as he stumbled home drunk.
- Posing as Rainer, Brandt began observing the household staff, looking for its next target. However, Brandt had not bothered to learn anything of Rainer's work, routines or personality. His colleagues quickly realised something was wrong. When they confronted him about it, Brandt panicked and lashed out with a dagger, fatally wounding Talbot (one of Rainer's closest friends), then fled into the night. Brandt had already chosen its next victim, however, and quickly shifted into Lorentz, one of the footmen. While the stablehands searched for Rainer in vain, Brandt killed the real Lorentz and took his place in the household.
- Brandt spent the next three months in the manor, first as Lorentz, then as Adelheid, the head cook, then Etti, a young maid. As each of these servants 'left' without giving notice or saying farewell, the other staff have grown concerned and nervous. Brandt finally took the form of Brunhilde. As housekeeper, it hopes to keep the other servants in line, while also gaining greater access to both Hellin and the other senior staff — Josef (the purser) and Dietgar (Hellin's personal butler). It now plans to replace either Josef or Dietgar, so as to have close personal access to Hellin herself.

Brunhilde was a plump, rosy-cheeked woman in her late 60s. Beloved of most of the household staff and the Karstadt family, she was quick with a smile and a joke. Brandt has found her role difficult. Its smiles seem eerie, its jokes fall flat. It has been looking forward to changing to another persona.

Lucius Karstadt-Stampf – The Aspiring Poet



At 18 years old, Lucius is the youngest of Hellin Karstadt-Stampf's children. He tends to let his dark hair droop over his grey eyes, leaving his large, bulbous nose sticking out prominently. When his siblings left for Altdorf to see their father, Lucius begged off, complaining of a cold. He now regrets staying behind, as he fears his mother has gone mad.

While some in the manor complain about the streak of bad luck that has befallen the household of late, Lucius suspects there is more than just chance at work. He's seen Brandt while it was in Hellin's form, and realised 'she' was acting oddly. He has since been observing his mother keenly, and believes she's been having 'spells' where she is not herself. Two months ago he saw her enter the hedge maze one evening, along with a maid. Shortly afterward, he heard a bloodcurdling scream. Before he could investigate, Hellin emerged again — with blood on her dress. Lucius considered telling someone, but the next day he realised all the maids were present and accounted for. Confused and afraid, he doesn't know what to do with the information, or who to trust.



Should the Characters ask, Lucius can give them his impression of any of the other NPCs:

Hellin: 'Mother? Oh, well, she is of course, um, my mother! Yes. Er. Well, she's very well regarded, keen mind and all that, knows her way around a trade negotiation. Never really saw much of her as a lad, raised by the servants if you must know. I have to say, though, that she's been acting a tad odd of late. Having these, um, "spells," if you know what I mean. No, not those kinds of spells! She's not a witch! I think...'

Brunhilde: 'Oh Brunnie! Yes, known her since I was a wee tot! Lovely woman. She always had a treat for me when I was a boy! I'm quite worried about her, truth be told, she's getting on in years. She's not been quite herself of late.'

Dietgar: 'Stern fellow. Follows mother around like a trained dog. And don't let the butler's outfit or those silly gloves fool you, he's a tough old sod. I once saw him deck a pickpocket who thought he could snag some of Mother's jewellery!'

Josef: 'Who? Oh yes, Mother's numbers man. Seems a decent enough fellow. Wife's a lovely woman. Used to play with their oldest when I was a boy. I have to say, I can't tell you much about him, for all that he's worked for Mother for years. He kind of fades into the background.'

LUCIUS KARSTADT-STAMPF (GOLD I)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	25	30	25	30	30	35	33	35	35	35	11

Traits: Afraid (Mother), Skittish

Talents: Blather, Public Speaking, Read/Write

Skills: Charm 40, Dodge 45, Entertain (Poetry) 40, Lore (Epic Tragedies) 45

Trappings: A Dozen Unfinished Poems, Dull Quills, Poorly Fitted Noble Garb

Note: Lucius doesn't judge people by their standing in society, therefore he ignores the effects of Status on social Tests (WFRP, page 50)

Hellin Karstadt-Stampf – The Matriarch



Hellin's wealth is displayed in her clothes and jewellery. The intricate floral designs on her black dress are decorated with gold threads, and her gold necklace is centered by a black opal. She stares at the adventurers over a pair of small glasses that are held with a gold chain. Hellin wants everyone to be aware of how rich she is, and thus how much power she can bring to bear against them, should they anger her.

HELLIN KARSTADT-STAMPF, MERCHANT PRINCE (GOLD I)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	27	31	25	33	60	30	37	73	48	58	12

Skills: Bribery 62, Charm 65, Evaluate 81, Haggle 68, Intimidate 45, Intuition 76, Perception 80, Language (Guilder) 77, Lore (Local) 80

Talents: Dealmaker, Etiquette (Guilder), Etiquette (Noble), Read/Write

Trappings: Highest Quality Clothing, Jewellery worth 100 GC





Dietgar Horstmann – The Loyal Butler



Dietgar has a medium build and a round, wrinkled face, with a large nose that gives his stern visage a comical aspect. His short, greying hair is receding rapidly. He never raises his voice, and is always courteous and respectful — even on those occasions when he is regretfully forced to use violence.

Dietgar was once a petty thief in Bogenhafen, but he fled the town after he was caught and branded for his crimes. He entered into the Karstadts' service as a stableboy. He had planned to rob the manor, but found that working for the household was a more comfortable life than being a scoundrel. He befriended a young Hellin Karstadt, and is now one of her most trusted servants.

He has an ugly scar on his right hand in the shape of a 'T', the result of the branding he received, so he always wears gloves to hide it.

DIETGAR HORSTMANN, ATTENDANT (SILVER 5)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	40	40	35	35	35	35	40	30	30	35	15

Traits: Hardy, Weapon +5

Skills: Charm 50, Dodge 50, Drive 42, Endurance 48, Melee (Basic) 50, Perception 60, Stealth (Rural) 40, Stealth (Urban) 50

Talents: Etiquette (Servants), Strong Back, Supportive, Well-prepared

Josef Specht – The Purser with a Secret



Josef projects a demeanor of innocuous affability to the world. He is a loyal servant, always dressed in the black and gold of House Karstadt.

