

WARHAMMER
FANTASY
ROLE-PLAY I

UBERSREIK ADVENTURES



◆ GREY MOUNTAIN GOLD ◆

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THE HARATAKEN HOLD JOB

♦ INTRODUCTION ♦



The Harataken Hold Job is a short adventure suitable for Characters with some experience under their belt, and who are perhaps on their second career. The scenario is set in Ubersreik, and will take the Characters to a number of locations in the town. If you are setting the adventure elsewhere, change the place and Character names as appropriate.

GETTING STARTED

Before playing this adventure, read it through from start to finish at least once. It may also prove useful to read through **A Guide to Ubersreik** from the **WFRP Starter Set** as it provides additional information about the town where the action takes place. In particular, you may want to read up on the Harataken Hold in Dawihafen, as the Harataki Clan and their history feature heavily in this adventure.

ADVENTURE SUMMARY

Friedrich Müller asks the Characters to join him on an expedition to the lost Hold of Karak Branar. Friedrich is guildmaster Marta Müller's trust-worthy nephew. The 21 year old is popular in the town, and known for his enthusiasm and his naivety. He has dreams of becoming an entrepreneur — but has not had much luck so far.

When he hears that a pair of adventurers, Dieter Werner and Begrin Belbaksson, recently returned from a failed expedition to the Hold, Friedrich is intrigued. The adventurers are looking for partners to fund a better-equipped team with an aim of returning to Grey Mountains quickly. Begrin, a Dwarf miner, has a map showing a route through the mountains, and how to open the hidden entrance to a treasure vault. Dieter is a Human physician with exceptional stories of their adventure.

In truth, Dieter and Begrin are con-artists, and Friedrich is their mark. They're not happy about Friedrich bringing in the Characters, but decide to go ahead with their plan anyway.

Unfortunately for them (and for the Characters), Clan Harataki soon learns about this map to their lost Hold. They are none too happy about it falling into the hands of outsiders — some of them are so incensed that they form a mob and go looking for the Characters.

The Characters will have to dodge angry Dwarfs, while dealing with the con-artists' unfolding scheme. If they're smart, they'll end up winning Clan Harataki's gratitude for preserving their honour, and Marta Müller's thanks for saving her nephew from an embarrassing and costly scam. If they're not smart, they may be short some coin, and find their names entered into the Harataki *Book of Grudges*.

THE GRIFTERS

Dieter Werner, Begrin Belbaksson and Johanna Bartoli have been working together successfully for a few years now. They've found that they work well together, as their skills complement each other: Hartmut is the front man, Johanna provides the muscle, and Begrin is adept at getting in and out of places he isn't supposed to be. For this con, however, Begrin is working as Dieter's shill, helping him to trick the mark, while Johana is working behind the scenes providing an intimidating force when it's needed.

Able-bodied folk of Adventurous Spirit!

REPORT TO FRIEDRICH MÜLLER AT
THE EXPLODING PIG

FOR A ONCE IN A LIFETIME OPPORTUNITY
GOLD! FAME! GOLD!

Don't delay!!!



JOHANNA BARTOLI - RACKETEER

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	45	30	40	40	30	30	30	30	30	30	19

Traits: Armour (1), Weapon +9

Skills: Intimidate 50, Language (Tilean) 35, Melee (Basic 60, Brawling 55), Stealth (Urban) 40



BEGRIN BELBAKSSON OF CLAN HARATAKI - THIEF

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	45	30	30	40	40	30	30	30	55	25	16

Traits: Ranged +9 (60), Weapon +7

Skills: Athletics 40, Climb 40, Dodge 40, Stealth (Urban) 40

Johanna Bartoli

A strong, short, stocky woman in her early 30s, anyone with a bit of sense can tell instantly that Johanna is not to be messed with. She keeps her blonde hair cropped short above a scarred face with an oft-broken nose.

Johanna was born in Altdorf, but her father was a Tilean sailor. Johanna was raised by her mother, and her early life was hard. She learned that you have to make your own way in the world, especially after her mother kicked her out to fend for herself when she just turned ten. After travelling the length and breadth of the Empire, only staying in cities and towns, and working as a street thug. (Open spaces give her palpitations.) She started working with Dieter and Begrin two years ago — after she overheard one of their scams and tried to blackmail them. When Dieter offered to give her a cut, she knew she was onto something. She knows that they aren't trustworthy people, but so far the arrangement has paid off, and is far less dangerous than life as a street-thug.

The con is a pretty simple one. The grifters researched their mark well — Friedrich is greedy and foolish, and convinced the world owes him a fortune. They plan to first have him spend some coin on expedition supplies, to get him invested. Then, a mysterious gang of Tileans (actually just Johanna) will shadow them. Just as they are preparing to depart, the 'Tileans' will steal the map, but then offer to ransom it back. The ransom will be a fraction of the gold waiting in the vault, of course... If everything goes according to plan, Friedrich will be left with a worthless map, while the grifters will be halfway to Altdorf before he realises he has been swindled.

Begrin Belbaksson of Clan Haratak

Begrin's long, black beard is flecked with grey. His face is in a perpetual frown, and he doesn't talk much, letting Dieter speak for him. Attempts to engage him in conversation mostly just garner a few muttered curses in Khazalid. Dieter may divulge that Begrin was a miner who worked in the Grey Mountains most of his life. He might also let slip that Begrin spent years paying off his father's gambling debts.

None of which is true, of course. Begrin grew up on the streets of Nuln. Ubersreik is the closest he's ever come to the Grey Mountains. Nor is he a member of Clan Harataki. He's actually fairly sociable (for a Dwarf), but knows he's better off leaving the talking to Dieter. Before he met Dieter, Begrin was desperately trying to scrounge a living as an unsuccessful thief. He's therefore far more loyal to Dieter than Dieter deserves. Dieter hasn't realised, however, just how averse to violence Begrin is. While he will fight in self-defence, he has never killed anyone, and is highly unlikely to ever attack someone with the intent of harming them.



