

WARHAMMER
FANTASY
ROLE-PLAY I

UBERSREIK ADVENTURES II



◆ THE BLESSING THAT DREW BLOOD ◆

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THE BLESSING THAT DREW BLOOD



ADVENTURE SUMMARY

In this adventure the Characters become aware of a series of murders targeting holy people. Clues gathered during the investigation lead to an eventual confrontation with Lena Stein, a cittern player who owes a debt to Slaanesh.

THE DAEMON WENT DOWN TO ERENGRAD

Geheimisnacht, 2509 IC. Lena Stein, a mediocre cittern player who had just completed an uninspired set, was drowning her sorrows in an Erenggrad tavern, *The Crossroads*. In an alcoholic fugue, she struck a deal with an eerie androgynous stranger, who gave her a gift of a beautiful new cittern. Lena remembers little of their conversation, but recalls an odd bargain. The deal was that whilst the cittern would play true for her until the next Geheimisnacht, it would need to be anointed with the blood of six devout followers of the gods if it was to perform the following year.

Lena found that when she played her new cittern, inspiration came to her easily. Soon her confidence grew, and the power of her performances became compelling, drawing in admirers from far and wide. Her star was on the rise and her coin was on the increase. Both her waist and purse began to expand.

This happy state lasted until Geheimisnacht 2510 IC, when Lena's muse deserted her. Bereft at the sudden loss of talent, fame, and her bevy of admirers, she went into a total decline and fell into despondency and debt until she recalled the shady deal she had struck. She suspected that she had dealt with dark powers, especially as the change in her musical ability was instant and transformative. Though she also harboured resentment due to her perception of the sanctimonious hypocrisy of many of the Empire's holy folk.

Bitter, sour, and resentful, soon her friends, family, and young lovers all deserted her. There's only so much of hearing, *'Do you not know who I am? I used to fill the Wolfenburg Hall'*, anyone can take. Alone and broke, she felt she had no other choice. So, in order to regain her fame and fortune, she needed to find 'six devout followers' to do away with. She became a pattern killer, but one who did her best to ensure that her victims were those deserving of death.

Whilst Slaanesh is not entirely satisfied with Lena's progress (she does violate the spirit of the deal by introducing a warped sense of justice by doing away with those she feels deserve a comeuppance), the deity is otherwise pleased with both her musical performances and homicidal exploits. Lena is protected by three Daemons-made-mortal. This trio of entities were previously members of Slaanesh's court, but have been demoted to mortality for their shortcomings. Manifesting as a strange woman and her two pets, they secretly assist Lena, and further entertain the Prince of Chaos. They shadow her closely, and mislead those who investigate her crimes.

Lena has become celebrated in the Empire. She has come to Ubersreik, enticed by the promise of large crowds, and also the fact that the political instability provides her with cover to find corrupt holy folk and kill them.





KILLING TIMES

This adventure is assumed to commence Marktag 31 Vorgeheim, meaning that Lena has just two more days to find and slay her final victim. If this date does not suit you, the other dates mentioned will need to be readjusted to reflect the time between their occurrence and the start of the adventure.

Date	Victim	Location
Bakertag 16 th Sigmarzeit (a few months ago)	Patti Durst, Rhyan	A coaching inn a day's travel from Ubersreik
Bakertag 17 th Sommerzeit (6 weeks ago)	Yan Traum, Ulrican Zealot	As he slept on the steps of Ubersreik's chapel of Ulric.
Festag 29 th Sommerzeit (4 weeks ago)	Werner Klep, Devotee of Ranald	On the docks
Angestag 27 th Vorgeheim (a few days ago)	Klein Calvin, Sigmarite	At a Sigmarite sponsored orphanage
Aubentag 30 th Vorgeheim (Last Night)	Katherine Hartung, Shallyan Priestess	Either in her chambers at the Temple of Shallya or in a place convenient for discovery by the Characters

THE TRIUMVIRATE OF DISAPPOINTING DAEMONHOOD

The Prince of Chaos is a notoriously difficult patron, whilst most of his Daemonic servants enjoy the depraved demands of the deity, there are those who disappoint Slaanesh. Such mediocrities face degrading punishments.

Three such disappointing Daemons are currently in Ubersreik: Beatrice, Ingwer, and Blixa. They have been demoted to a condition of demi-mortality.

Now tasked with guarding Lena and coaxing her into further depravities, they are all still smarting about their demotion, especially Ingwer, but acknowledge that this demeaning task should be over soon. They can barely tolerate one another, let alone work together, but needs dictate they must. If they succeed in their task in an entertaining fashion, Slaanesh promises to reinstate them.

However, Slaanesh also set *geasa* on the former Daemons in order to make things more interesting. The Daemons must behave according to the following six strictures.

STRICTURES OF SLAANESH

THAT WOULD BE TOO EASY

The Triumvirate may not interact with Lena directly, speak to her, or leave her written messages.

VIOLENCE IS THE RESORT OF THE VULGARIAN

The Triumvirate may only use physical violence in self-defence.

SUBTLE TOUCHES SHAPE PLEASING RESULTS

The Triumvirate must maintain their mortal appearance. If they use a supernatural ability, such as a spell, it ought to be done secretly.

LEAVE MY SERVANTS TO THEIR DEVICES.

The Triumvirate are to undertake their task alone, without recruiting help from local cults or fellow Daemons.

AMUSE ME.

The Triumvirate are to show cheerful good sportsmanship, and their antics ought to result in entertaining consequences.

DEFILE THE RIGHTEOUS.

To visit degradation and horror upon the virtuous always ought to be prioritised.





BLIXA

Blix was once H'xxxii Warrpl'vish, a ravishing Daemonette whose poise and sycophantic shows of appreciation made her a star courtier at the Palace of Pleasure. That is until the day Slaanesh threw a particularly grotesque masquerade only to catch her yawning loudly and daydreaming.

Blix manifests as a large black dog with terrible flatulence, a docked tail, and an alert expression. If she is certain that no one is watching her, she occasionally licks herself with a long sticky pink tongue. Anyone who gets close enough to her backs away immediately as her breath is ghastly.

BLIXA

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	35	—	20	20	30	30	—	30	70	45	11

Traits: Magical, Night Vision, Size (Small), Spellcaster (Slaanesh), Stride, Tracker, Weapon +5

Blix knows the following spells: *Acquiescence* and *Uncontrollable Corporal Expulsion*. As a dog, Blix growls, whines, and barks when casting spells, occasionally releasing wind at the same time.

NEW SPELL: UNCONTROLLABLE CORPORAL EXPULSION

CN: 6

Range: Willpower yards

Target: 1

Duration: Willpower Bonus Rounds

The target of this spell suffers a sudden bodily venting. The target receives 1d10 – Willpower Bonus Disease Symptoms taken from the following list: Convulsions, Coughs and Sneezes, Fever, Flux, and Nausea. The GM can choose which symptoms to apply and the degree to which their effects cumulate. In the case of the Coughs and Sneezes symptom, no contagion is spread, the effect is mess and noise. Once the duration is up, the target recovers from any Conditions resulting from symptoms, but may need to clean up.

NEW SPELL: SOPORIFIC LULL

CN: 6

Range: 2 x Willpower yards

Target: 1

Duration: Willpower Bonus Rounds

The target of this spell is filled with weariness and desire to sleep. The target receives 1d10 – Willpower Bonus *Fatigued* Conditions. If the number of *Fatigued* Conditions the Target receives as a result of the spell is greater than their WP Bonus they fall asleep as if affected by the Sleep spell.



INGWER

Previously, Ingwer was known as Cacklefaxx Sq'lhsp'sm the Scobberlotcher, a guard of the Circle of Indolency. This area of the Realm of Chaos is (usually) found arrayed about Slaanesh's Palace of Pleasure. Ingwer succumbed to the soporific aura, and was found dozing on the job.

Ingwer manifests as an overweight, asthmatic tabby tomcat with pale-green eyes. If he is examined closely, six purple nipples can be found running down the left side of his belly.

INGWER

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	45	—	20	10	35	45	—	30	70	45	9

Traits: Bounce, Magical, Night Vision, Size (Small), Spellcaster (Slaanesh), Stride, Tracker, Weapon +5

Ingwer knows the following spells: *Acquiescence* and *Soporific Lull*. As a cat, Ingwer hisses and yowls when casting spells.



BEATRICE MITTELMÄSS

Beatrice was once E'een'n Op'rhl Hiss'ss, a cruel and depraved Daemonic Herald who was feted for her biting mockeries. However, her decision to repeatedly regale the court with tales of transgressions involving a priest, a theatrical agent, and a chicken were deemed boorish. Her fall from favour followed swiftly.

Beatrice manifests as a middle-aged lady with bohemian airs. She usually wears a faded grey-purple tatty dress and lots of jewellery. Big chunky rings set with round stones are piled onto her fingers and baroque silverware hangs from her ears and neck. These trinkets look showy, but are clearly cheap costume tat. Her greying chestnut hair is piled around her head in a haphazard beehive, arranged to conceal the twisted horn that grows from her scalp.

BEATRICE MITTELMÄSS

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	24	23	23	33	31	31	32	30	70	45	15

Traits: Magical, Night Vision, Spellcaster (Slaanesh, Witch), Weapon+5

Beatrice knows the following spells: *Acquiescence*, *Curse of Crippling Pain*, *Curse of Ill-Fortune*, *Haunting Horror*, *The Evil Eye*.

TRIUMVIRATE TACTICS

The Triumvirate have been helping Lena by bringing her attention to suitable victims. Their manipulations were subtle; Lena never directly interacted with a member of the group, but through creative use of spellcraft and the cultivation of a network of influencers they have been able to locate errant holy folk and direct them towards Lena before she murders them.

During the investigation, the party will run into members of the Triumvirate from time to time. The Triumvirate's tactics are to weaken, distract, or discredit the Characters with spells. If spotted, the former Daemons attempt to flee. They only fight as a matter of last resort.

UNDERTAKING THE INVESTIGATION

This adventure is presented in a sandbox style. Many of the episodes could take place in no particular order and depend either on the Players proactively seeking more clues, or the GM intervening to move the plot along. Whilst the information given in the **Guide to Ubersreik** in the **Starter Set** is not needed to run the adventure, it does give more information on some of the locations and people mentioned here, as well as helping to flesh out other parts of the city.