Of course, all of this serves to hide his utterly ruthless nature. Josef is an assassin and a devotee of Khaine, the God of Murder. While loyal to Frau Karstadt-Stampf and her family, he has hidden his worship of Khaine from her, and has no intention of letting anyone uncover his secret.

JOSEF SPECHT - ASSASSIN (GOLD 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	83	68	53	53	57	57	55	39	62	48	21

Traits: Armour (1), Champion, Night Vision, Painless, Ranged (Throwing Knives) +7, Weapon +9

Skills: Athletics 68, Dodge 81, Intimidate 62, Melee (Basic) 90, Perception 50, Ranged (Thrown) 80, Stealth (Urban) 72

Trappings: Garrote, Hand Weapon (Sword), Leather Jack, Quiet Prayers to Khaine, 10 Throwing Knives



Household Staff, Guards, and Stablehands

The manor is short-staffed at the moment, as many of the household's servants have accompanied the Karstadt children to Altdorf. In addition, there have been a number of unfortunate losses over the last few months. The remaining dozen staff are nervous and tightlipped. They've begun to wonder if their mistress has angered the Gods in some manner.

The guards are a more practical lot, and not given to superstition. They know that bad things happen in the Empire, and are no strangers to violence. They are also short-staffed, however, as the greater part of their number are also travelling to Altdorf. The ten who remain are surlier and less attentive than usual, as they've all had to pull double shifts.

The stablehands are even more paranoid than the household staff. They think the house is cursed, and refuse to enter the building. Two have taken up jobs elsewhere, and the remaining six are considering doing the same. That said, if someone can point them to a threat they can stick a pitchfork into, they'll quickly take up arms to defend the manor.

FOOTMEN AND MAIDS (SILVER 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	27	25	30	35	38	35	35	30	35	40	12

Traits: Weapon +5

Talents: Beneath Notice

GUARDS (SILVER 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	40	30	35	35	35	30	30	30	30	25	12

Traits: Armour (3), Weapon +7

Skills: Melee (Basic) 50

STABLEHANDS AND GROUNDSKEEPERS (SILVER 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	30	30	40	40	38	30	30	30	30	30	15

Traits: Weapon +7 (pitchforks or other pointy tools)

Skills: Athletics 40, Melee (Basic) 35

THE HELP

Characters speaking to members of staff may learn of some of the manor's recent troubles. An **Easy (+40) Intuition** Test reveals the tension amongst the servants. A **Gossip Test (Easy (+40) with the footmen, maids and stablehands, Difficult (-10) with the guards)** conveys the following:

Footmen/Maids: Three staff members have left the manor without notice in the last four months: Lorentz, Adelheid and Etti. One would have been odd, but three? And no one has heard from them since, including family members. All three were acting oddly before they left, like something was bothering them. The last was three weeks ago, when a maid named Etti was last seen talking to Brunhilde. When asked, Brunhilde told them that Etti had gotten into trouble gambling on dog fights at the Tin Spur (A Guide to Ubersreik, page 52) – something the other maids find hard to believe. Poor Etti's remains can be found in the hedge maze.

Guards: Things have been pretty quiet on the estate for a while now. The staff have been acting oddly of late, but that's none of the guards' concern. The last bit of trouble they had was six months ago, when they found a strange beggar camping near the house. The guards gave him a good beating and kicked him out. This was Brandt, spying on the staff and looking for an opportunity to replace one of them.

Stablehands/Groundskeepers: These men have grown paranoid of late. They are aware of the missing servants, and see them as part of a larger pattern of strange events. They can tell the Characters about 'Rainer,' whom they describe as previously a good, Sigmar-fearing fellow, stabbing his friend Talbot to death. They note that Rainer disappeared into the night. One of the servants spotted him heading for the gate, but none of the guards there saw him, and a search of the grounds failed to find any trace of him. The Watch was alerted, but nobody has seen him since that night.

PART 1

DEAD RINGER

House Karstadt guards open the gates to the Characters when they arrive. The guards glare suspiciously at them as they pass through, but Jurgen has told them to expect visitors. Jurgen appears as they reach the front of the manor, and quickly escorts them to a side entrance in the west wing. Characters may notice that he seems nervous — this is because Lucius has not told his mother that he is having guests over, and forbade Jurgen from informing any of the senior staff. Jurgen assumes his young master is worried about invoking his mother's displeasure, should she discover he is inviting riff-raff into her home, but he knows it's only a matter of time before Dietgar or Brunhilde find out.



The west wing is dark, and the Characters' footsteps echo hollowly as Jurgen leads them upstairs. The unadorned walls, lack of light and locked rooms make the place seem more like a prison than a stately manor.

Lucius awaits them in the salon, which Jurgen tidied up a little. A long padded bench and some chairs have been drafted from other rooms, and now rest around a table that has seen better days. Lucius jumps to his feet as they come in, vigorously shaking the men's hands and bowing to kiss the ladies' hands, and bidding them enter and sit. Once the Characters are comfortable, he explains that he sees himself as something of an aspiring poet, but lacks the life experience necessary to write truly evocative verse. He is hoping that the Characters can give him an insight into the gritty realities of life in the Empire. In exchange, he will provide them with room and board in the west wing for the duration of their stay. He will also pay them each 8 shillings a day (beating him in a **Haggle** Test will boost this to 9).

Characters may pick up on Lucius's nervousness (**Opposed Intuition** versus **Cool**), but they don't know him well enough to parse what's worrying him. He really does want to hear of their escapades; he's just not telling them the whole truth. Lucius doesn't know what, if anything, is happening at the manor, or if his mother really is responsible. The presence of a couple of armed and capable outsiders on his payroll gives him some comfort.

If the Characters agree to his offer, Lucius will give an audible sigh of relief, and send Jurgen to inform Brunhilde that they will have guests for dinner. Lucius will immediately pull out a satchel full of parchment, quills and an inkpot, and begin pestering them about their travels, but the Characters are free to make themselves comfortable in the guest wing while he works.