Dieter Werner

The mastermind of the con is Dieter Werner, a practised charlatan whose livelihood depends on the success of his grifts. He designs and directs the con jobs the grifters undertake, but whilst he is a clever criminal he is down on his luck. Now the group need to pull off an operation or face penury.

Dieter's tangled mess of white wispy hair, thin frame and pronounced beer-belly could belong to a prematurely aged 40-year-old or a still-spry man of 60. He has a weak chin, stooped gait and sad eyes, but is quick to smile and will try to get along with everyone, acting as a peacemaker when Begrin rubs people the wrong way. Should anyone ask him about his past, he'll mutter something about once being a physician in Middenheim, and complain about not being able to set up a practice in Ubersreik because of the intransigence of the local Physicians' Guild.

When not playing the role of a doddering doctor, Dieter is a tall, thin, bald man in his late 40s. The beer-belly and hair disappear back into his Disguise Kit when not in use, and his gait and posture change completely. He has found the identity of the down-at-heel physician to be a useful one over the years, and it is a role he is very comfortable in. He even paid a barber surgeon to teach him some medical skills (mostly just stitching wounds) to help him maintain the act.

Dieter considers himself better than the fools who fall for his schemes, but ironically he is victim to the same stubborn perseverance and overconfidence that he looks for in his targets. Rather than pull out when Friedrich hired the adventurers, Dieter insisted on going ahead with the plan, with only minor adjustments. He has invested too much time and effort into this scam to give up now.

Dieter wears false teeth to help alter his appearance. When portraying Dieter the GM should speak as if their mouth is too full, and have a slightly nasal whine to their voice.

DIETER WERNER – CON-ARTIST

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	25	25	30	30	40	30	35	35	35	45	12

Traits: Weapon +5

Skills: Charm 60, Dodge 40, Entertain (Acting) 55, Heal 37, Sleight of Hand 45

Talents: Cat-tongued, Dealmaker, Read/Write

Trappings: 2 sets of Poor Quality Clothing, Disguise Kit, Lock Picks, Deck of Cards, Purse containing 23 Schillings



THE MARK

Friedrich Müller is a young man who believes fervently in the promise of get-rich-quick schemes. In Friedrich's mind, work is for common people, those lacking the imagination, ambition and courage needed to get ahead. He just knows the right opportunity is out there, waiting for him to take it. So far all his ventures have failed, costing him most of the small fortune he inherited from his father. He has turned his nose up at a number of sensible, low-risk investments that would have give him a steady return, but he is starting to get a little worried. He was on the verge of giving up and turning to his aunt Marta for advice, when he was approached by two adventurers looking for someone to help fund an expedition to the Grey Mountains — exactly the kind of high-risk, high-return investment that Friedrich lives for.

With the last of his funds at stake, however, Friedrich has decided to exercise a little more caution than usual. Rather than leave everything to his new business partners, he decided to take a direct hand in preparing the expedition. His first step has been to bring in some hired hands — enter the Characters.

Friedrich may have heard of the Characters from a number of sources. If the Characters have made any friends or contacts in Ubersreik, they may recommend them to Friedrich. If they have done anything particularly noteworthy in the town, he may simply know them by reputation. If the Characters are new to Ubersreik, they can find one of the notices Friedrich stuck up around town: *'Able-bodied folk of an adventurous spirit, report to Friedrich Müller at The Exploding Pig for a once in a lifetime opportunity! Gold! Fame! Gold! Don't delay!!!'* (Friedrich has been disappointed in the lack of response to his advertisements to date, but he didn't account for the lack of literacy amongst most of the townsfolk. Also, Johanna rips down the notices wherever she finds them.)



The Exploding Pig (see **A Guide to Ubersreik**, page 35) is a large tavern located in the Markplatz District. It is popular with merchants and traders. Unless the Characters are suitably attired, they attract a few curious glances as they enter. If they ask for Friedrich at the bar, a servant is sent to fetch him from the small apartment he is renting down the street. Friedrich arrives a few minutes later, breathlessly greeting the adventurers, and directing them to a booth at the back of the tavern.



Friedrich Mülle

Friedrich approaches everything in life with enthusiasm, no matter how unwarranted, including the Characters. He is a tall, gangly young man with a lot of energy. He looks a little old for his years because of his receding hairline and a chin that looks too big for his face. His father was a successful, if unambitious, dairy merchant, who let his sister Marta deal with the business side of things, while he dealt with the day-to-day work. Such work bores Friedrich to tears, and he is adamant that it's not the life for him. Marta is a hardworking guildmaster, with no family of her own. She is aware of Friedrich's wastrel ways, and is becoming tired of fronting him more money.

Friedrich outlines the job as he understands it. He and two associates are organising a trip into the Grey Mountains to recover a cache of treasure from a lost Dwarf Hold. He's hiring people to help prepare the expedition and travel with them to the vault. Initial pay won't be much (one shilling a day until they leave, five more when they depart), but if the Characters agree to join him and comport themselves usefully he offers them a 40% share in the profits of the expedition.

FRIEDRICH MÜLLER – ENTREPRENEUR EXTRAORDINAIRE

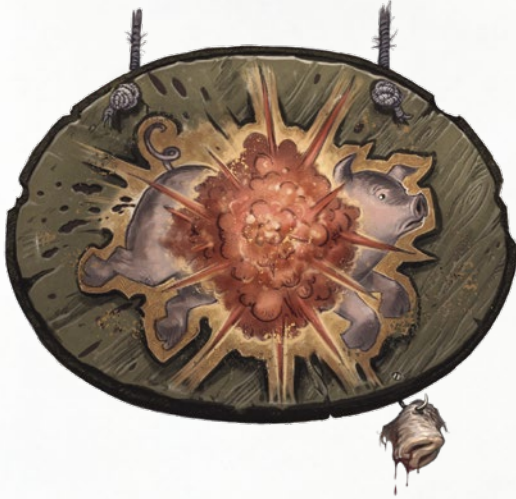
M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	25	25	30	30	38	30	30	25	30	40	12

Traits: Afraid (Hard Work)

Skills: Charm 50



If the Characters press him for more details, he admits he doesn't have them — they'll need to meet with Dieter and Begrin. He offers to introduce the Characters to them this evening, at the *Red Moon Inn*.