In order to run the adventure, the GM will need to achieve the following things:

Hook the Characters in through a combination of the following:

- ☠ Reward offered by High Temple of Sigmar.
- ☠ Onest Ottokar's pamphlet.
- ☠ Interview with Ottokar.
- ☠ Wanda Grimmig seeking the Characters' protection.
- ☠ Katherine Hartung's murder.

Once the party is committed to investigating the killings, they have the following routes of inquiry, which can be completed in any order:

- ☠ Interview Jared at the *Red Moon* about the killing of Patti Durst.
- ☠ Visit the Sigmarite orphanage where Klein Calvin was murdered.
- ☠ Investigate the killing of Werner Klep in the docks.
- ☠ Visit the Chapel of Ulric where Yan Traum's body was found.
- ☠ Find out additional information from people at *Bridge House Inn*.

If the Characters are vigilant, they should find clues leading them to the Theatre Variété and Lena.



THE INVESTIGATION MAP

This map shows all the locations the party is likely to visit during the investigation.

It also shows the route followed by two blood trails, which they may discover. The first is a fresh one they might find outside the Temple of Shallya.

The second is weeks old and no longer discernible, but the bartender at the *Crooked Hammer* made note of it.

Blix spends much of the adventure patrolling a particular route. As the Characters move about the city, roll 1d10 every time their paths cross.

BLIXA'S ACTIONS

1d10	Result
1	Blix is just ahead of the Characters, they may perceive her on a Challenging (–0) Perception Test. They may stalk her route provided they pass a Stealth Test opposed by Blix's Perception of 30. After 5 minutes of following, a new Stealth Test must be made.
2–9	Blix is elsewhere.
10	Blix arrives just after the party. If she passes a Challenging (–0) Perception Test, she spots them and follow at a distance. Every five minutes the Characters may make a Challenging (–0) Perception Test in order to realise that they are being followed.

If the Characters wish to apprehend Blix, they have to chase her down. She uses her spells to try and complicate matters for her pursuers. If cornered, — she fights ferociously.

MAKING FRIENDS AND INFLUENCING PEOPLE

As this is an investigative scenario, the Characters are encouraged to chat to NPCs to further the investigation. But many NPCs are cagey, and most are reluctant to divulge certain details. A number of times in this adventure, Characters who take a certain line of questioning with certain NPCs must make a Charm or Gossip Test. Success indicates the conversation moves in one way, and failure indicates that it moves in another, or comes to an end.

This could result in a lot of Tests, which may be repetitive, or it could be seen as suggesting that other methods of inquiry are not possible.

If an Impressive Success is rolled early on in a conversation, the NPC being interviewed is effectively charmed (or gossiped or intimidated), and continues to answer questions posed by the Character without the need for further Tests.

Intimidate could be used in place of Charm or Gossip. However, the blunt approach is generally less effective in this investigation.

The level of difficulty is always one higher than it otherwise would be (so an Average (+10) Charm Test would become a Challenging (+0) Intimidate Test).

Bribery is another method of getting recalcitrant characters to talk. Many of the NPCs are, for all their faults, upstanding and incorruptible, but they may respond to the offer of a donation to the charitable work of their temple, orphanage, or soup kitchen, in the same way as a bribe.

Characters should also be rewarded for making appropriate use of the Pray Skill with religious NPCs, or the Leadership Skill with knightly NPCs.

Once two different methods have failed with a particular NPC, they are no longer willing to speak with that Character. Another member of the same party could try to win them over — provided they make it clear they disapprove of their friend's clumsy attempts.

HANDOUTS

As the adventure begins, the Characters should be aware that the following fliers have been left in public spaces all over Ubersreik.

WANTED!

The High Temple of Sigmar urgently appeals any information that might lead us to the heinous killer of our brother in faith, Klein Calvin.

On the morning of Festag 28th Vorgeheim Klein was found stabbed at the Victory Park orphanage near Ubersreik's Marktplatz.

60 Gold Crowns are offered to those who bring Klein's Killer to justice.

See Jacob Möhren at the High Temple of Sigmar for details.





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Printed but not endorsed by the Engbart Presse of Ubersreik

'Onest Ottokar's Totality Of Truth Trakt

Word reaches OTTOKAR of a savage warrior of the benighted north whose unholy gift is the very resurrection of the dead! Wheresoever this BLASPHEMY treads the life blooms and even long fallen bodies stir and breathe anew.

And who should want to find this scion of darkness and bring him to Ubersreik? None other than the lackeys of the Gross Enchanter!

Seek out OTTOKAR for the latest updates!

KEEP DREAD DRACHENFELS DEAD!

**YOU CAN'T PAY?
THEN SHE WON'T PRAY!**

OTTOKAR LEADS A PROTEST of the corrupt TEMPLE OF SHALLYA this GEHEIMISNACHT EVE. Show venal Katherine Hartung you won't stand for her cynical profiteering! Why Shallya herself hasn't struck this mercenary down is all the proof we need that she is indeed the tender Goddess of Mercy.

SHOW NO MERCY YOURSELVES – BE THERE!

MOONFLOWER – cure for all ills. Think the Elves chow down petals for nothing? IMMORTALITY awaits the discerning MOONFLOWER imbiber!

Also alleviates dropsy.

WIZARDS. I DON'T LIKE THEM

I DON'T LIKE THEIR DAEMONIC SORCERIES.

I DON'T LIKE THEIR BIG WEIRD

UGLY COLLEGE BUILDINGS

I DON'T LIKE THE WAY THEY DRESS

AND I DON'T LIKE THEM KILLING PRIESTS!

That's right! Several priests have been murdered recently in cities across the Empire and a cabal of wizards are almost certainly to blame. Long have the sorcerers lusted to tear down our prized religious institutions and now – thanks to the error of so-called Pious Magnus – they wreak outrages!

In 2511 they hit Wurtbad, now they hit US! Over the past weeks Patti, devotee of Rhya, Yan, Ulric's loyal son, Klein, favoured of the holy Heldenhammer ... all found dead.

**DEAD! AND KILLED
BY WIZARDS!**

(A thieving Ranaldan has also died.)

Seek OTTOKAR for NEWS OF A RICH REWARD!!

VON JUNGFREUD CALAMITY! Our noble betters victims of foreign plots! Are Kislevite agents really to blame? Find out in Ottokar's new pamphlet COMING SOON!

YOU! Yes, YOU! You NEED to know more. Find OTTOKAR hard at work every single day atop GLORIOUS UBERSREIK's famous SPRICHSTUMPF. (if not present, check the Wolf and Hobgoblyn.)

Ottokar uses and endorses Engbart Press, located in the alleyway behind the Bridge House Inn.

'Onest Ottokar's Totality of Truth Trakt is proud to support the THEATRE VARIÉTÉ: currently hosting daily shows by the hilarious Mootland Minstrels, the thrilling Erengard Ensemble, and the talented Lena Stein. When purchasing your ticket, present this trakt for a free drink from the Theatre Bar!

AT THE WOLF AND HOBGOBLYN

The Sprichstumpf is found in Ubersreik's Marktplatz — the stump of a great tree used as a grandstand by agitators. But Ottokar is invariably ensconced in the *Wolf and Hobgoblin* public bar, a soulless neat tavern tucked into the southwest corner of the Marktplatz. The interior is bedecked in orderly rows of military crests and portraits. Ottokar is secretly bankrolled by the proprietor, who is happy to host his rowdy gathering, provided participants continue to purchase ale and doses of Moonflower (sold here at 7 GC; see **WFRP**, page 306).



'Onest Ottokar Johanson is a large muscular man who dresses in short-sleeved jerkins to display his physique. A reactionary demagogue, he seems incapable of communicating without shouting, and lives to argue.

When the Characters enter the tavern, Ottokar is an obvious presence, loudly lecturing a mixed crowd of sycophants. He is happy to talk about his tract, though he will be unable to prevent himself from aiming insults at Characters he holds prejudices against.

'ONEST OTTOKAR JOHANSON RABBLE ROUSER (BRASS 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	32	37	47	38	35	38	59	51	54	49	15

Traits: Prejudice (Elves, Halflings, Foreigners, Academics, Peasants, Rogues)

Skills: Art (Writing) 65, Charm 59, Consume Alcohol 44, Cool 68, Endurance 55, Evaluate 65, Gossip 55, Haggle 55, Intuition 45, Leadership 52, Lore (Local) 56, Lore (Politics) 59, Perception 46, Stealth (Urban) 46, Trade (Printing) 65

Talents: Argumentative, Dealmaker, Doomed (*People such as you always manage to hang about longer than you rightly deserve to*), Read/Write, Savvy, Strong Back, Tinker, Very Strong.

WHAT OTTOKAR 'KNOWS'

Can you tell us about this plot to bring Drachenfels back to life?
/ Kislevites are behind the changes in Ubersreik?

'Hard at work on a pamphlet with all the details. There's research left to do. Come back here to get it once it's published.' So... Moonflower is a cure all?

'Quacks deny it, but regular use of Moonflower alleviates every ache and ache you can mention. Try it! It's on sale at the bar.'

Who is Katherine Hartung and why should we care?

'Look, everyone knows that the Temple of Shallya needs money. I don't begrudge legitimate drives for funds, but when one of their priestesses abandons her duty to the poor in favour of performing miracles for cash, that's wrong. Hartung is such a priestess. I've heard complaints from folk who swear she passed them over in favour of ridding a foreign merchant of a bunion. And rumour has it she pockets most of what she earns.'

What would a Shallyan Priestess need that sort of money for?

'Well, someone may have a Weirdroot habit, get wasted, and lose a high-stakes game of Find the Empress.'

So what's all this about wizards murdering priests?

'Well, that's the gist of it. There has been a spate of killing holy folk these past few weeks, all in or around Ubersreik. You may say this is a result of general lawlessness, what with the noble von Jungfreuds being forced out of power, but I see a pattern.'

Tell us more about Patti.

'I got this from Jared in the Red Moon. He'd been on the road sourcing brew, and stayed at a coaching inn a few months back. There was this devotee of Rhya banging on about the old ways. Not my thing, but she wasn't doing any harm. Found dead the following morning. Stabbed.'

WHAT OTTOKAR 'KNOWS' CONTINUED...

Tell us more about Yan.