AN ABSOLUTE REPLICA

Jurgen returns just as the Characters are finished settling in. He is accompanied by Dietgar and two maids bringing some food and ale for the guests. Dietgar, the head butler, is polite, asking the Characters if there's anything he can have the staff do to make them more comfortable, but it's apparent he's unhappy about their presence. Lucius is nervously jovial, thanking Dietgar for coming by, but assuring him that Jurgen can handle any of the Characters' requests.

Once Dietgar leaves, Lucius will wave away any questions the Characters might have and get back to asking them questions, this time as they eat.

If someone gets Jurgen alone, he'll admit that Lucius has not told his mother about them staying, and Jurgen isn't sure how she'll take it.

FAMILIAR GROUND

Lucius, seeming more nervous and twitchy than ever, declares that he has enough notes for now and heads to the library. He suggests the Characters explore the manor and the grounds. The Characters are free to do as they wish for a few hours.

Though the manor is short-staffed, there are enough servants in attendance that Characters trying anything untoward are likely to be noticed. They can have more privacy out on the grounds, though they might spot the odd guard or stablehand eyeing them suspiciously. If they talk to any of the staff, they will find them nervous, but willing to chat with the guests. An **Average (+20) Intuition** Test will reveal that there is more to their demeanor than just a distrust of outsiders. The staff seem unusually stressed and perhaps a bit paranoid.

After they have spent some time getting to know the estate, have the Characters make an **Opposed Perception** Test against Josef Specht's **Stealth**. If they succeed, they notice him watching them from afar. Realising that he has been spotted, he gives them a smile and waves, before withdrawing. Josef heard about their arrival and was vaguely curious, but the Characters may find him a little creepy.



As the evening approaches, the Characters are approached by 'Brunhilde,' who greets them warmly, squeezing their cheeks and giving them hugs in an overly familiar manner, constantly chuckling to herself. She informs them that they have been invited to dine with Frau Karstadt-Stampf and Lucius, and that dinner will be served in the main hall in an hour.



SPITTING IMAGE

The servants finish setting the dining table as the Characters arrive. Lucius quickly joins them. Hellin Karstadt-Stampf arrives once everyone else is seated, with Dietgar in tow. She welcomes the Characters to her home and makes pleasant chit-chat, but remains distant. The meal is likely much better fare than the Characters are used to. Dietgar serves the wine, and makes sure that their glasses are always topped up. Anyone who doesn't specifically say they are being careful not to drink too much must make an **Average (+20) Consume Alcohol** Test (WFRP, page 121).

Any Character who wants to make an impression on Hellin can attempt a **Charm** (or other appropriate Skill) Test. If they are successful, reduce the difficulty of any future social Tests with her by one step. However, Dietgar disapproves of what he sees as a blatant attempt to ingratiate themselves with his mistress, so increase the difficulty of future social Tests to influence him.

About half-way through the meal, Brunhilde makes an appearance. She hovers around the table, encouraging everyone to eat up, making occasional jokes about waistlines, drunkenness, and the digestive benefits of beans. Anyone looking to Hellin can make an **Intuition** Test opposed by her **Cool** to notice that she seems surprised, even annoyed, by Brunhilde's behaviour. While Brunhilde is normally jolly and congenial with the household staff and family, she would never be so overly familiar with strangers or guests.



As the meal is ending, Josef approaches Hellin and whispers something in her ear. She looks concerned, and bids everyone good night. There is nothing suspicious happening here — one of Hellin's trading partners is concerned about the current upheaval in Ubersreik, and is considering doing business with someone else — but paranoid players may suspect something more is going on. Before he leaves, Josef smiles and waves at the Characters.

Lucius joins the Characters after dinner. He seems relieved — he was worried that his mother was going to throw them out — and has perhaps had a little too much to drink. He has Jurgen bring some more wine. He spends the next few hours talking with the Characters about their adventures, before Jurgen eventually takes him to his room.

MISTAKEN IDENTITY

After Lucius leaves, the Characters are left to their own devices. They may retire for the night (note whether they set any kind of watch — **Endurance** Tests may be appropriate, especially for anyone who was drinking, with failure resulting in the Character either falling asleep or suffering a *Fatigued* condition).

Anyone who decides to wander the halls at night will find the manor dark and mostly empty. There is very little light, as no lanterns are lit. Hellin works in her study until midnight, while Dietgar waits just outside her door. Josef works in his study until 1:00 a.m. Brundhilde/Brandt wanders the halls with a candle, and pops into the West Wing at midnight. She/it asks anyone still awake if they want anything (if the Characters ask for anything, they won't get it — this will be the last time they see 'Brunhilde').

At about 1:00 a.m., Josef, confident that the household is asleep, goes to the attic to worship at his shrine. Brandt sees its chance, and follows.

As the shrine is directly above the West Wing, any conscious Characters can make a **Difficult (-10) Perception** Test opposed by Josef's **Stealth**. If successful, the Character hears some muffled creaks from above.

Brunhilde/Brandt comes upon Josef as he is abasing himself before the altar. Caught by surprise, Josef catches a glimpse of Brunhilde's face before Brandt rushes back through the crates, knocking one over in its haste. Any conscious Characters hear a loud thud from above (sleeping Characters wake with an **Easy (+40) Perception** Test, but have one *Fatigued* Condition), quickly followed by hurried footsteps and quieter thumps as Josef and Brandt clumsily make their way to the attic entrance.

Curious Characters may follow the sounds from below, moving from the West Wing through into the Great Hall. Just as the Characters reach the entrance to the East Wing, the door opens, revealing Dietgar standing before them. This is actually Brandt, who has changed forms to elude pursuit. 'He' raises an eyebrow, and quietly asks the Characters why they are up and about. If they make any noise, he quickly shushes them, insisting that if they wake Frau Hellin they'll be in serious trouble.

Josef, meanwhile, is just on the other side of the library door. Hearing Dietgar's voice in the hallway, he quickly closes the attic trapdoor and slips back into his office.