As the Characters leave the *Exploding Pig*, they may notice another patron who stands out amongst the tavern's respectable clientele. Johanna has been shadowing Friedrich, and is watching their meeting from the bar. Have the Characters make **Perception** Tests against Johanna's **Stealth (Urban)**. If they succeed, they notice her watching Friedrich.

If the Characters press her, she babbles at them in broken Reikspiel mixed with some Tilean, and pretends to misunderstand anything they say. If one of the Characters speaks Tilean, she frowns, spits on the ground and leaves. Whether she is spotted or not, she reports back to her partners before they meet with Friedrich.

THE RED MOON INN

That evening Friedrich takes the Characters to the *Red Moon Inn*, a rough and tumble establishment down by the docks (see *A Guide to Ubersreik*, page 28). Dieter and Begrin are waiting in the drinking hall. As Friedrich introduces the Characters, Dieter feigns surprise at their presence and Begrin scowls angrily, before grunting and leading the party to a booth at the rear of the hall.

Once the introductions are out of the way, Dieter gently chastises Friedrich for hiring the Characters without discussing it first. Begrin grinds his teeth in the corner, but remains silent. Friedrich looks embarrassed, at which Dieter consoles him and states that they needed to hire qualified assistance anyway, so no harm, no foul. He then explains the background and goal of the expedition.

Begrin's father, Belbak Bornisson, gave him a map to the Lost Hold of Branar, said to date from a previous effort to retake the Hold 100 years ago. Belbak was the only survivor. He fled through a secret tunnel, one that led to a cache of treasure

and then out into the Grey Mountains. He always planned on returning for the rest, and drew up the map with that in mind, but tragically never got the chance to do so (if asked why not, Dieter remarks that 'circumstances did not permit it' while making a less than subtle 'drinking' motion with one hand, while Begrin looks crestfallen).

Begrin organised a previous expedition a year ago, for which Dieter was the Physician. Unfortunately they underestimated the difficulty, in particular the amount of supplies needed. Two of their party were killed by Goblins, and they were forced to turn back. For their next effort, they intend taking more blades (hence the Characters) and better supplies.



If the Characters ask to see the map, Begrin reluctantly produces it (he keeps it tucked under his tunic, next to his chest, at all times). He unrolls it slightly, letting them see a glimpse of the mountains and Khazalid runes, but refuses to let them examine it thoroughly. ('*What kind of wazzock do you take me for? It's MY map! One good look and you lot will be up the mountains taking all the gold for yourselves!*')

Before the Characters can ask any more questions, however, they are suddenly interrupted as an enraged Dwarf slams into the table, screaming obscenities at Begrin in Khazalid. Begrin is genuinely shocked, and can do nothing but gape for a moment. Dieter is equally surprised, but stays in-character, throwing his hands up in terror, and shouting for help.

The intruder is Gagni Gelriksnev, of Clan Harataki. Gagni just happened to be drinking in the next booth with some co-workers (two Human boatmen, Wilhelm and Bram). He overheard Dieter telling them about the map and the hoard, and is now livid. Clan Harataki have been struggling for centuries to retake their lost Hold, funding one failed expedition after another. As a result they tend to be rather prickly about their pride and honour, and Gagni is no exception.



Gragni Gelriksnev – Boatman

Tall for a Dwarf, with skin tanned from working on-deck, and hair just beginning to go grey. Gragni reluctantly took a job as a boat-hand two decades ago, but has grown to love travelling the Empire's rivers.

Generally a quiet Dwarf, Gragni becomes quite talkative once he gets a few drinks into him. His favourite subject is his family's lost Hold, and the many ill-fated efforts to retake it. Part of him knows that Karak Branar will never be retaken, yet he still sends a few coins to Queen Vilda every time he docks in Ubersreik.

Gragni takes a few swings at the nearest adventurer, but his coworkers restrain him after two rounds. Gragni continues to fling insults at Begrin as he is dragged from the inn.

Begrin retreats to his room, clearly shaken. Dieter stays to secure a deal with Friedrich. He uses Gragni's interruption to his advantage, as he realises it adds a sense of legitimacy to their story. He explains that Clan Harataki won't be happy about them going after the family gold, so they should acquire supplies, and leave Ubersreik as soon as possible. If the Characters are amenable, he arranges to meet them the following morning, at Nordwander and Son's, in Dawihafen.

GRAGNI GELRIKSNEV – BOATMAN

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	40	30	40	50	35	25	30	30	50	20	19

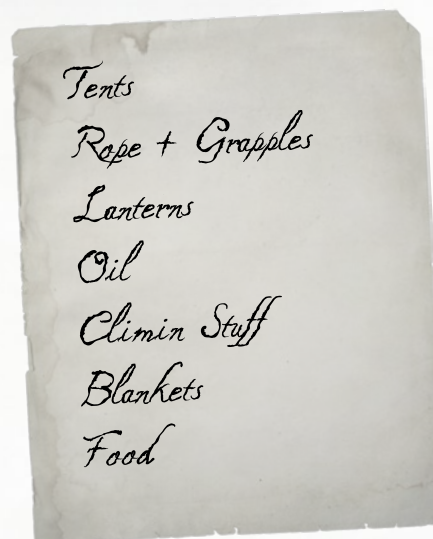
Traits: Weapon (+4, Undamaging)

SHOPPING EXPEDITION

Nordwander and Son's Expeditionary Supplies offers everything one could possibly need for a mountain expedition. It is run by Gudrum Nordwander. Friedrich and Dieter meet the Characters there in the morning. Dieter explains that Begrin decided to remain behind, given the events of the previous evening (completely true — a trip to Dawihafen struck him as very foolish, under the circumstances). Dieter has prepared a list of everything they'll need for the expedition, which Friedrich has agreed to pay for.