'This happened six weeks back. Yan was old school Ulrican, usually found outside the chapel on the precinct. He had a reputation for speaking his mind on... controversial matters. But who am I to condemn a man for his opinions? He slept outside, like a wolf. One night someone slit his throat.'

And Klein?

'Now this one really upsets me. Klein Calvin devoted his whole life to the worship of Sigmar, and tutelage of Ubersreik's orphans, a job that has become increasingly vital in these dark days. He worked in the Victory Park Orphanage, where he was killed just days ago. Knifed again.'

And the follower of Ranald?

'Heh! A cosh-wielding scumbag called Klep was offed last month. Body found on the docks near the Crooked Hammer. See me shedding a tear?'

And how do you know wizards are the perpetrators?

'I don't have conclusive evidence yet, but the clues are all there. I'd tell you, but I'm about to publish a leaflet giving all the facts.'

You said something about Wurtbad?

'Last year there was a rash of similar killings in Stirland. I've been trying to get hold of details, but by Sigmar they come slow. The hicks are probably still trying to read my letters.'

And a reward?

'The High Temple of Sigmar isn't exactly supportive, but they have offered a 60-crown reward to those who bring Klein Calvin's murderer to justice.'

Ottokar is happy to have others do the main investigation work. He makes the Characters promise to divulge any new information they uncover.

WHAT USEFUL INFORMATION IS HERE?

- ☠ Leads to sites of murders.
- ☠ Insight into fact that a pattern is emerging.
- ☠ Murderer stabs victims or slices their throats.
- ☠ Link to source at *Red Moon* tavern.
- ☠ Wurtbad connection.
- ☠ Katherine Hartung and Jacob Möhren as people of interest.

A FELINE FOCUS

Since the publication of Ottokar's pamphlet, Ingwer has watched the tavern from the High Temple of Sigmar. As the Characters leave the tavern, call for a **Very Hard (-30) Perception** Test. Provided a Character passes the Test, read the following:

'You step onto Ubersreik's bustling Marktplatz. The towering High Temple of Sigmar dominates the square, and the low tolling of its bell begins, summoning the faithful to attend afternoon muster. People begin to crowd up the steps, causing a flock of pigeons to scatter. A fat tabby cat that had been resting in the doorway stands up, stretches, and just about manages to saunter out of the way before it is trampled underfoot.'

If the Characters enter the High Temple, they find themselves expected to attend High Priest Father Emming's sermon. Father Emming is a severe-looking fifty year old with sparse locks of silver hair. His sermon starts as a warm expression of the need for cooperation between Sigmar's people, but soon descends into hectoring the congregation about the need for constant vigilance against dark forces. He repeatedly declares, *'that ill-fortuned date, the Night of Mysteries, is nearly upon us all!'* If the Characters wish to leave the 20-minute sermon before its conclusion they can, but they draw suspicious glances, and affronted muttering from congregants. They suffer -20 to any Fellowship Tests they subsequently make with Jacob Möhren.

If the Characters express interest in the cat, read the following:

'You observe the cat, and for a second it turns its head and meets your gaze with pale-green eyes. It then darts off, scampering around to the north side of the temple.'

If the Characters announce that they are giving chase to Ingwer, they have to pursue him through the throng on the Marktplatz. Even if they outpace the cat, they are only able to follow him as far as an alleyway leading from Markplatz to the Teubücke before he throws their tail (he is headed to the Theatre Variété, but this is too big a clue to give the party just yet).

If the Characters want to visit the High Temple anyway, in order to advance their investigation or speak to Jacob Möhren, refer to **The Temple of Sigmar** on page @@.



THE PREPSYCOGNITIONS OF WANDA GRIMMIG

Wanda Grimmig is an attractive young lady with jet-black hair and smooth alabaster skin. A nervous soul, her mood ranges from depressed pout to existential despair. She wears a thick woollen cloak which swathes her body except for her face, hands, and forearms. Her hands and wrists are bedecked with silver bangles and rings, and a heavy pendant of Morr's portal hangs around her neck.

Wanda is a lay official of the cult of Morr. She delivers supplies to Morr's Field, the cemetery outside Ubersreik. Recently, she has begun to receive disturbing dreams. Convinced that Morr was communicating to her, she panicked, and loudly beseeched her superiors during funeral rites requiring solemn silence. As a result, Wanda has been indefinitely suspended.

The GM can use Wanda as an additional adventure hook. If the party struggles to undertake the investigation, she approaches them in a convenient public space, and asks to speak with them. She explains that she has seen their faces around and would like to know more about them. She says that she works for the cult of Morr, but doesn't reveal her situation at first.

Wanda explains that she is a lowly cult official and cannot afford to pay them much, but that she would like to hire the party for 10 shillings a day. Their duties will be to act as investigators during the day, and guards at night. If they agree, Wanda says she wants them to look into the murders. She is able to give much of the information that Ottokar provides.

However, note that Wanda has no particular interest in Jacob Möhren, Katherine Hartung, a Wurtbad connection, or who Ottokar's sources might be. The Characters will have to talk to Ottokar separately about such things.

Wanda may reveal more, only if the Characters dig for information and pass given tests. Openness does not come easily to Wanda; she will need to be coaxed along the following lines before explaining herself. If a particular line of inquiry is closed because of a failed test, she refuses to discuss it for 24 hours. If a day passes and the subject comes up again, another Test may be attempted.

Only the Character asking the pertinent question may make the related Test. Multiple Characters may not make Tests during the same conversation.



WANDA GRIMMIG – PRIEST OF MORR (SILVER I)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	30	31	32	36	42	38	31	53	40	45	13

Skills: Charm 55, Entertain (Storytelling) 55, Evaluate 56, Gossip 50, Lore (Theology) 63, Pray 50

Talents: Blather, Bless (Morr)*, Bookish, Doomed (*Thy faith fails thee, my master beckons thee*), Invoke (Morr)*, Read/Write, Savvy, Suave

* Whilst Wanda feels alienated from the cult of Morr she may not use these Talents.

WHAT USEFUL INFORMATION IS HERE?

- ☠ Leads to sites of murders.
- ☠ Insight into fact that a pattern is emerging.
- ☠ Murderer stabs victims or slices their throats.
- ☠ At least some of the victims were noted for being flawed individuals.
- ☠ If dreams are to be believed, one more victim is to be found, and another murder to come.
- ☠ A black dog may be significant.



WHAT WANDA PROGNOSTICATES

Why us?

'I've seen you around. You seem like helpful folk, and at a loose end.'

Is that all? (Difficult (-10) Charm Test)

Fail: 'Yes.'

Pass: *'Oh, I'm going to sound insane. I received a dream. We take them seriously in the cult. I saw a mausoleum with five occupied alcoves and an empty sixth. I saw the Marktplatz bustling with people, the skies hung with vast storm clouds that had gathered over the temples and shed red rain. The faces of the priests ... covered in blood, and the noise, wild music of screeching and yowling. I haven't seen your faces before... except in dreams.'*

Five? I thought there were four victims?

'Well, no one may know about the fifth, and there's maybe another to come!'

Why do you need protection?

'I... worry that I might be next, that's all.'

Is that all? (Hard (-20) Charm Test)

Fail: *'Look, priests are being killed, and I'm a member of the cult of Morr. That's reason enough!'*

Pass: *'No. I think there might be a pattern. Yan was a sectarian ranter always aiming abuse at Sigmarites. Klein had a reputation for harshness towards the orphans. Klep, well... how upright can a Ranaldan be? A pattern, don't you think?'*

Right, but why does that involve you? (Very Hard (-30) Charm Test)

Fail: *'Look, we have talked enough, do you want the job?'*

Pass: *'I have failed to uphold the standards of my cult. I am in a situation of penance for disturbing the sanctity of funerary rites with selfish concerns. I broke the peace of the Field.'*

Anything else on your mind? (Hard (-20) Charm Test)

Fail: 'No.'

Pass: *'Ugh, I really am going mad. I saw a black dog on the street the other day, and I'm sure it was watching me, and I think I had seen it before too.'*

What? In your dream again?

'Yes.'

Wanda is staying at Rugger's Boarding House (see page @@).

NO MERCY FOR KATHERINE HARTUNG

Katherine Hartung was killed during the night before the start of the adventure. Here are three ways the GM can approach this murder.

The first and best is if the Characters simply have a hunch that Katherine is on the killer's list — particularly if they buy into Wanda's notion that flawed priests are targets. If they chase up the Hartung lead promptly, they can discover her body.

If the Characters are pursuing the investigation but ignoring the Hartung lead, news of her death can reach them after they have been to a couple of other sites.

If the party struggles to follow things up, the GM can move the site of her murder to a more convenient location, and have the party stumble across it.

ENQUIRIES AT THE TEMPLE OF SHALLYA

Ubersreik's Temple of Shallya can be found on the Marktplatz. A tall building built in the classical style with airy open spaces, and private alcoves for the provision of different treatments. Marianne Altenblum is head of the cult in Ubersreik. The Characters are far more likely to encounter white-robed orderlies tending to the sick, or busying themselves cooking and cleaning, than they are to encounter Altenblum.

If the Characters ask after Katherine, they are met with suspicion. Since the publication of Ottokar's pamphlet, a trickle of aggrieved citizens have approached the temple to voice their disapproval. Temple staff try to protect the priests in general, and Katherine in particular, from unwanted attention.

However, if the Characters express concern for her safety, or accuse her of gambling and drug-taking, staff eventually take them to meet her. Two particularly formidable orderlies escort the Characters through the temple to a corridor of small cells.

They stop before a plain wooden door and knock firmly. No answer. They knock again, and then peer inside.





THE MURDER SCENE

Katherine Hartung's room is a small plain cell. It is furnished with a solid dresser, a wooden chest of drawers, and a bed. Katherine lies on the bed, her throat has been slit and a swatch of red gore stains the white shift she wears.

The orderly who opened the door recoils from the sight, breathing heavily, hand clutched over his mouth. The other mutters, *'sweet Shallya!'* and runs off back down the corridor calling for help.

The Characters have a few minutes to investigate the gruesome scene before more temple staff arrive and take over.

The Body. Katherine was a sturdy woman in her mid-thirties with red hair and pale, freckled skin. A Character who passes a **Hard (-20) Lore (Science)** Test can deduce that a blade was pushed into her throat beneath her left ear and then pulled forward, severing both her carotid artery and trachea. If they infer from this that her murder was a clean kill, they are right.