Brandt denies hearing anything, insisting it's just the house settling. He absolutely refuses to let anyone into the attic, again threatening the Characters with the direst punishments should they wake Hellin.



Assuming the Characters return to the West Wing, Brandt retreats downstairs, while Josef makes his way to Brunhilde's room. When he finds it empty, he begins to quietly search the rest of the house, to no avail.

PART 2

RISE AND SHINE

Sunrise finds the household in a state of some confusion. Brunhilde would normally oversee the breakfast preparations. When she doesn't appear, the staff are concerned. Characters looking for breakfast find the servants dithering in the kitchen, debating whether to enter Brunhilde's room or not.

If none of the Characters volunteers to check on Brunhilde, Lucius arrives and does so himself. Finding her room empty, he anxiously tells a servant to fetch Dietgar (leaving the bedroom door open). Any Character can examine the room while the staff whisper amongst themselves.

An **Average (+20) Perception** Test reveals the following:

- ☠ **0 SL:** The bed was made and not slept in. There is a small window that a halfling or a very thin elf might be able to slip through, but even that would be a tight squeeze. The small wardrobe holds a single **Fine Quality** dress and cloak, along with a worn bonnet, while a small trunk at the bottom of the bed holds small clothing.
- ☠ **1 SL:** A wooden box, held shut with a small, cheap clasp is underneath the bed. It holds 34/27, and a silver dove pendant (a symbol of Shallya) on a silver chain (worth 20/-). This was a gift from Hellin, and anyone from the manor will recognise it as Brunhilde's.
- ☠ **2 SL:** Hidden under the bed's straw mattress is another dress, this one covered in dried blood. A **Challenging (+0) Heal** or **Average (+20) Lore (Medicine)** or **Track** Test will reveal that it's about a month old. Careful examination of the dress indicates the blood probably flowed from a grievous neck wound. It looks identical to the dress Brunhilde was wearing yesterday.

Just as they finish searching the room, Dietgar arrives, somewhat dishevelled from bed. He takes a quick look around before departing to inform Hellin. A Character making an **Average (+20) Perception** Test spots the 'T' branded on his right hand. Dietgar notices their regard and hastily tucks his sleeve down over it. The next time they see him, he will be wearing his gloves again. An **Easy (+40) Lore (Local)** or **Very Easy (+60) Lore (Law)** Test reveals that such brands are a punishment for theft in some towns throughout the Empire.

HOUSE HUNTING

Hellin arrives and directs the servants to search the house for Brunhilde. She sends Dietgar to instruct the guards and stablehands to search the grounds. Hellin already fears the worst, though she doesn't suspect foul play. Brunhilde was an old woman, and acting oddly of late.

Lucius approaches the Characters before they can speak with Hellin, quietly bidding them follow him. He suggests they take it upon themselves to find Brunhilde, hinting they would be handsomely rewarded for their efforts. He advises against 'bothering' his mother at this time, until they have something to bring to her.

Their options mostly come down to searching the attic, talking with the staff, searching the house, and combing the grounds. Lucius also suggests, somewhat reservedly, that one of the Characters keep an eye on Hellin:

'...well, just because. Y'know, there are odd things afoot, and all that. Wouldn't hurt to keep an eye on the lady of the house, now would it?'

If pressed, he will admit that he thinks she might have had something to do with Brunhilde's disappearance, and tell the Characters about her odd behaviour of late. Whether anyone volunteers to watch her or not, he heads back to the great hall.



Searching the Attic

Anyone searching the attic will easily find the shrine. Josef didn't have time to replace the crates that usually hide the path to the altar. What's more, he and Brandt knocked over a few boxes the night before, leaving the space in disarray. A **Difficult (-10) Track** Test finds that two people struggled to move quickly through the attic.

THE KARSDT ESTATE




KEY	
1	Main Gate
2	West Wing
3	Main Mansion
4	East Wing
5	The Maze
6	Stables
7	Guest/Guard /Servant Houses
8	Tool Shed and Shelter
9	Ubersreik Outer Wall



KEY	
1	Entrance Hall
2	The Manor Hall
3	Sun Room
4	Servants' Quarters
5	Halls
6	Dining Parlor
7	Hallways
8	Stores
9	Servants' Eating Hall
10	Pantry
11	Kitchen
12	Family Bedrooms
13	Common Room
14	Study
15	Office
16	Library





Searching the House

A Character searching the house (or keeping an eye on Hellin) won't find any new physical evidence. However, an observant Character might notice some odd behaviour (Characters watching Hellin make their Tests at -10, as they're focused on her).

Josef slips into Brunhilde's room, where he surreptitiously takes her bonnet. He then makes his way to the West Wing. He ducks into an empty room, where he nicks his thumb with a dagger. He applies some blood to the bonnet, then places it beneath one of the Character's bed.. A Character in the right place might spot him with a **Perception** Test opposed by his **Stealth**.

A Character making an **Intuition** or **Perception** Test notices Dietgar snarling an oath at a footman, before heading out into the grounds. Tell the player that Dietgar left the house a few minutes earlier, on Hellin's orders, and suggest he must have snuck back in, unnoticed. This is, of course, Brandt, who is growing irate. It has been moving through the house all night, avoiding Josef and the other staff, and shifting from one form to another to avoid being caught. If a Character follows him, 'Dietgar' is out of sight by the time they get outside, but a passing stablehand (actually Brandt again) tells them that he saw the butler heading towards the hedge maze.

Hellin paces back and forth across the great hall, anxiously awaiting news, until she notices Lucius skulking in a corner. She angrily tells him to do something useful, then orders him out onto the grounds to help with the search. Lucius reluctantly departs.

Searching the grounds

Dietgar quickly organises the stablehands and the guards into search parties. If a Character offers to help, he directs them to the hedge maze. They may find Etti's remains, but otherwise will stumble around aimlessly until the final Act.

Any Character who decides to search elsewhere may find Brandt's old campsite, or overhear some stablehands muttering, 'It's like Rainer all over again.'