This part of the con is supposed to get Friedrich invested in the expedition, so that he'll be less inclined to give up on it later. Dieter's research revealed that Friedrich has a history of throwing good money after bad.

If asked, Dieter happily shows the Characters the list:



Nordwander's is built to a Dwarfen scale, so tall Characters have to stoop. The wide aisles are filled with shelves of camping and mountaineering gear. Dieter asks the Characters to have a look to see if there's anything else they think they should buy, while he and Friedrich haggle with Gudrum.

If the Characters are paying attention to Friedrich and Dieter, they notice that the negotiations with Gudrum have grown surprisingly heated. Gudrum seems to be trying to convince them to buy more goods, which is trying Dieter's patience. Friedrich looks on nervously, but eventually agrees to buy everything Gudrum offers him.

An **Average (+20) Intuition** Test reveals that Gudrum isn't just trying to upsell them. He's genuinely trying to ensure that they have the equipment they'll need in the mountains, and is frustrated by the vagueness of their list (*"Climin Stuff?" Whaddya mean, "Climin Stuff?" Pitons, crampons, belay-locks and rock picks? You got the right boots? And mountain-grade clothes? You want knife-pitons, bongers or hooks? What about ice-screws?"*) Gudrum has no patience for fools, and it is apparent that neither Friedrich nor Dieter knows anything about mountaineering.

Any Character with the **Outdoor Survival** Skill can intervene to mollify Gudrum. Alternatively a **Charm Test** will calm him down. Regardless, Gudrum eventually agrees to sell them everything they ask for and more.

Friedrich purchases a set of warm weather clothing for everyone on the expedition (treat as **Practical and Durable** clothing). He also orders a fairly random selection of climbing tools, lanterns and other bits and pieces. If the Characters manage to get on Gudrum's good side, they can select up to 10 shillings worth of additional camping gear to add to the order, all of which Friedrich will pay for. Gudrum notes everything down, and agrees to have it delivered to Friedrich's apartment that evening.



PITCHFORKS AND PICKAXES

With their order made, Dieter suggests that they return to the *Red Moon Inn* to update Begrin. If anyone asks him about the discussion with Gudrum, Dieter admits that he doesn't really know anything about mountaineering — Begrin was the one who took care of that kind of thing.

As they pass through Dawihafen, Dieter adopts a troubled demeanour, frowning a lot and looking around worriedly. If none of the Characters ask him about it, he eventually pulls one of them aside to have a quiet word.

'Look, this is probably nothing, nothing at all, just my imagination, you know, but, well, I could have sworn I was being followed this morning. It was on my way to Nordwander and Son's, there were two men, and, well, as I said, I think they may have been trailing me. Just to be on the safe side, I employed my admittedly lackluster stealth skills and slipped out of sight. Probably my imagination, of course, but it has me rather concerned...'

Dieter describes the men as two tall, swarthy fellows with greasy looking moustaches — 'Southern types, y'know, Estalians, perhaps, or Tileans.' If the Characters encountered Johanna previously, they may conclude that she is connected (which is exactly what Dieter is hoping for).

Before they can discuss it further, however, they are interrupted yet again.

After their encounter the previous evening, Gragni Gelriksnev went straight to the Harataken Hold (a block of apartments in Dawihafen belonging to the Harataki Clan) and demanded an audience with Queen Vilda, the Clan matriarch. While she had never heard of 'Begrin Belbaksson,' she assumed that he must be from some long-lost branch of the family. He could not be allowed to sully the Clan's honour by helping outsiders steal Clan gold. Messengers were dispatched to round up as many Harataki as could be found, and they're now on their way to 'have a word' with Begrin and his associates. Read or paraphrase the following:

As you leave Dawihafen, you find yourselves walking alongside a group of over two dozen Dwarfs, who take up most of the street. Wielding various large tools — pickaxes, hammers, the odd boat-hook — you take the stern-visaged ensemble to be a work-gang of some kind, until you see the Dwarf leading them. It's the Dwarf who attacked you last night! Just as you spot him, he glances in your direction, before doing a double-take. He stops, raises one trembling hand to point in your direction, and screeches, 'That's them!'

You should make it clear to the Players that they are heavily outnumbered (and that killing a bunch of Dwarfs, even in self-defence, is likely to upset the local authorities). Dieter, Friedrich, and the Characters are trapped against the side of the street, but thankfully there is an alley nearby that they can flee down.

For the purposes of this pursuit, treat the mob as a single entity, with the exception of Gragni.





Dwarf Mob

A roiling mass of facial hair, sharp implements and innumerable grievances.

While dangerous, the mob are poorly led, and aren't entirely sure what to do, so they're mostly looking to engage in a bit of casual violence. If they catch their quarry, they'll beat them senseless, but won't (intentionally) kill them. Characters who are knocked prone are left where they lie, as the mob moves on.

DWARF MOB

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	50	30	40	45	25	20	30	30	50	20	80

Traits: Swarm, Weapon (Improvised Weapons) +6 (Undamaging)

Gragni, familiar with this part of town, knows that there is only one exit from the alley, and moves to cut off their escape.

Use the **Pursuit** rules (see **WFRP**, page 166). The starting Distance is 1. If on any Round Dieter rolls the least SLs of the group, he 'accidentally' barrels into the nearest Character, almost causing them to fall. Dieter gains 1SL and the Character loses 1.

The alley continues for 10 yd, before ending at a 2-yd-high fence. On the left side of the alleyway a staircase climbs the side of the building, leading to a door (the entrance to an apartment above the butcher's shop below). Ask each of the Players if they are running for the fence or climbing the stairs. Dieter and Friedrich both head for the fence.