Dresser. Several spare shifts and some civilian clothes. If the Characters search the clothes and pass a **Challenging (-0) Perception** Test, a jerkin is discovered to have an inside pocket containing high-value playing cards.

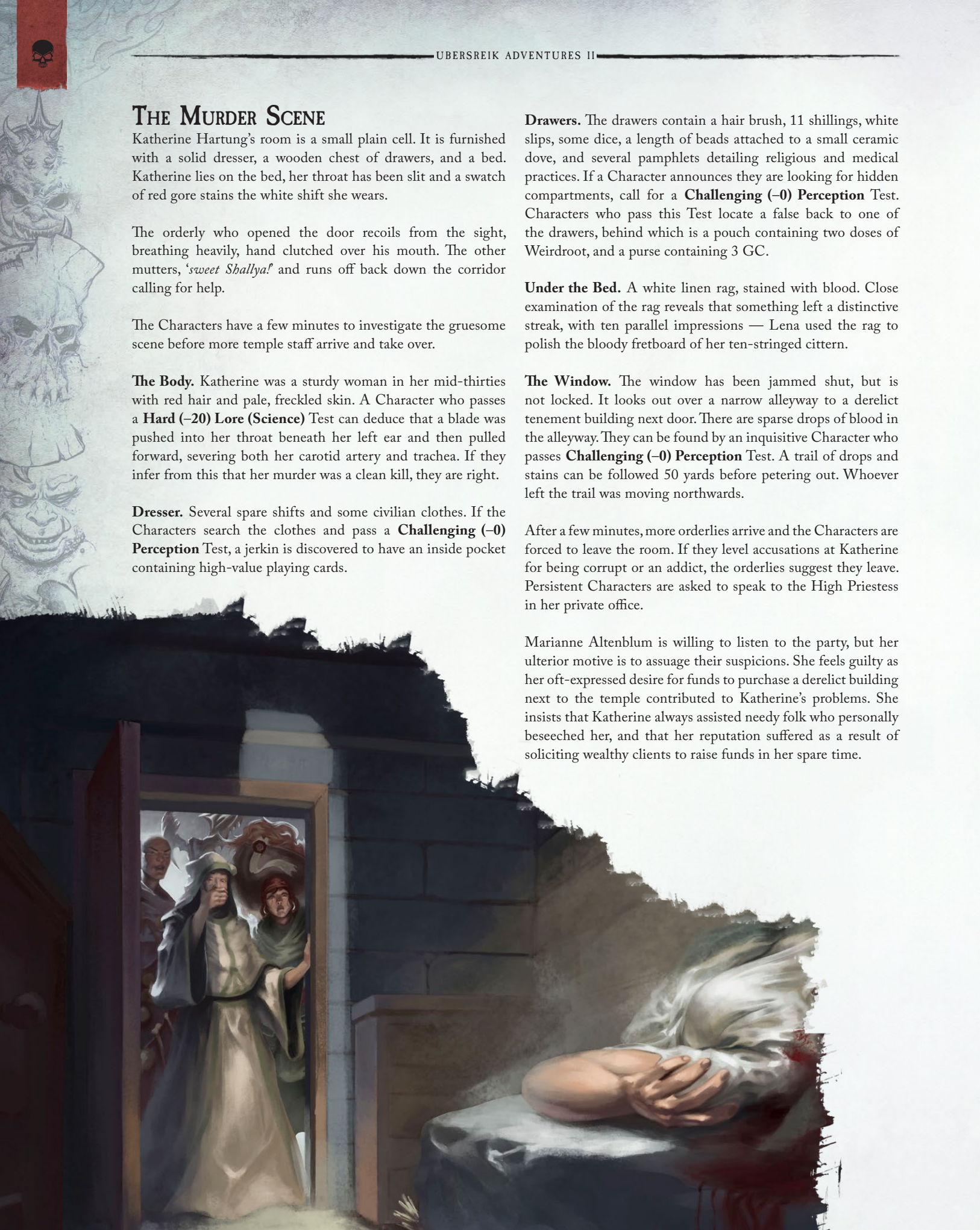
Drawers. The drawers contain a hair brush, 11 shillings, white slips, some dice, a length of beads attached to a small ceramic dove, and several pamphlets detailing religious and medical practices. If a Character announces they are looking for hidden compartments, call for a **Challenging (-0) Perception** Test. Characters who pass this Test locate a false back to one of the drawers, behind which is a pouch containing two doses of Weirdroot, and a purse containing 3 GC.

Under the Bed. A white linen rag, stained with blood. Close examination of the rag reveals that something left a distinctive streak, with ten parallel impressions — Lena used the rag to polish the bloody fretboard of her ten-stringed cittern.

The Window. The window has been jammed shut, but is not locked. It looks out over a narrow alleyway to a derelict tenement building next door. There are sparse drops of blood in the alleyway. They can be found by an inquisitive Character who passes **Challenging (-0) Perception** Test. A trail of drops and stains can be followed 50 yards before petering out. Whoever left the trail was moving northwards.

After a few minutes, more orderlies arrive and the Characters are forced to leave the room. If they level accusations at Katherine for being corrupt or an addict, the orderlies suggest they leave. Persistent Characters are asked to speak to the High Priestess in her private office.

Marianne Altenblum is willing to listen to the party, but her ulterior motive is to assuage their suspicions. She feels guilty as her oft-expressed desire for funds to purchase a derelict building next to the temple contributed to Katherine's problems. She insists that Katherine always assisted needy folk who personally beseeched her, and that her reputation suffered as a result of soliciting wealthy clients to raise funds in her spare time.





She is shocked to learn about hidden cards, Weirdroot, or money, and reacts by saying,

'Katherine had her troubles, but she worked hard and paid her penances.'

If the Characters investigate the empty tenement building, they find a few dozing vagrants who beg for food, money, and drink, but have no memories of anything unusual happening.

LEARNING OF KATHERINE'S MURDER LATER

If the Characters do not make quick progress to the Temple of Shallya, word spreads of Katherine's murder by the late afternoon. If they are investigating other sites, people discuss the death of the priestess, and it provokes Wanda into contacting them again to persuade them to find out more. If they didn't take her earlier offer, she now offers a daily rate of 20 shillings.

If the Characters approach the temple, an orderly tells them about the killing. They are told that her throat was cut by a practised hand, and are shown the bloody rag. However, they are not allowed to view the scene, and cannot gather further clues. The trail of blood can still be found in the alleyway, if Characters search there.

USING THE MURDER AS AN ADDITIONAL HOOK

If the GM is finding it hard to get the Characters hooked into the investigation, Katherine's body can be located elsewhere and discovered as they move through the city on other business. If this is required, Lena intercepted the priestess during a clandestine midnight trip to a gambling den. Katherine's body could conceivably be located in a room at a boarding house, in a tavern snug, or just bundled into an alleyway. The Characters discover her wearing her outdoor clothing, with the beads and dove about her neck, the money and Weirdroot stuffed into her purse. The bloody rag lies beside her body, and a trail of blood leads for a short distance along a route that runs toward the Theatre Variété.

WHAT USEFUL INFORMATION IS HERE?

- ☠ Murderer is practised at quick, clean kills.
- ☠ Something was wiped with a rag, leaving bloodstains and ten ridged, evenly spaced impressions on that rag.
- ☠ After this kill the murderer initially moved northwards.

CONTINUING THE INVESTIGATION

There are several sites of interest throughout the city, and they can be visited in any particular order. As GM, make sure you are familiar enough with each of these locations. If you cannot properly prepare all locations at once, it may be best to control the investigations by having people at unprepared locations be too busy to talk to the party, but suggest they return at a later time, more convenient to the GM.

Generally speaking, by the time three sites have been investigated, it will be the end of the working day, and only people at taverns or on guard duty are happy to accommodate the Characters. So, by the time the Characters have exhausted their leads, it should be nearing Lena's Geheimisnacht deadline.

The High Temple of Sigmar

Characters asking for Jacob Möhren at the High Temple of Sigmar are taken to Jacob's office, a small vestibule away from the main hall. The room is furnished with a narrow desk, a simple chair and a worn, stained wolf skin rug.

Jacob is a Warrior Priest of Sigmar. He dresses in red robes and wears a golden hammer on a chain. His head is a brutal square slab, razored smooth. His cauliflower ears and chipped teeth indicate he has encountered a lot of violence during his life. A network of old and new scars criss-crosses his skin.

He wears a heavy iron circlet around his brow, studded on all facings. An interested Character who passes a **Difficult (-10) Lore (Theology)** Test recognises that this is a form of penance common to Sigmarites.

Möhren is a short-tempered and proud man with a history of rash decision making. Recently he led a group of initiates through gruelling training exercises in the Grey Mountain foothills. Filled with holy inspiration, he insisted they undertake a quest to locate a Goblin lair, and slay all within.

Möhren's party became hopelessly lost in the mountains. Many suffered from exposure, starvation, or went missing. The only Goblins they encountered kept their distance and filled them with arrows. Eventually, Möhren made it back, alone.

Möhren has the following information to share with those who ask pertinent questions.





JACOB MÖHREN
WARRIOR PRIEST OF SIGMAR (SILVER 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	48	33	37	39	29	33	33	30	38	40	12

Skills: Cool 48, Dodge 48, Endurance 44, Heal 40, Gossip 48, Intimidate 42, Language (Battle) 40, Leadership 50, Lore (Theology) 40, Melee (Basic) 58, Pray 50

Talents: Bless (Sigmar)*, Doomed (*The ghosts of the lost torment thee and applaud thy final breath*), Etiquette (Cultists), Read/Write, Sauve, Warrior Born

Conditions: Jacob is suffering from a deep depression, and counts as having two *Fatigued* Conditions. Characters may be able to diagnose his problem with a successful **Hard (-20) Heal** Test, however it will take a long period of recuperation before he can recover.

* Jacob's shame is such that he may not use this Talent until he feels he has redeemed himself.

**WHAT USEFUL
 INFORMATION IS HERE?**

- ☠ Klein Calvin was killed in the same way as Katherine Hartung.
- ☠ Klein Calvin and Yan Traum both had significant character flaws.

WHAT MÖHREN DECLARES

We hear you are offering a reward for any information on Klein Calvin's killer?