PART 3

I SUPPOSE YOU'RE WONDERING WHY I GATHERED YOU HERE TODAY...

Once the Characters have looked around, a servant summons them back to the great hall. Hellin is waiting for them, along with Josef, Dietgar, Jorgen, and two guards. Hellin asks them to detail anything they've found, but does not react to anything they present to her. Instead she turns to Josef, who strides toward the Characters, holding forth a blood-stained bonnet.

'Perhaps you can explain how this came to be in your rooms? One of the maids found it. Now, tell us the truth! What have you done with Brunhilde, and why are you really here?'

The two guards step menacingly forward, hands at their swords.

If the Characters were particularly careful about keeping Josef out of their rooms, he lies and says he found the bonnet there himself, even if he never entered the west wing.

The Characters have to convince Hellin they had nothing to do with Brunhilde's disappearance, and are being set up. Josef tries to pick holes in their story, and Hellin acts as judge. You can decide the outcome based on your impression of the Characters' performances, or you can assign points based on the below arguments, then consult the Results box below:

- If the Characters searched Brunhilde's room earlier, they will recognise the bonnet. If they point out that it was there this morning, Dietgar frowns. He admits that he thinks he may have seen it too, but he isn't sure. A Character making a **Charm** Test can remind Dietgar exactly where it was and jog his memory. If they are successful, add one point.





☠ The shrine in the attic suggests that something untoward was happening in the manor prior to their arrival. Josef implies the shrine in the attic was their creation — that they planted the evidence there when they were ‘searching’ for Brunhilde. Why else would they have volunteered to look in such an unlikely location? Dietgar scoffs when they claim that they heard a disturbance there last night. If the Characters turn to Dietgar for support, he looks surprised, and denies speaking with them the previous night (as of course that was Brandt). A Character who succeeds on an **Intuition** Test opposed by Josef’s **Cool** notes that he seems slightly surprised, but pleased, by Dietgar’s denial. He realised at the last second that Dietgar could corroborate the Characters’ story about hearing noises in the attic, and was sure it would harm his chances of ruining the Characters’ reputations. He doesn’t know why Dietgar is now lying, but uses it against the Characters, accusing them of trying to draw the butler into their nefarious scheme. Deduct one point.

☠ A Character bringing up Dietgar’s brand on his hand in an effort to throw suspicion onto him gets a frosty reception from Hellin, who is quite aware of her butler’s past. Deduct one point.

☠ Characters can point out that Lucius came to them, not the other way around. Jurgen will back them up on this, but Lucius is nowhere to be found. A successful **Charm** Test goes some way to convincing Hellin of this, but she will need Lucius to confirm it. Add one point.

☠ If they have learned of any of the previous odd incidents in the manor — the deaths, accidents, and disappearances caused by Brandt — they can present them as evidence that something untoward has been afoot long before their arrival. Hellin has been largely unaware of these incidents, but Dietgar and Jurgen can confirm them. A **Charm** Test convinces her there’s something going on at the manor. Reduce the difficulty of the **Charm** Test by one level for each additional victim of Brandt’s attacks the Characters have identified. If they are successful, add one point, or two if they succeed by 3 SLs or more.

☠ If the Characters have found the severed arm in the hedge maze, it goes a long way towards convincing her. Add two points.

Give or deduct points for any other arguments the Characters think of as appropriate. Add another point for good or entertaining roleplaying. If any of the Characters is Gold Status, add another point. If all of the Characters are Brass Status, deduct one point.

RESULTS

Less than 0 — Hellin is convinced that the Characters are rogues intent on mischief. She declares that they must surrender their weapons, and will be confined to the west wing until she decides what to do with them.

0 — Hellin is not sure what to do with them. She orders them to stay in the west wing until Brunhilde’s fate can be ascertained.

1–2 — Hellin is convinced that something untoward is happening at the manor, but doesn’t trust the Characters. They are free to move about the estate as they wish, but are not to leave the grounds without her permission.

3 or above — Hellin believes the Characters, and instructs them to root out whatever evil plagues her house.

If at any point the Characters decide to fight their way out, the guards attack. Josef and Dietgar protect Hellin, but won’t attack the Characters unless they threaten her. Two more guards arrive after the first Round. If the Characters escape, they will need to make their way out of the estate, avoiding or fighting other guards as necessary. They will soon find Ubersreik a very uncomfortable place for them, as wanted posters go up across the city within a day.

DOUBLE VISION

If the Characters end up locked in the west wing (with or without their weapons), Lucius will find them and sneak them out of the house. He has news — he spotted Brunhilde and Dietgar going to the hedge maze, and bids the Characters follow to clear their names (see below). They must be careful, however, as the escaped Characters are quickly reported to the guard if they are spotted.

If the Characters aren’t locked up, they are free to search for more clues. Josef shadows them (Opposed **Stealth** vs **Perception** Test), hoping for another opportunity to discredit them. Dietgar heads back out onto the grounds, to rejoin the search for Brunhilde. Hellin retires to her study, accompanied by two of her guards, who remain outside her door.

Brandt, meanwhile, has lost all patience, and decides to make its move. Hiding near the entrance to the hedge maze, it waits until it spots Dietgar coming out of the manor. It then reassumes Brunhilde’s form and waves at Dietgar, frantically beckoning him closer. It signals for him to be silent and looks around nervously, mimicking fear and panic, then dashes into the maze.



If any of the Characters were following Dietgar, they may notice this with an **Average (+20) Perception** Test. If they fail, they're at the wrong angle to see 'Brunhilde', and just see Dietgar suddenly start in surprise, before sprinting towards the maze. If none of the Characters are in the vicinity, Lucius comes running to them. He was 'searching for Brunhilde' (actually just moping about) and saw the whole thing.

By the time the Characters enter the maze, Brandt has lured Dietgar to the centre and begins its attack. However, the wily old butler proves tougher than expected, and fends off the Doppelgänger's first strike. The Characters hear grunts and muffled oaths through the overgrown brambles, leading them deeper into the maze.