Climbing the fence is an **Easy (+40) Athletics** Test. Failing to clear the fence will give the mob a free round to close the distance.

Those taking the stairs find that the door is locked. However, the top of the stairs overlooks the yard beyond the fence, allowing Characters to leap past it. It's a 4-yd drop, however. Damage is 1D10 + 12, reduced by 3 for every SL on an **Average (+20) Athletics** Test (see *Falling*, **WFRP**, page 166).

While some of the Dwarfs go up the stairs, they won't jump down into the yard. The rest of the mob hits the fence at speed. Rather than try to climb it, they go through it — the fence shudders as they begin hacking at it with their tools. It holds for one round, giving the Characters a round to increase the distance or take another action.

The yard contains pens for pigs, goats and sheep. The Characters are greeted with a cacophony of snorting and bleating from the startled animals. For their next **Pursuit** roll, Characters can either make their way around the pens (roll **Athletics**) or try to cut through them (**Average (+20) Animal Training**, **Charm Animal** or **Intimidate** Test to clear the beasts out of the way). A quick-witted Character may try to hide (jump in some straw, under a water trough, behind a particularly large and docile pig). If so the mob passes the hiding Character by provided they pass an **Average (+20) Stealth** Test.

There are two exits from the yard. The first is a door leading back into the butcher's. The proprietor, a large, beefy-looking man named Ernst Blutmann, comes to the door to see what is causing all the commotion, meat cleaver in hand. While he looks imposing, Ernst has no interest in a fight, and steps aside if any Characters head for the door (but don't tell the Players that!). Some of the Dwarfs try to follow them, but Ernst steps in again, angrily demanding that someone pay for the destroyed fence (allowing the Characters to escape through his shop).

The other exit is through the gate at the far end. It is latched, but not locked. Beyond is another alley, which turns immediately to the right. As the Characters approach the end of the alley, Gragni appears to block their path. He charges the lead Character and tries to **Grapple** them. If successful, he focuses on holding them (adding *Entangled* Conditions) until the mob arrives.

Any Characters who make it out of the alley find themselves on a main street. Two watchmen stare at them suspiciously for a second, but upon spotting the Dwarf mob, they turn and run. With the open road in front of them, the Characters quickly put some distance between themselves and the Dwarfs before reaching the *Red Moon Inn*.

BACK AT THE INN

Anyone reaching the inn is safe. At the first mention of 'angry Dwarf mob,' the staff and patrons help barricade the doors. The mob mills around outside for a while, shouting curses, but the Watch eventually arrives to chase them off. Everyone breathes a sigh of relief and goes back to their ale.

Once things calm down, Dieter goes in search of Begrin, while Friedrich heads for the inn's outhouse.

Franz Lohner, the owner of the inn, beckons the Characters over. A balding, slightly overweight man with a thick moustache and mutton-chop sideburns, Franz hides a cunning and observant mind behind the image of a humdrum innkeeper.



'Does this 'av anything to do with the girl who came round earlier? Strange one, that 'un. She was asking about your pals, Dieter and the Dwarf, and young Friedrich. Kept asking about that map o' theirs. The thing is, she was putting on this ridiculous Tilean accent the whole time. Might fool some folk, but I've met enough Tileans 'n my time to spot a fake one when I hear it.

Look, I know it's none of my business who you lot hang around with, but mark my words, there's something not quite right with those two. I can't put my finger on it, but there's more to them than meets the eye.'

Johanna's questions were supposed to arouse Franz's suspicions, so that he would warn Dieter (and more importantly, Friedrich). But Dieter underestimated Franz, who is suspicious of his doddering physician facade. If the Characters press him, Franz will give them his honest assessment of the two grifters.

'That Dieter rubs me the wrong way. He may act like a bit of a bumbling barber-surgeon with delusions of competence, but mark my words, he's nobody's fool. That Dwarf friend of his makes out like he's a gruff bastard, but I think it's just an act. But you didn't hear it from me, eh?'

Before the Characters can ask him anything more, Dieter and Begrin come barrelling down the stairs. Franz welcomes them, all smiles, and tells them about Johanna's visit. If the Characters bring up his feelings about Dieter and Begrin, he glares at them and clams up. Dieter looks hurt whilst Begrin rolls his eyes and grumbles under his breath about paranoid innkeepers.

Begrin declares that the *Red Moon Inn* is clearly no longer safe, so they've decided to find alternative lodgings. They've already packed their meagre belongings. They arrange to meet Friedrich the next day at the *Exploding Pig* in order to discuss their next plan of action.

If the Characters insist on accompanying them, they won't object. They cross the river and take up rooms in Rugger's Boarding House (see **A Guide to Ubersreik**, page 29). If anyone offers to stay with them, they will insist that there is no need, but again won't object if someone takes another room at the Boarding House. (Begrin refuses to allow anyone else to share a room with them, accusing them of wanting to steal his map as he sleeps!).

Dieter and Begrin will be extremely cautious at this time. Begrin remains in his room for the rest of the day, but Dieter makes a few excursions to scout the area. If the Characters are openly watching them (either because they are worried about attacks by angry Dwarfs or mysterious Tileans, or because they have begun to smell a rat), Dieter thanks them, whilst noting their movements. If anyone is surreptitiously observing them, Dieter may spot them on his rounds, though he will try to hide the fact that he's noticed them.

AN AUDIENCE WITH THE QUEEN

That evening, the Characters receive an urgent summons from Friedrich, asking them to meet him at the *Exploding Pig*. Once they arrive, they find him standing outside the inn, clearly agitated.

I've received a "summons" from someone calling herself "Queen Vilda of Karak Branar!" She says we need to talk to her about our plans to steal her gold! What do you think we should do?'