'The cult of Sigmar offers 60 Gold Crowns, yes. I am employed to ensure that those who seek to claim it are worth taking seriously. Are you?'

What can you tell us about Klein Calvin?

'Our brother in faith was an elderly catechist who taught doctrine and history to the children of Victory Park. These last few years he spent almost all of his time there. He was devoted to his work.'

How did he die?

'The man was murdered as he slept. His throat was cut from ear to ear.'

Is it the case that he could be a little harsh? (Very Hard (-30) Charm Test)

Fail: 'No. He was a father to those children, the only one they were lucky enough to have.'

Pass: 'Harsh? Perhaps. I'm not the best person to judge, but he did draw criticism for a rather... old fashioned approach.'

Is there a connection between his killing and that of others?

'You've been paying that agitator too much attention. I can't rule it out but it strikes me as a stretch.'

What about the Ulrican, Yan Traum?

'Now, there is a man I'm not sorry to see gone. A troublemaker, always stirring up ancient history. He had it in for Sigmarites. Oh, they'll deny it at the chapel, of course, but he'd hold improvised celebrations on the anniversaries of dark age battles. He'd praise Ulrican tyrants who persecuted our folk. He'd get drunk, and abuse any Sigmarite who crossed his path. Next day he'd be a picture of contrition, eager to pay penances, but he'd soon be back at it. I tried to talk sense to the man once. He just smirked through his beard and made nasty insinuations. I think I referred to our nation as "Sigmar's land", rightly enough, and he whispered "our land". Just quietly. Just enough to annoy me, see? Not quite enough to start a row over.'

Are you a penitent yourself? (Very Hard (-30) Charm Test)

Fail: 'We all have dues to pay. Now if there's nothing else to be said, please be on your way.'

Pass: 'That I am. I overreached myself, and others paid the price.' Möhren recounts the story of his expedition if the Characters gently encourage him to talk more.

THE VICTORY PARK ORPHANAGE

Not far from the High Temple of Sigmar is a large walled compound. The Victory Park is a memorial garden dedicated to those who fell protecting Ubersreik from Greenskin invasions that threatened the city over the centuries. A number of monoliths dot the grounds, topped with thick Orc skulls, engraved with the names of those who fell to them.

Sisters Wilhemina Keller and Astrid Krause currently run the orphanage. Both bear a slight resemblance to one another. Both are in their late fifties, round-bodied, with serious manners, and have the status of veteran, if lowly, members of their order. In their voluminous habits of rough-spun white and blue cloth, it is very hard to distinguish one from another, though Wilhemina's apple-shaped face is set with dark-green eyes, whilst Astrid's has intense light-blue eyes, and a smattering of freckles.

Hans Ershopf, an elderly veteran of the Order of the Knights Griffon guards the gates of the orphanage. In his prime he was renowned, but on receipt of crippling injuries after a bad fall, Hans was made guard of Victory Park. His small brick guardhouse stands just inside the front gate. He is willing to admit the Characters provided they inform him they are investigating Klein Calvin's death and leave their weapons with him (knives and staffs excepted).

Inside the park is a pretty open space dotted with deciduous trees. If he has not been eliminated in another location, Ingwer is hiding in a tree. He can only be spotted if Characters announce that they are examining the garden for anything suspicious and pass a **Hard (-20) Perception Test**.

The orphanage building is within the grounds. It is a large brick house with two long wings separated by a tall central tower.

There are nine children in the orphanage. On this day, the sisters are enjoying the late summer weather by holding classes outside. They sit on the lawn with the children arrayed around them in a loose semi-circle. As the Characters are being let through the gate, Hans clangs a small bell. Sister Keller responds by approaching the Characters and asking what she can do for them, whilst Sister Krause lectures the children about the plays of Tarradasch.

Ingwer waits until the Characters have asked Sister Keller a couple of questions. He then tries to complicate matters for them by causing them to feel suddenly very tired (*Soporific Lull*) or to involuntarily and rudely bemoan the futility of life (*Acquiescence*). The sisters will no doubt be suspicious of any Characters who succumb to Ingwer's magic, and the Characters will have to do some fast talking to explain themselves, if they are to continue their investigation here.

Every time Ingwer casts magic, he must hiss and yowl an incantation. Characters might be able to hear the cat over the other noises in the garden by passing an **Average (+10) Perception Test**. As soon as Ingwer is spotted, he attempts to make a getaway.

In the main, Sister Keller has the same opinions as Jacob Möhren. She has had similar experiences of Yan Traum, and regards Klein Calvin as a disciplinarian whose methods were old fashioned but effective. If suitably prompted, she has more to say about the priest's murder.

WHAT THE SISTER SAYS

What can you tell us about the day of the murder?

'Oh, I can remember the day quite well – it was the day of the party. The Bridge House Inn sponsored a day of entertainments for us. There was an obstacle race, music, arts and crafts, hot sausages. It was a lovely day. They're such nice people.'

Who organised this party?

'Well, I suppose ultimately it was Gunther Abend who owns the Bridge House. Mind you he wasn't here himself. He just sent a few of his staff and people who sometimes work for him. I think he'd called in a few favours around town.'

What's in it for Gunther?

'He's just a very nice man who is keen to use some of his wealth to help those less fortunate than himself.'

So who staffed the event?

'I don't know the details, I'm afraid. They were all very nice. I think they were probably staff from Bridge House, except for the musicians. There was a lady playing the cittern, very talented, and two young Halflings playing comic tunes with Avern horn and fiddle. It was great fun!'

Where are they now?

'I have no idea.'

Do you know their names?

'Umm... one of the Halflings was called Rudi... I'm sorry, we get a lot of visitors here. We can't keep track of them all.'

What did they look like?

'The cittern player was a young lady, I'd say she was about 25. She had long reddish hair, very unkempt. She wore a beautifully made dress, highly embroidered. The Halflings, they look as you'd expect them to do, dressed like bootless Stirlanders in yellow and green. I remember one of them was missing many of his teeth, and the other was mostly bald. What hair they did have was jet black.'

Was that cat at the party?

'I think it may well have been. I see it most days.'

WHAT USEFUL INFORMATION IS HERE?

- Klein Calvin was killed in the same way as Katherine Hartung.
- Klein Calvin and Yan Traum both had significant character flaws.
- There was a party at the orphanage shortly before the murder.
- Among other performers was a lady playing a cittern.
- This lady is broadly described.

Provided the Characters manage this conversation with Sister Keller without too much embarrassment, she is happy to allow them to speak with the children, or to see inside the orphanage.

If she is asked to show the Characters the murder site, Sister Keller takes them to a common room on the ground floor. She says that Klein Calvin had been asleep in this chair when he was killed. The chair is near a wide window. Sister Keller can confirm that this was open when the body was found, so it may have been used by his killer.

No clues are to be found in the room. If she is asked if there was anything strange about the situation, Sister Keller states:

'Well, I never knew him to fall asleep outside his room before. He was fairly rigid in his routines.'

On the night in question, Ingwer had magically induced Klein Calvin to fall asleep in a position that left him vulnerable to a prowling Lena. If they ask to be shown Klein Calvin's room, the Characters find a small plain cell, much the same as Katherine Hartung's room in the Temple of Shallya. The wardrobe here contains some spare red and white robes, outdoor clothes, a number of canes, and a riding crop.

If the Characters insist on talking to the children about events at the orphanage, they need to make a very good case for themselves and pass a **Very Hard (-30) Charm Test** to convince the Sisters to allow them to do so.

The Sisters only consent to allow the Characters to discuss matters with the children if one of them is present. The children are rather reticent to discuss matters with the Characters. In order to encourage the children to talk, the questioning Character them must make a **Difficult (-10) Charm Test**. Any failures result in the children giving clipped or vague replies, being more interested in sucking their fingers and looking for distractions rather than talking.

If a Character passes the Test, the children give similar opinions to those expressed by Sister Keller, with a few exceptions.

THE CHILDREN'S CHATTER

Did Klein Calvin treat you well? (Very Hard (-30) Charm Test)

Fail: *'Yes, he was a good man.'*

Pass: *'He was good but when we were naughty he could be strict. Once Alexandra took seconds without asking at dinner. Father Klein locked her in the tower room for three days. And then that time he struck Rudolf for mixing up the Goblin invasion of 2302 with 2420. Then Jochen said that actually the right answer was the 2420 invasion. Father Klein saw that it was, and he said sorry for his mistake, but then struck Jochen too, for talking back to him!'*

The two Sisters are very embarrassed by these anecdotes, and try to smooth matters by suggesting that such things need to be understood within a pedagogical context, and to encourage respect for one's elders.

What do you recall of the party?

'It was a great day. I beat all the others in the obstacle race. The Halflings were funny. When Father Klein clipped Rudolf's ear for not paying attention to the music, the Halfling with no teeth bonked him with a balloon!'



DEATH ON THE DOCKS

The Characters might wish to extend their investigation to the Teubrück district to gather information on Werner Klep's killing and talk to Ottokar's source at the *Red Moon*.

The docks are Ubersreik's rookery, a place where criminals rub shoulders with the poor working class and those involved in trading on the Empire's waterways.

Reputations are made and destroyed quickly here, as the residents are practised in looking out for opportunities and threats. The Characters' conduct at any location in the docks is likely to have speedy repercussions. If they are friendly, discrete, and adopt a general air of toughness moderated with a little humility, they will likely earn the respect of the locals. If they are snobbish, abusive, or accusatory, they receive a pronounced cold shoulder.

WERNER KLEP RUNS OUT OF LUCK

Werner Klep was not a well-liked man in Ubersreik. As a youth he had been the archetypal Ranaldan, a charming rogue with a side-line in swashbuckling swagger — a scourge to grasping misers, bullying bailiffs, and the complacent rich. An anointed priest of Ranald, he made creative use of Blessings in a series of audacious cons and heists.

But then one day his powers deserted him. Word had it that Werner had found it easier to kill a witness than abide by the Ranaldan code. Whilst no accusation ever stuck to Werner, his reputation as a dashing scallywag was eclipsed by the perception of him as a grimy, murderous footpad.

ASKING ABOUT WERNER

If the Characters ask around about Werner, they are generally met with suspicion. Typical responses to queries about the man include, *'who wants to know?'*, *'never heard of him'*, and *'don't ask me, I ain't got nothing to do with that sort'*.