Finding Dietgar and Brandt requires 3SLs on an extended **Navigation** or **Track** Test. If any of the Characters has been in the maze before (for example, while looking for Brunhilde), these Tests are at **Average (+20)** difficulty. Decrease the difficulty by one step if any of the Characters has a light source, such as a lantern or a torch (the overgrown hedges block much of the light) or has the *Night Vision* Talent.

Offer the players the option to split up to try alternate routes — they can cover more ground that way. This will allow each group to make separate **Navigate** or **Track** Tests.

If the Characters take more than three rounds to reach the heart of the maze, Brandt will kill Dietgar and take his form, then try to slip past the Characters (**Opposed Stealth vs Perception** Test) and make its way back to the manor. The Characters will find Dietgar's body, lying before the statue of Shallya.

If the Characters make it in time, they find Dietgar facing off against... Dietgar. Both immediately call on them for help, claiming to be the real butler and declaring the other to be some kind of monstrosity. None of the Characters know Dietgar well enough to tell them apart. They may try to draw upon a past conversation with Dietgar to identify the real one, but this has drawbacks. If the conversation was with the real Dietgar, Brandt protests, insisting that it must have been the imposter they were talking to. If the conversation was actually with Brandt (for example, their encounter the night before), Dietgar looks confused and protests that it never happened. If the Characters don't attack him immediately, he realises what happened after a Round and likewise points out they must have been talking to Brandt.

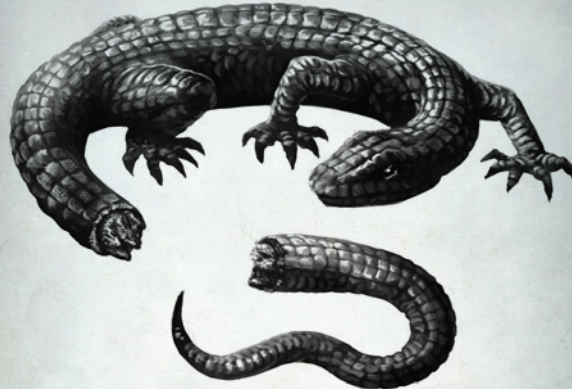
If a Character saw the brand on Dietgar's hand, they may think to ask the butlers to remove their gloves. Dietgar holds up his scarred hand. While Brandt has had a good look at Dietgar, it has not observed the butler for any length of time without his gloves and thus has not copied the scar.

If one of the Characters is holding a lantern or a torch, they can make an **Intuition** Test (**Hard (-20)** for a lantern, **Challenging (+0)** for a torch) after a few minutes of conversation to notice that one of the 'Dietgars' seems nervous of the light. His eyes are constantly darting to it, and he flinches away any time it comes a little closer. This is because Brandt has an instinctive fear of fire. Threatening it with the flame will cause it to recoil in terror, its face writhing as it loses control of its shapeshifting for a moment.

Of course, callous Characters may just kill both of them.

If they identify the real Dietgar, Brandt curses and leaps for the statue of Shallya. It is a **Very Easy (+60) Climb** Test to reach the top, and Brandt then leaps over the nearest hedge.

SHEDDING ITS TAIL



A Doppelgänger's clothing, in most cases, are simply warped elements of the creature's flesh. Occasionally they will take the clothing of their victim should undressing be a required part of their impersonation, but as this would make it harder for them to quickly take the form of another, it is generally avoided. Brandt is a particularly skilled and experienced example of its kind, and has perfected the art of selectively shedding some of its 'skin' when required. If pressured to remove an item of clothing, such as a glove, Brandt may do so at the cost of one wound. Large items, such as a shirt, would require the loss of two wounds, while a piece of armour would require three. These items retain their shape, but will begin to rot and decompose after just an hour unless preserved in some way. Brandt will only do this when absolutely essential. A Character who makes a successful **opposed Perception/Cool** Test will notice the creature wince as the item of clothing is gingerly peeled off.



HEDGING YOUR BETS

The Characters can try to chase Brandt down. The starting Distance is 6 (WFRP, page 163). A Character who imitates Brandt's feat of athletics and goes over the hedge can reduce the Distance by 4 in one Round. Any Character fumbling their pursuit roll takes a wrong turn and gets lost in the maze, and will have to make a **Perception** or **Navigate** Test in order to rejoin the chase. Don't forget to reduce the difficulty of all **Stealth** Tests in the maze.

If Brandt scores the highest SL on any Round, it tries to lose the Characters by suddenly changing direction and backtracking. Make an **Opposed Stealth vs Perception** Test. Any Characters who lose the Test are fooled and take a wrong turn; they will need to make a **Perception** or **Navigate** Test to resume the chase. If at any time it increases the Distance to 10, it escapes.

If the Characters close the Distance to 1 or less, they suddenly come across Lucius, sprawled on the ground. He gasps, and waves them on, declaring, *'He went that way.'* At this point the Characters will probably assume that this is the Doppelgänger, but it really is Lucius, who plucked up his courage and followed them into the maze.

He shrieks in confused terror if attacked, and collapses to the ground, begging to be spared.

Unfortunately, he doesn't have any secret scars or tattoos he could use to prove himself, but if asked, he can recite the Characters' own stories from the previous day.

While the Characters are distracted by Lucius, Brandt strikes. If any of the Characters have gotten lost or otherwise separated during the chase, it attacks them first. It strikes from hiding (Opposed **Stealth** versus **Perception** Tests), hoping to gain surprise and then fade away (attacking in the Surprise Round, then disengaging the next round and hiding again). It takes the form of residents of the manor — first Brunhilde, then alternating between Hellin, Josef, Dietgar, and any other servants or guards the Characters may have encountered. Eventually it takes on the Characters' forms, but it hasn't observed them very long, so its imitations of them are crude and misshapen.

If Brandt manages to escape the maze, it makes its way to the manor, and to Hellin. Taking Dietgar's form, it tells her guards that the Characters plan to kill her, before entering her study and locking the door behind it. Brandt then tries to kill her and take her place. The Characters will have to move quickly to stop it.