Queen Vilda has decided to try to use diplomacy where violence has failed. She has summoned Friedrich and the Characters for an audience, to be held in the *Axe and Hammer* tavern. She chose the *Axe and Hammer* as a neutral location (and because she didn't want the Characters to see the dilapidated condition of Harataken Hold). She has sworn an oath of safe passage, which any Dwarf Character knows should be enough to guarantee their safety.

If the Characters decide not to go, Friedrich reluctantly heads off on his own, and will relay Vilda's message to them later.

The *Axe and Hammer* is a low, Dwarf-built stone building (see **A Guide to Ubersreik**, page 22). It mostly caters to Dwarfs, but Humans and Halflings are usually welcome. Today, however, the Characters receive a frosty reception. The tavern's patrons glare at them as they make their way to the meeting room at the back of the tavern. Word has spread, and now most of Dawihafen knows that they are 'going to rob the lost treasure of the Harataki'.





Vilda sits behind the low stone table that takes up most of the meeting room. Her 'honour guard', two older Dwarfs in rusty suits of chainmail called Brokk and Buzt, stand behind her. Human and Elf Characters are obliged to either sit on uncomfortably low Dwarfen benches, or remain standing. One of the Dwarfs introduces Queen Vilda, who then gets straight to business. Read or paraphrase the following:

'It has come to our attention that one of your party, one of my clansmen, is in possession of a map to Karak Branar. It is our understanding that you plan to use that map to travel to Karak Branar, and to take for yourselves the treasures you find there.' The Dwarfs standing with Vilda tense up, and you're fairly sure you can hear them gnashing their teeth behind their beards, but the Queen's placid expression never changes. 'We are sure, of course, that you are unaware of the provenance of the hoard you seek. It is ours, our family's, our birthright. For generations we have sought to reclaim our Hold, ever since it was taken from us by the foul Grobi, the Greenskins. Were someone else to steal what is rightfully ours, they would forever be our enemies. Their names would be entered into the Harataki Book of Grudges, and would not be struck out until they — or their descendants — had paid for their theft, with their life's blood should it come to it. But, as we said, we are sure this is all just a misunderstanding, and that you never knowingly intended to make yourselves our enemies.'

Vilda hopes to convince Friedrich to hand over the map, but isn't in as strong a position as might immediately be apparent. Clan Harataki is on its last legs. She refuses to pay for *'what is ours by right'* (because she can't spare the coin). For all her threats of grudges, the Harataki are too busy just trying to get by to do more than occasionally hassle Characters.

Vilda grows angry if someone mentions Begrin.

'We have never heard of this "Begrin Belbaksson". Perhaps he is from some lost branch of our Clan. So much has been lost, so many of our kin scattered across these lands. But he is dead to us now. Unless he hands over the map, he will be a Harataki no more.'

Vilda allows the Characters to leave, to consider their options. Friedrich chats with them as they return to the *Exploding Pig*. He feels sorry for Clan Harataki, of course, but has already invested a lot of time and coin in the expedition. He is reluctant to hand over the map without some compensation, but may be swayed by the Characters.

When they get back to the inn, there's a message waiting for them from Dieter. Begrin has been attacked, and the map has been stolen!





THE RANSOM

Begrin's face is bruised, and a blood-stained bandage is wrapped around his head. Dieter has tended his wounds, and reacts with affront if another healer asks to look at him. (Begrin also chips in, insisting that he is fine, and that his only concern is the retrieval of the map).

Dieter explains what happened. Begrin went to the market to buy food. On his way back, he was accosted by a gang of six Humans, five men and a woman. They beat him up, took his coin, but more importantly, they took the map. Before leaving, the woman — Begrin said she had a Tilean accent — told him that if he wanted it back, he'd have to pay for it.

What actually happened is that Begrin snuck out of the Boarding House (with Dieter distracting anyone keeping watch) and met up with Johanna. His bruises are real — he let Johanna punch him in the face a few times — but the blood is fake, and none of his injuries are serious. A Character making a passive examination of his wounds can try a **Challenging (+0) Heal** Test; success reveals that he's clearly taken a beating, but his injuries aren't that bad. If they brush past Dieter and Begrin's objections and examine him more thoroughly, an **Easy (+40) Heal** Test will reveal that the bloody head wound is mostly made up, and that he's taken no more than a light pummeling.

Assuming the Characters accept Begrin's story, Dieter goes over the 'Tileans' terms. They want Friedrich to deliver 100 Silver Shillings to Todburgstrasse that night. They want Friedrich to deliver the coin by himself, though Dieter agrees that's obviously out of the question. He suggests the Characters accompany Friedrich for the exchange, while he remains behind to tend to Begrin. (He wants them out of the way so that he and Begrin can strip Friedrich's apartment of valuables).

Friedrich reluctantly agrees to pay the ransom — he's invested too much into this endeavour to give up now. He departs to gather the money, tapping the last of his reserves and even begging for loans from a few friends. However, he has a problem — he only manages to scrounge together 82 Shillings. Dieter frowns (he didn't realise Friedrich was so short of funds), and offers to contribute another three Shillings from Begrin and himself. He then looks expectantly at the Characters. Even if they don't manage to gather the ransom amount, Dieter suggests making the offer anyway. Hopefully, the ruffians will be reasonable...

Todburgstrasse is near the slums of the south-side docks, just north of the Merchants' Quarter. It runs north towards the river, with tall warehouses on the west side and poorly built houses along the east. As night approaches, the streets grow quiet, and the Characters find themselves alone with Friedrich. It gets

darker and darker, and a cold wind begins to blow off the river. There is a threat of rain in the air. Just as Friedrich begins to suggest giving up and returning to the inn, someone lights a lantern in a nearby alley.

The reason for the delay was to give Dieter and Begrin enough time to loot Friedrich's apartment (of what little he has left, at this stage) and make their way to Todburgstrasse. Dieter joined Johanna, while Begrin climbs to the roof of a house across the street from the mouth of the alley, armed with a crossbow.