If the Characters persist in their enquiries after this initial rebuff, they have to pass a **Difficult (–10) Gossip** Test. This Test becomes **Easy (+40)** for a Character that uses Thieves' Tongue. In this case an interviewee says:

'Look, people 'round here want to forget about Klep, but he used to gamble at the Crooked Hammer. They might tell you more there.'

If the Characters continue to ask about Werner and pass an additional **Difficult (–10) Charm** Test (again, **Easy (+40)** for a Character that uses Thieves' Tongue), their interviewee tells them a brief account of Werner's journey from charming rogue to footpad.

THE CROOKED HAMMER

The *Crooked Hammer* is typical of many of the rough taverns found in the Teubrück district. Rogues and rakes know that the tavern acts as a front for a thriving gambling den. A broadly acceptable face of the Ranaldan cult, the Crosses run a gambling den in the *Crooked Hammer*, and fund a soup kitchen with the proceeds. Yet the place still has an air of the clandestine. Small groups of people gather round tables in the bar, and expect to be able to discuss their business without interference.

Gert Hunder is the bartender, a scarred and intimidating man, whose chief concern is the Crosses' security and the continued success of their operation.





KLEP'S CREW

A group of ne'er-do-wells is sat at one of the tables near the bar, the surviving members of Werner's gang. They are keeping a low profile after the death of their leader. Whilst they aren't quite welcome in the *Crooked Hammer*, it would be unwise of Gert to ban them. They could compromise his own operation, and he needs to show respect for criminal codes — even in the case of those who ignore Ranald's strictures against violence.

Footpad

Klep's old gang are two men (Brun and Heiro) and two women (Kat and Hilde). They have led tough lives filled with violence and fuelled by drink. They peer out of hard faces with beady dark eyes, and are quick to spit and sneer. They wear well-worn practical leather gear in dark colours.

Unless the Characters are very discrete in their questions regarding Werner, the crew assumes they risk being incriminated. They follow the Characters, and waylay them in a dark corner of the Teubücke. They growl threats such as, 'What do you think you are doing? Are you bringing heat down on us?' If they don't receive very satisfactory answers, they try to bludgeon the Characters to death.

KELP'S CREWMEMBERS

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

Traits: Armour 1, Hatred (Snitches), Language (Thieves' Tongue), Prejudice (Snobs, Snoops), Weapon +7

SPELLBOUND AT THE CROOKED HAMMER

The Crooked Hammer is a busy place with many strange people coming and going. At some point during their discussions with Gert, Beatrice enters the tavern, orders a pint of ale, and makes her way to a private booth at the side of the room.

Beatrice will use spells such as *Acquiescence*, *Haunting Horror*, and *Curse of Crippling Pain* to sow confusion in the tavern and provoke fights. She also casts *The Evil Eye* or *Curse of Ill Fortune* to compromise the Characters.

There is a fair amount of noise in the tavern. Beatrice can murmur incantations without being heard over the clattering tankards and conversation. However, a Character passing a **Very Hard (–30) Perception** Test notices that the woman in the booth seems to be talking to herself before a spell is cast.

TALKING TO GERT

Gert is very suspicious of strangers coming into his tavern and asking questions. If the Characters talk to him about Klep, he first insists they keep their voices down. Make a **Perception** Test on behalf of a member of Klep's Crew every time the Characters mention Klep's name (whether they use Thieves' Tongue or not). These tests are **Challenging (+0)** if the Characters talk normally, **Hard (–20)** if they whisper, and automatically passed if they raise their voices.



If the Characters accommodate Gert, he moves to one of the private snugs and invites them to join him. He does not know anything about the other holy people killed in Ubersreik, but is able to tell them about Werner's past, and answer some further questions they might have.

Gert is careful to guard his reputation as a man who doesn't tell tales. If the Characters ask too many probing questions without exercising extreme diplomacy, he ends the conversation, and sees them thrown from the tavern.

GERT'S BEST GUESSES

How was Werner killed?

'He was stabbed. I reckon the killer approached him from behind and slit his throat.'

When / Where was he killed?

'Just outside. Not ten feet from my front door. I was among the first on the scene. It was about two in the morning, and he can't have been dead long at that point. He'd been in here, very much alive, as late as midnight.'

Did he have any enemies?

'Ha! Did he have any friends? No, sorry, bad joke. The man was not liked.'

Do you think anyone in particular might have killed him? (Very Hard (-30) Charm Test)

Fail: *'Are you trying to get me a reputation as a snitch? This conversation is over. Please finish your drinks and leave.'*

Pass: *'No. It could have been one of hundreds.'*

Who are those four people sat at the bar? (Very Hard (-30) Charm Test)

Fail: *'Just keep your noses out of others' business.'*

Pass: *'Old associates of Werner. I wouldn't have anything to do with them if I were you.'*

Who is the woman in the private snug? (Very Hard (-30) Charm Test)

Fail: *'People call Gert a lot of things, but they can't say he's a tattletale. Mind your business.'*

Pass: *'Beatrice. She's been coming in here a few times the last couple of months. I don't know her well, and I don't think she's from town.'*

Was she here the night of the murder? (Very Hard (-30) Charm Test)

Fail: *'Do you think I'm a snitch? Get out of here.'*

Pass: *'No.'*

Was there anyone strange here that night? (Very Hard (-30) Charm Test)

Fail: *'Look, I'm not a snitch. It's time for you to go.'*

Pass: *'No.'*

Was there a black dog about that night?

'Actually... yes, there was. It was standing not far from Werner's corpse. I remember thinking it was weird, like it was paying attention. I was just going to remark on that when it trotted off.'

Was anything found at the scene?

'Clues, you mean? Not really, nothing was dropped or left, as far as I could tell. There was a lot of blood.'

Any sort of trail?

'There were drops of blood left on the ground. You could follow it along the waterfront towards the bridge for a short while, then a little smeared in an alleyway on the right, but it couldn't be found further along.'

Towards anywhere in particular?

'Ach, not really. Marktplatz is in that direction, but you'd have to take that route to get to the bridge. Someone wanting to go to the south, north, or east of the city might take that route.'

WHAT USEFUL INFORMATION IS HERE?

- ☠ Beatrice may be identified, but wasn't seen on the night.
- ☠ Beatrice's time in town may correspond to the period of the murders.
- ☠ Blix was seen.
- ☠ Werner's murder followed the same pattern as other victims.
- ☠ A trail of blood led towards Marktplatz for a short distance.



THE RED MOON

The Red Moon is also on Ubersreik's waterfront. The first floor of the inn is constructed from solid blocks of stone, and a larger half-timbered first floor overhangs the street. Inside the barroom smells of fish, smoke, and stale ale. It is a dark place barely illuminated by a scattering of candles and lamps.



JARED'S WILD NIGHT

Jared is a trader who runs cargos of ale throughout the area. He is a skinny rat of a man with curly dark hair and three days of dense stubble. He is a devotee of Ottokar, and even dresses like his hero. Jared is not found at the bar, but he is currently staying at the tavern. If the Characters ask after him, he is quickly summoned from his room.

On first meeting them Jared is rude and dismissive towards the Characters, complaining about having been woken, and unwilling to talk. Two things will make him amenable: bribes or mentioning Ottokar's name, whereupon he becomes unctuous and eager to please. If he is asked about the death of Patti Durst, he gives the following account:

'I was staying the night at the coaching inn in Geissbach, a day north of Ubersreik. I'd been riding the Cannon Ball Express from Stromdorf with three barrels of Thunderwater. It was getting late when this wild-looking woman starts raving, coming out with really mad notions. She warned that the Reikland would face a serious famine unless people learned to respect sacrifices again.'

The locals piped up and said they paid dues to Rhya at harvest and Mitterfrubl, but she laughed and said they would need to plough the fields with the blood of their eldest and youngest if they were to weather the scarcity to come. The hicks said she was confusing parables with actual advice but she insisted not. Then she claimed that she'd raised the knife herself in blood rites in Stirland. The landlord decided to call time and send us to bed. I don't blame him. Then during the night somebody crept into her room and cut her from ear to ear.'

If the Characters ask Jared more, he tends to hold the same opinions as Ottokar, but he can give pertinent information to certain queries.

JARED JABBERS

When was this?

'Bakertag 16th Sigmarzeit.'

Who else was in the bar that night?

'I don't know, a fair few of us were on the road. There was a miserable Dwarf with a big black beard. An odd-looking woman in purple, who just went straight to her room. I spent most of my time trying to attract the attention of this girl, so I wasn't really noticing much until the wild woman started raving.'

Who was the girl?

'I forget her name now, this was a few months ago. She was pretty, very well dressed. Rather messy copper hair. We got the coach to Ubersreik together the next day. Loads of luggage she had.'

Where was she from?

'I don't know, I was doing all the talking. I think she'd been all over by the sound of her. She did say she'd got the coach from Wurtbad.'

Where was she going?

'I don't know. We got off at the Bridge House Inn and I never saw her again, more's the pity.'

WHAT USEFUL INFORMATION IS HERE?



Patti's murder followed the same pattern as other victims.



Lena was at the inn that night and got the coach to Ubersreik the following day.



THE CHAPEL OF ULRIC

The Chapel of Ulric can be found in the Precinct district to the north of Ubersreik. The chapel looks more like a small fortress than a religious building, and features a large statue of Ulric overlooking an eternally burning flame.

AGEING KNIGHTS OF THE WHITE WOLF

When the Characters visit, the chapel is guarded by a grizzled pair of Knights of the White Wolf called Arnulf Sosna and Gunther Meifert. Both men wear hard looks, and thick greying beards. Arnulf is shorter, missing his left eye, and has fewer teeth.

The guards spend their days wearing decorative plate armour with thick wolf pelt cloaks. Under normal circumstances they would not suffer fools gladly. The current situation in Ubersreik is a cause of additional tension and in the late summer sun their tempers are under strain.