Once reduced to 0 Wounds, Brandt reverts to its natural, hideous form. Its skin seems to peel back, revealing muscles, organs and bones. It begs for its life in a high-pitched, squealing voice. If the Characters spare it, it limps off into the night.

COPY AND PASTE

Once Brandt is defeated, the Characters can explain what happened to Hellin and the other residents.

HELLIN

The knowledge that a shapeshifting monstrosity infiltrated her home horrifies Hellin, and she is very grateful for the Characters' efforts. If Dietgar and Lucius survive the confrontation in the maze, she rewards the Characters with 20 GC for their heroism. If either was killed, she only gives them 5 GC. She is impressed with them either way, and may have work for them in the future. The current turmoil in Ubersreik presents both a threat and opportunity for her family, and she may need resourceful (and disposable) agents like the Characters.

JOSEF

The purser apologises for his accusations against the Characters. Clearly the doppelgänger tried to frame them for its crimes! And undoubtedly the shrine in the attic was its doing. He declares that he will see to the disposal of all aspects of the shrine immediately. To that end, he asks the Characters if they took anything from it. His only real interest is the Nameless Blade. If the Characters leave with it, they may encounter Josef again, as he tries to make them his next offering to Khaine...

Otherwise, Josef is content to leave them be. However, they may hear tell of a mysterious assassin who always takes one thumb from his victims.





LUCIUS

Lucius is thrilled. This whole experience has provided him with ample fodder for his art! He pays the Characters the agreed sum, with an additional GC each for good measure. A year from now, the Characters may hear of a popular new play, *The Manor House Murders*, in which a dashing young poet and his bumbling sidekicks investigate a series of disappearances in an old manor.

DIETGAR

Dietgar thanks the Characters for saving his life. He has little wealth with which to reward them, but should they ever need a favour, he would be happy to do what he can for them. He also tells them, if they're ever in Bögenhafen, to visit his cousin, Franz, who runs the *Crossed Pikes* tavern.

EXPERIENCE POINTS REWARDS

As well as the usual awards for good roleplaying and bright ideas, XP should be awarded as follows:

- ☉ 50–75 points each for a good time roleplaying
- ☉ 50 points each for defeating Brandt, or...
- ☉ 50 points each for helping Brandt take Hellin's place
- ☉ 25 points each for saving Dietgar
- ☉ 20 points each for making a good impression on Hellin
- ☉ 15 points each for destroying the shine
- ☉ 10 points each for discovering the remains of Etti

THE BUTLER DID IT!

Double Trouble is essentially a whodunit, and like all such stories it is vulnerable to particularly clever or intuitive players fingering the guilty party early on. Should one of your players do this — by making a very public accusation against Brandt while he is impersonating someone, for example — there are a few ways you can handle the situation. If the accusation is completely unfounded, remember that most NPCs will come to the defence of a long trusted member of the household, even if they have been acting strangely of late. Should the Player make a convincing case against Brandt, then simply move up the timetable. Brandt escapes out a window with preternatural agility, and a version of the events from **Double Vision** play out. Brandt may ultimately end up impersonating another NPC, or perhaps several of them. Feel free to play up the paranoia of this situation, with the estate on lockdown until the Doppelgänger is found. And if all else fails, who is to say that Brandt was working alone?

THE BIG PICTURE

The Karstadt-Stampfs are highly influential people in Ubersreik, and not just because of their wealth. The fact that they willingly abandoned their nobility grants the family a degree of prestige in certain quarters, and it is almost certain that they will play a role in the ultimate fate of Ubersreik. If you wish to have your characters wield some influence of their own, a relationship with the Karstadt-Stampfs will be useful indeed. While you do not need to keep any particular member of the family alive, should Hellin and Lucius both perish, the family will undoubtedly be weakened. Though one of her sons is likely to take over the family estate, the reputational loss alone will harm the family's influence.

Should Brandt succeed in his plan to replace and impersonate Hellin Karstadt-Stampf, things will play out very differently indeed. The creature seeks a comfortable life, and wielding the family's influence to alter Ubersreik's tenuous political circumstances will be far too much work and risk for the Doppelgänger's liking. Of course, if the Characters actually assisted Brandt in taking over the family estate, perhaps by silencing Lucius's concerns early in the adventure, or by striking a deal with the creature, who is to say what favours the Doppelgänger might do for them in the future?