Johanna is waiting down the alley, between two warehouses. A rickety wooden fence is at her back, with a small gate standing ajar behind her. A flickering oil lantern hangs from the top of the fence. She holds a sword at the ready, and beckons the Characters closer. As they approach, they notice that the gate behind her moves slightly, as if another figure is standing there trying to get a better look at them (this is Dieter, who wants them to think the rest of the Tilean gang is ready to rush out at them).

Johanna is nervous, but is trying to hide her fear with a menacing demeanour. An **Intuition** Test opposed by Johanna's **Intimidate** reveals her nervousness. Winning the opposed test by 2 SLs will reveal that the Characters' numbers worry her. She tries to establish control of the situation with a threat — once again putting on a fake Tilean accent.

'Now, let us get straight to business, si? My boys have you surrounded. You try anything, you'll be sleeping with the river eels, si? One wrong move, and you'll be pincushions.' She pauses for a second, as if waiting for something, then rolls her eyes and shouts, "I SAID ONE WRONG MOVE, AND YOU'LL BE PINCUSHIONS." A bolt flashes past you from above and behind, slamming into the ground before you. She grins. A warning, si?'

What happens next is up to the Characters. If they ask to see the map, Johanna backs up to the gate and receives it from Dieter. She insists on seeing the coin first, but trades the map without any funny business, then slips back through the gate, locking it behind her. All three grifters then head for the river, where they have a rowboat waiting (with the loot from Friedrich's apartment stashed inside — including all of the equipment purchased from Gudrum).

If the Characters try anything, Johanna's in trouble. She screams for help (dropping the accent) and backs up. Begrin fires from the rooftop, but intentionally misses (roll for his attacks secretly). Dieter slams the gate closed, locks it, and flees. If Johanna goes down, Begrin tries to escape too, but by the time he reaches the river, the rowboat is gone, with Dieter halfway across the Teufel. Begrin slips away into the slums, hoping to avoid capture.



RESOLUTION

If the Characters hand over the ransom, they return to Friedrich's, only to find it ransacked and their business partners gone. A look at the map finds it fairly convincing, with a number of landmarks noted in Dwarfen script, but someone with a good knowledge of the Grey Mountains (such as Gudrum Nordwander or Queen Vilda) immediately realises that it's a fake. Some of the landmarks are real places, but are nowhere near each other, while others are entirely fictional.

If any of the grifters are captured, the Characters must decide what to do with them. If they are taken to the authorities, they are thrown in a cell and promptly forgotten, as the Altdorfers running Ubersreik have more important things to worry about. If they give them to Queen Vilda, Dieter and Johanna are never seen again. Begrin, however, is seen a few days later, sporting a new hairstyle. He took the Slayer's Oath to avoid a death sentence, but is in no hurry to fulfil it.

If the ransom is still in Friedrich's hands at the end of the adventure, he is extremely grateful. He pays the Characters 5 Shillings each for their trouble. His near-ruin at the grifters' hands convinces him to change his ways, and he goes to his aunt

Marta and asks for a job. He tells her about what happened, mentioning the very capable band of adventurers who helped him. She sends them a note expressing her gratitude, along with an additional reward of 10 Shillings. She might have some work for them in future.

REWARDS

Award the following experience points at the end of the adventure:

- 100-150 for completing the adventure and good roleplaying
- 50 if the grifters didn't escape with the ransom
- 25 for each captured grifter
- 15 for avoiding the Dwarf mob
- 10 for sensitive dealing with Queen Vilda



◆ HANDOUTS ◆

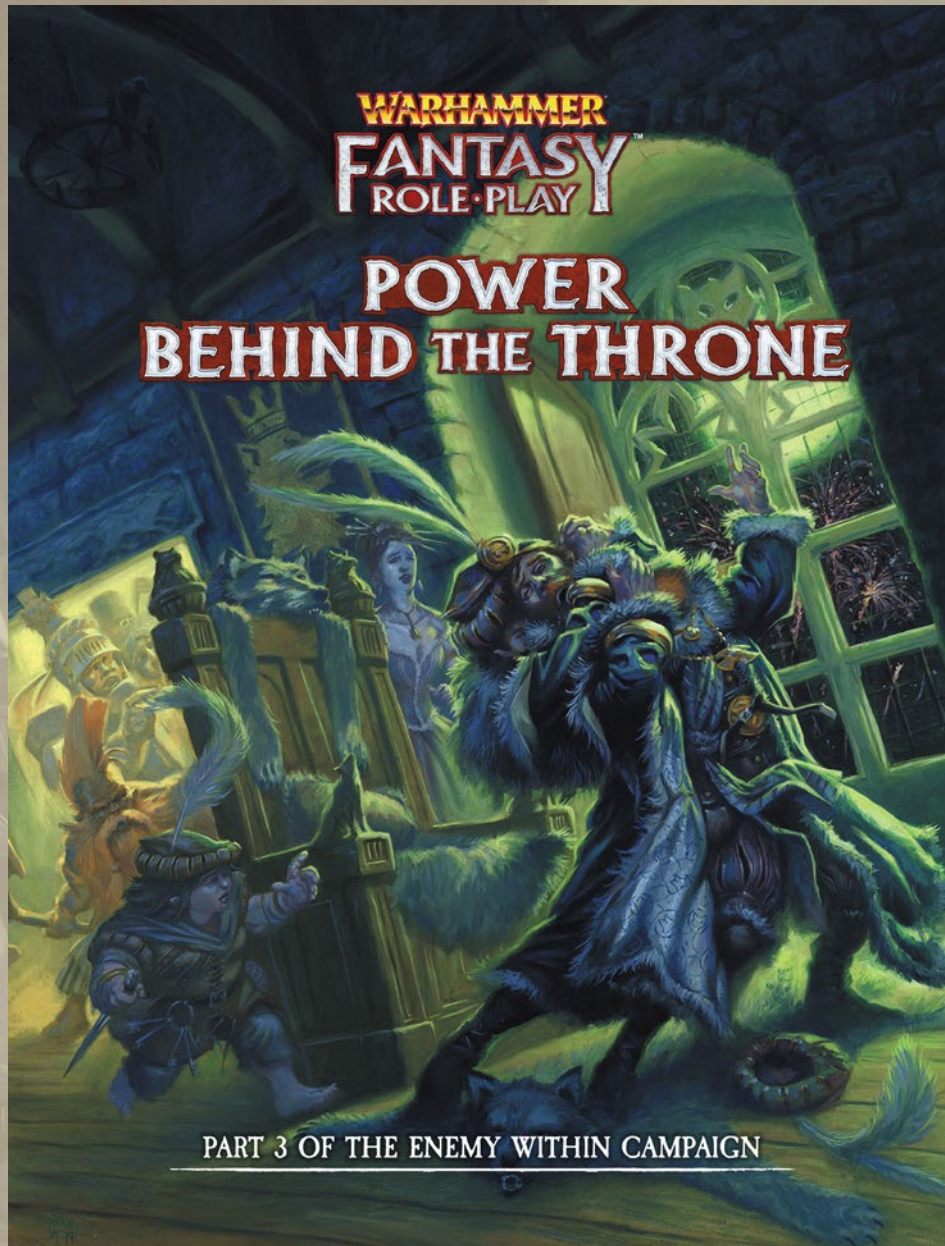
Gold Mountain Gold - Handout 1: Friedrich's Flyer