ARNULF AND GUNTHER

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	45	30	45	40	25	20	25	30	45	30	16

Traits: Armour 3, Prejudice (Time Wasters, Uppity Youngsters, Overly Partisan Sigmarites), Weapon +8

Skills: Athletics 40, Animal Care 50, Bribery 35, Charm 40, Consume Alcohol 55, Cool 55, Dodge 30, Endurance 55, Gamble 45, Gossip 35, Intimidate 55, Language (Battle) 45, Leadership 50, Lore (Heraldry) 45, Melee (Basic 65, Cavalry 55, Fencing 55, Parry 50), Ride (Horse) 40

Talents: Briber, Carouser, Etiquette (Nobles, Soldiers), Luck, Marksman, Noble Blood, Read/Write, Shieldsman, Strong Back 2, Warrior Born

THE WOLF AT THE DOOR

The guards ask the Characters their business as soon as they set foot on the chapel steps. Summer is a quiet time for them, and they are somewhat suspicious of strange faces. If the Characters state they are investigating Yan Traum's murder, they become more convivial. Arnulf states that it was he who was first on the scene, and that he even caught a glimpse of the killer.

However, during any ensuing conversation with the guards, Blixia arrives and tries to make life more difficult for the Characters. If Characters are keeping watch for anything strange, they see the dog arrive on a successful **Average (+20) Perception** Test. If they do not pay particular attention to such things, this Test is **Hard (-20)**.

Blixia attempts to complicate matters by casting her *Uncontrollable Corporal Expulsion* spell on the Character who is doing most of the talking. Any guard besmirched as a result of the spell violently loses their temper, and the two men forcibly remove the Characters — unless quick and abject apologies are made. A Character becomes aware of Blixia whining and growling the spell on a **Hard (-20) Perception** Test. Blixia attempts to escape if the Characters direct too much attention towards her or move in her direction. They will have to give chase. If they catch her, she fights with sudden ferocity.

Blixia's mischief aside, the conversation with the guards flows easily. They are dimly aware of Klein Calvin's murder, but have no particular thoughts about a pattern killer, unless the Characters spell it out to them.

THE KNIGHTS KNOW

Asked about Yan's attitude to Sigmarites, become defensive. They point out that he was never a senior member of the Ulrican cult, being more of a hermit monk than an anointed priest. If the Characters press the point about his sectarian behaviour, they sigh and respond with:

'Well, maybe he could voice the odd insult from time to time, but what about Father Emming's refusal to attend our midwinter festivities despite our repeated invitations? What about the fool Möhren, who wipes his filthy shoes upon a proud wolf skin?'

On the night of Yan's murder, Arnulf has the following to say:

'Every night Yan would bed down by the corner of the temple. I was doing my rounds, when I suddenly grew very tired and stopped to rest on the other side of the chapel. I soon recovered and came round here again to see Yan sprawled at the foot of the steps, blood spilling from his slit throat. There was a figure next to him, a woman I think. She was wearing a dark cloak, and had her back to me. She was working with her hands, I think, rubbing an object with a cloth. I moved to apprehend her, but then I felt faint again, and had to sit down and shut my eyes. It was only for a moment. When I recovered she was gone.'

WHAT USEFUL INFORMATION IS HERE?

- ☠ Yan's murder followed the same pattern as other victims.
- ☠ A woman was at the scene rubbing something with a cloth.

RUGGER'S BOARDING HOUSE

Rugger's Boarding House is the cheapest inn in Ubersreik, a filthy dive managed by elderly Gram'ma Rugger. Gram'ma is married to Karsten, the head of Ubersreik's Boatman's Guild. As a result of this relationship, anyone causing trouble for Gram'ma is likely to find themselves the object of unwanted attention from a gang of toughs.



Wanda Grimmig is lodging at the boarding house during her period of suspension from the cult of Morr. She dosses on a straw mattress in the common room. If she has paid for the Characters to provide her with a bodyguard, one of them is expected to stand outside the boarding house during the hours of darkness in order to warrant their pay. If a pair of Characters want to double up this duty they may do so. However, if more than two Characters decide to stand guard, Gram'ma notices and berate them for loitering and putting off custom. If the Characters refuse to disperse, Gram'ma stalks off into the night and returns with a gang of violent boatmen.

One way for the party to stay together and remain on Gram'ma's good side is for them to purchase lodging. Gram'ma will let a Character stay in the common room for 3d a night, or book one of the double private rooms for 6s a night. All the rooms are filthy, and being bitten by bugs and lice is inevitable.

Beatrice Mittelmäss is also staying at *Rugger's Boarding House*. She has hired one of the private rooms on the top floor. Every couple of hours Beatrice descends the stairs and goes to the rear of the building under the pretence of emptying her chamber pot. In fact, she is catching up with Blix, who always starts and ends her patrols of the city from the boarding house.

BRIDGE HOUSE INN

Bridge House is a large and well-appointed inn situated in the centre of Ubersreik near the north end of the bridge. The inn caters mainly to wealthy visitors, and it acts as a station for coaches from all over the Empire.

The Characters may well wish to speak to staff at the *Bridge House* for one of two reasons: to see if anyone can tell them more about passengers arriving on board Cannon Ball Express coaches, or to inquire about the party at the orphanage.

If Characters arrive at the inn asking about coaches, they are put in touch with the postmaster, Gustav Schtupp. A quiet and bookish man, he has comprehensive knowledge about the comings and goings of traffic in Ubersreik. If he is asked about a well-dressed lady with lots of luggage who arrived in Ubersreik on 17th Sigmarzeit, he will consult several bulging ledgers before concluding, *'I think you are referring to Frauline Stein, the cittern virtuoso. Our porter helped her take her luggage from here to the Theatre Varieté.'*

If asking about the party at the orphanage, the Characters are introduced to a towheaded Nordlander called Gertie Gudrun, who helps manage *Bridge House*. She is able to provide the Characters with the names of the people at the party. Each of these people have varying degrees of alibi. Exactly how much digging is needed to find out about any alibis is left up to the GM, and could be as complicated as having to track each NPC down for an interview. It may be best to have Gertie able to eliminate suspects herself.





SUSPICIOUS FINDS

Name	Role	Alibi
Katerina Proll	Cook at <i>Bridge House</i>	At <i>Bridge House</i> the nights of all murders in Ubersreik
Kurdt Weiss	Scullion at <i>Bridge House</i>	Does not fit profile
Hans	Spit Boy at <i>Bridge House</i>	At <i>Bridge House</i> the nights of all murders in Ubersreik
Trudi Weiss	Maid at <i>Bridge House</i>	Working the nights of Yan and Werner's murder
Theo Dimpledumple	Halfling entertainer from Theatre Varieté	Arrived in Ubersreik from Nuln two weeks ago
Rudi Rudi Rudi	Halfling entertainer from Theatre Varieté	Arrived in Ubersreik from Nuln two weeks ago
Lena Stein	Cittern Player from Theatre Varieté	Fits profile

CONCLUDING THE INVESTIGATION

At some point in the investigation, the Characters may feel they have enough information to level a charge against Lena Stein. This realisation leads to the final act of the adventure. How this act takes place depends on how professionally the Characters have undertaken their investigation, and whether they anticipate the identity of Lena's final victim.

THE THEATRE VARIÉTÉ

The Theatre Variété can be found in the Marktplatz District. The large stone building has been put to use as a venue for various entertainments for nearly ten years. A chalked sign decorates the front of the theatre.

The theatre is entered through a narrow gate next to the box office, which is guarded by Sabrina Ghurst, a towering glowering woman whose bohemian airs do little to disguise the fact that she is a practised bouncer with an appetite for violence and zero tolerance for guff.

SABRINA GHURST, HUMAN BODYGUARD (SILVER 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	49	36	48	45	38	40	35	39	40	22	16

Traits: Armour 2, Prejudice (Drunkards, Hecklers), Weapon +8

Skills: Cool 55, Dodge 55, Intimidate 63, Intuition 48, Leadership 25, Melee (Basic) 69, Perception 48, Ranged (Bow) 46

Talents: Doomed (*One little Goblin cuts your hamstring, the next little Goblin breaks your thigh, one little Goblin bites your ear off, the last little Goblin stabs your eye*), Reversal, Strike to Stun, Tenacious, Very Resilient, Very Strong

TODAY'S PERFORMANCES

Matinee, 2:00 p.m.

The Mootland Minstrels! Skits and songs for all the family.

Main performance, 6:00 p.m.

The Erengard Ensemble present Cragg's classic Ystareth, Doom of Zaragoz.

Soiree, 11:00 p.m.

Lena Stein, virtuoso on the Cittern.

TICKETS SELLING FAST!

If the Characters ask Sabrina pertinent questions about Lena she is able to confirm the following information.

SABRINA SAYS

- ☠ Lena is a woman in her 20s.
- ☠ She does have rather unkempt red hair.
- ☠ She goes out a lot at night.
- ☠ She arrived in Ubersreik on 17th Sigmarzeit.
- ☠ She had mentioned touring in Stirland last year.

If the Characters ask to see Lena, Sabrina will not allow it. *'She has performances to prepare for, and they take a lot out of her. Enjoy her music if you like, most folk do, but leave her be.'*

In order to make progress with Sabrina, the Characters must accuse Lena of being a pattern killer. Sabrina initially finds the notion absurd. *'That little slip of a thing? She couldn't hurt a fly if she tried!'*

Characters must then outline the evidence they have so far. Sabrina is sceptical, but at some point even she will have to admit that Lena is a possible suspect. If the Characters mention at least five things from the list below she says, *'Frankly, I think you're a bunch of crackpots, but let's see what she has to say for herself!'* and leads them to Lena's dressing room.

- ☠ A blood trail at the Temple of Shallya runs in this direction.
- ☠ A blood trail left at the Crooked Hammer runs in this direction.
- ☠ Someone fitting Lena's description was seen at the site of Yan's murder.
- ☠ Lena was at the Halfway House the night Patti was murdered.
- ☠ Lena unaccounted for at the time of the murders.
- ☠ A black dog coming and going from the theatre.
- ☠ The rag used to polish Lena's cittern.
- ☠ Lena was with Klein Calvin shortly before he was killed.
- ☠ Similar murders took place in Stirland when Lena was there.

If the Characters come up with some other excuse to see Lena, Sabrina may be susceptible to Bluffing or Bribery, though she is no pushover, and fights the Characters if she thinks they are just out for trouble.

However the Characters get there, by the time they reach Lena's dressing room, the cittern player has departed. The small room contains a number of cases bulging with fine dresses — everything else of value has been removed.