THE KARSDT ESTATE



Attic



First Floor



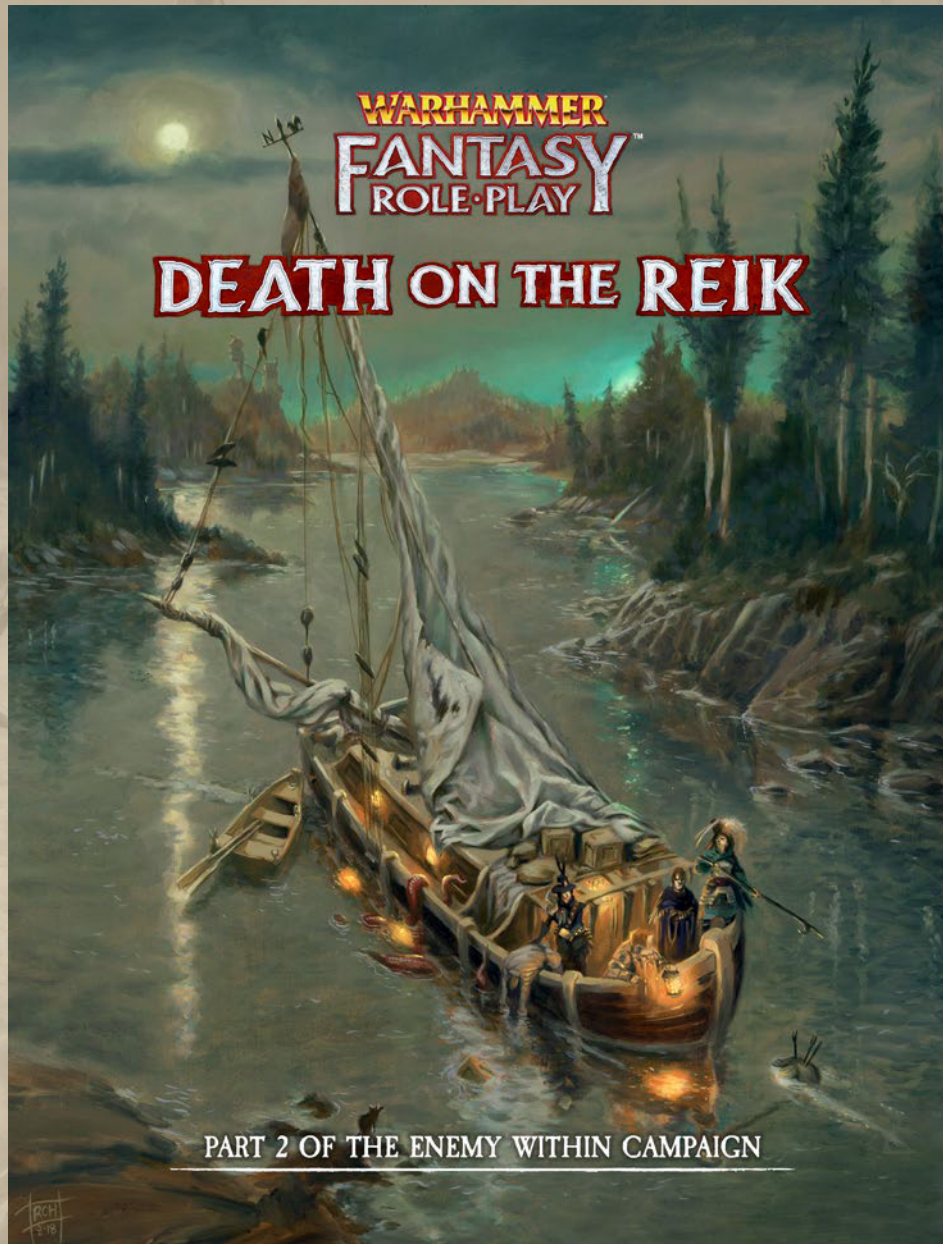
Ground Floor



Gardens



LET THE EPIC ADVENTURE CONTINUE WITH...

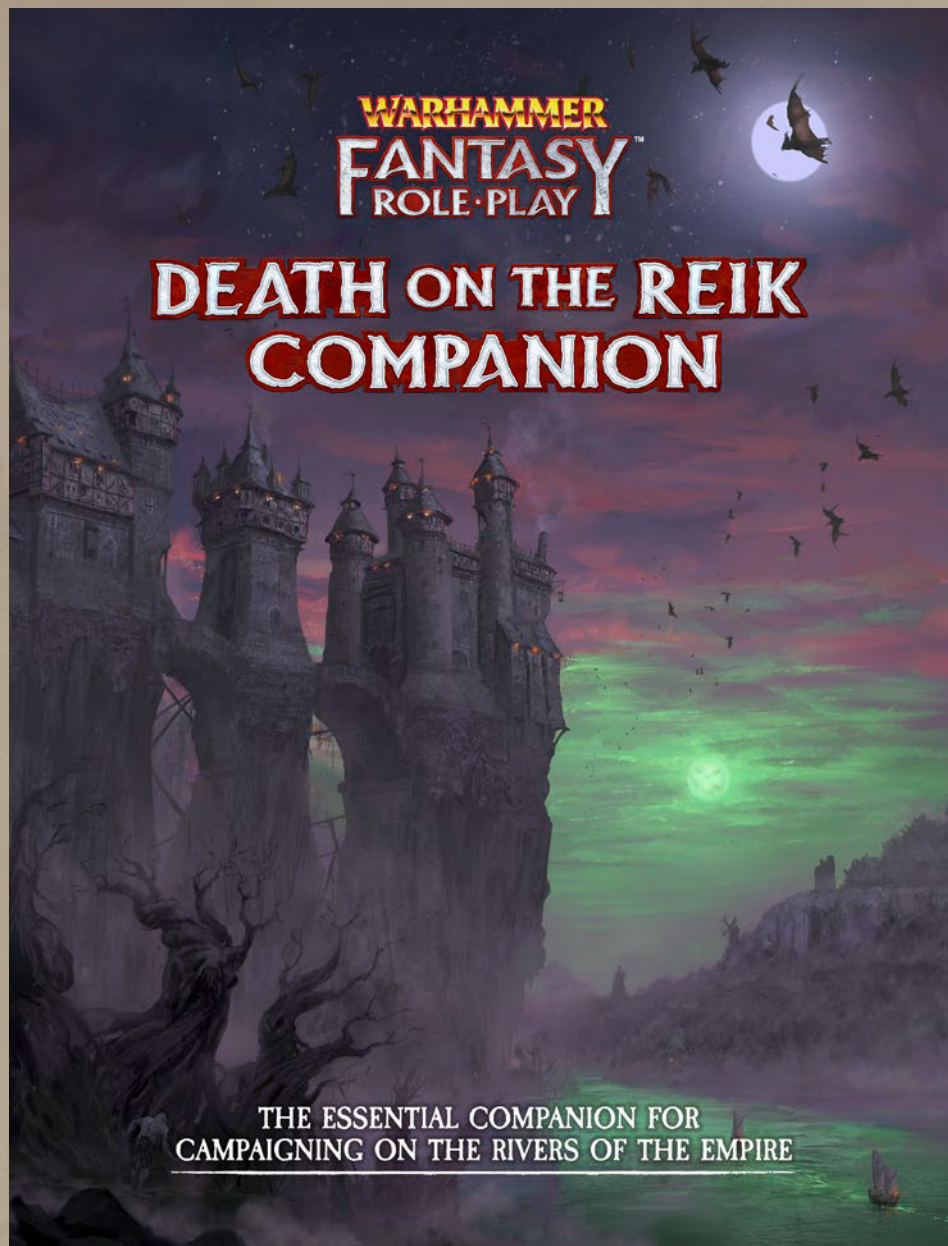


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