Able-bodied folk of Adventurous Spirit!
REPORT TO FRIEDRICH MÜLLER AT
THE EXPLODING PIG
FOR A ONCE IN A LIFETIME OPPORTUNITY
GOLD! FAME! GOLD!
Don't delay!!!

Gold Mountain Gold - Handout 2: Shopping List

Tents
Rope + Grapples
Lanterns
Oil
Climin Stuff
Blankets
Food

LET THE EPIC ADVENTURE CONTINUE WITH...

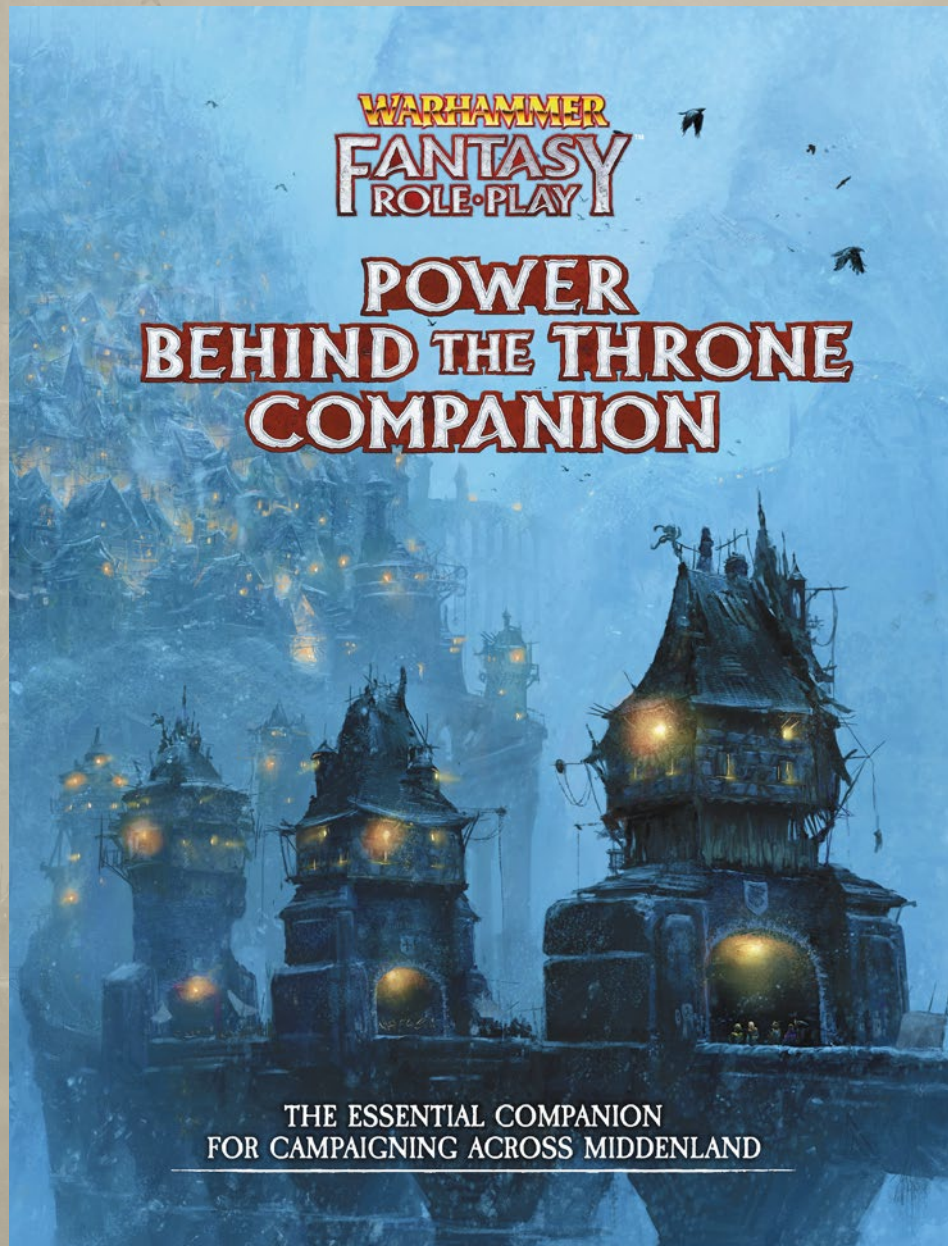


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