WHEN THE HAMMER FALLS

Lena is on the prowl for her final victim. Characters may assume Lena is out to get Wanda Grimmig, but she plans to kill Jacob Möhren. She waits outside the High Temple of Sigmar. Unless she is stopped, she follows Jacob as he leaves the temple at 8:00 p.m. In a quiet back street of the Marktplatz, she slices his throat. She wanders the streets of the city until dawn when she collects her valuables from a locker at *Bridge House* and boards the first coach out of town.

Whilst Lena is a practised assassin, she was unwittingly reliant on help from the Triumvirate to carry out her work. The success of Lena's final murder depends on how many of the Triumvirate survived the adventure.

Surviving Triumvirate	Effect
3	Lena kills Möhren and heads to the inn.
2	Möhren is killed, but Lena takes two Critical Wounds during the fight.
1	Möhren is killed, but Lena is injured and then apprehended by the watch.
0	Möhren kills Lena.

It is possible for the Characters to foil Lena even if they never confront her themselves.

However, Characters may guess that Lena has Möhren in her sights and stake out the High Temple. If so, Lena is easily spotted: a young woman wearing a fine dress and carrying a cittern is distinctive even if she is wearing a cloak.

If Lena is approached, she fights fiercely — she is a desperate murderer with nothing to lose. Lena is an accurate striker with her dagger, but no true warrior. Any surviving Triumvirate does what it can to save her. If they think she is going to die, they break their code in regard to non-violence and not interacting with Lena.



LENA STEIN – TROUBADOUR (SILVER 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	41	40	44	34	57	42	54	32	41	32	17

Traits: Prejudice (Pamphlet Review Writers, People Who Talk During Recitals, Priests), Weapon +6

Skills: Athletics 62, Charm 42, Entertain (Sing) 42, Gossip 35, Haggle 37, Melee (Basic) 61, Outdoor Survival 42, Perception 77, Perform (Dancing) 57, Play (Lute 64), Ranged (Throwing) 55, Sleight of Hand 64

Talents: Attractive, Blather, Doomed (*Thoust should not wadest so deeply within the water, no matter how inviting it so seem*), Etiquette (Nobles), Hardy, Jump Up, Public Speaking, Rover

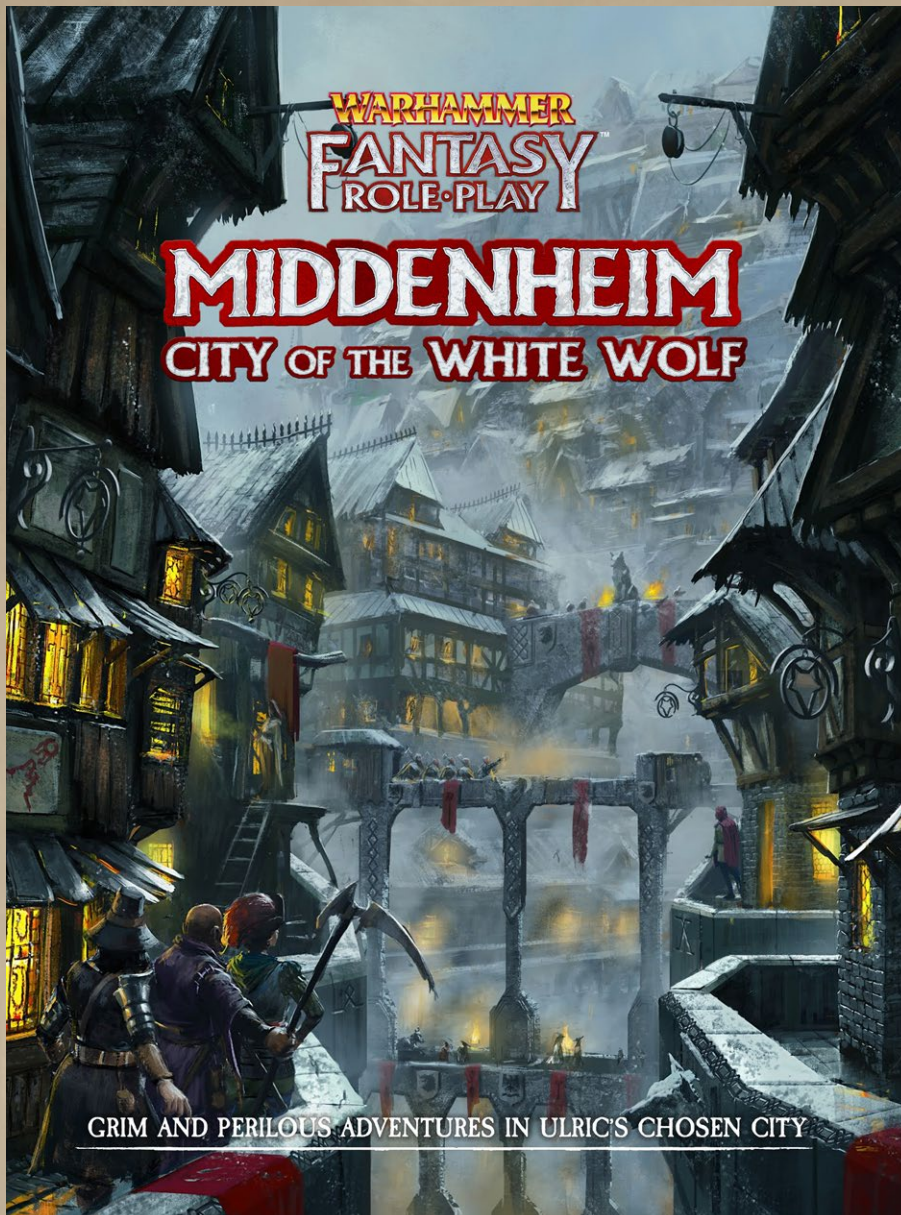
Trappings: Dagger, 3 Throwing Knives, purse containing coins to a value of 3 Gold Crowns, Slaanesh's Own Cittern

Slaanesh's Own Cittern: Provided Slaanesh's Own Cittern has been anointed with the blood of six devoted religious people since the Geheimnisnacht before last, any Play (Lute) Tests made with the instrument benefit from +3 SL. Possession of Slaanesh's Own Cittern counts as a minor source of Corruption.

A final twist in the tale could derive from the party's decision to warn Möhren ahead of his leaving the High Temple, and seeing to it that he is clearly protected from an assassin. This is actually the worst possible outcome. If Lena is prevented from getting near Möhren, she becomes truly desperate and changes her target to any convenient and vulnerable holy person, such as an orderly from the nearby Temple of Shallya.

Such a course of action would strip the last veneer of protection from Lena's accursed state, and she becomes a worshipper of Slaanesh in spirit as well as deed. The Characters may have inadvertently instigated the rise of a potent new Champion of Chaos.

EXPLORE ULRIC'S CHOSEN CITY IN MIDDENHEIM: CITY OF THE WHITE WOLF

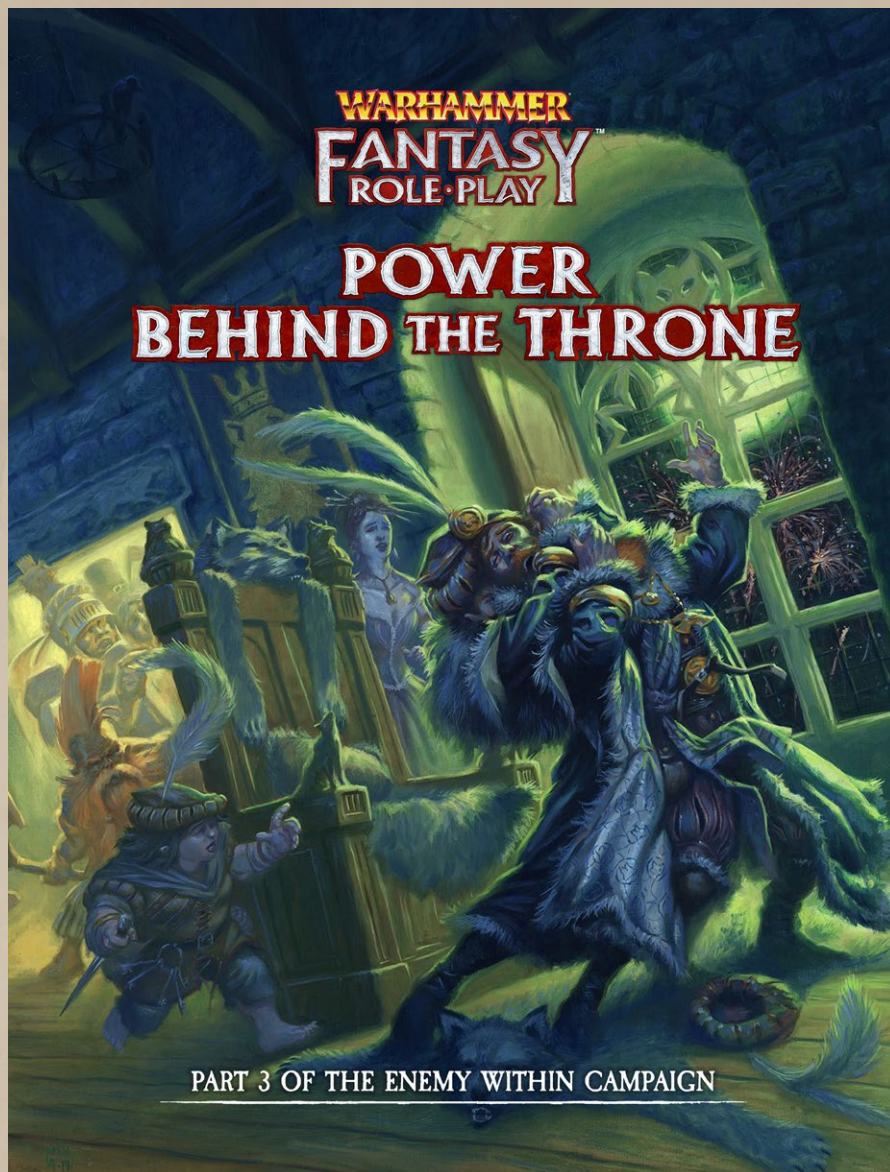


To find out more about Middenheim: City of the White Wolf
as well as a host of other game expansions and resources, visit

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THE ENEMY WITHIN CONTINUES WITH POWER BEHIND THE THRONE



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