

MORE TALES OF THE FALLEN COUNTESS

Extras for the WFRP2 scenario by Alexander J Bateman

Additional Encounter: Getting a Cargo

If the PCs wish to pick up a cargo for the return leg of the journey, then unless you have a reason not to, assume they can acquire a return cargo relatively easily. For example, tea shipped in from Ind, which in Marienburg costs around 5 Guilder per Jar (100 encumbrance).

We don't need no stinking Reik

It is entirely possible that your campaign is not set in the Empire; however, Marienburg is still reachable. If your campaign is set in Kislev, Norsca or Bretonnia, you can simply have your PCs be offered the job with the intention that they will travel by sea, in which case use the same guidelines as above, although note that the trip could be a much rougher experience, especially in winter. Games set in the Border Princes or Karak Azgul should probably start with a trip to Barak Varr, with the sea trip from there to Marienburg being a haul of epic proportions that the PCs will be able to boast of to their grandchildren.

Optional Encounter: Some PCs and a Little Lady

The young girl, Kelda, was recently captured by slavers. She only speaks Norse, which may well cause problems. The most sensible thing to do is to hand her over to a Temple of Shallya, which the Contessa will suggest should the PCs not think of it. Otherwise, the PCs may wish to present her to Jan Willem van Grijpstra as evidence of why they butchered some of Marienburg's upstanding stevedores. (Which he is happy to accept, long knowing about the operation but prevented from doing anything about it by Titus Rottenrow – his captain and enemy.)

Adopting her in some capacity may well find problems later on with watchmen, City Guards and other officials accusing them of being slavers unless they acquire some legal documentation. (This can be obtained at The City Records Office, requiring a fee of 50 Guilders to be paid along with a 'tongue of good report' from two witnesses.)

Keeping them Poor

The following is a list of the charges you could apply if you PCs seem particularly rich. Conversely, if your PCs do not own two brass pennies to rub together, then you may wish to skip these taxes and assume House Bacher has taken care of all the arrangements.

- **Berthing Tax:** One Guilder for every foot in length of a boat berthing in port – This is 45 Guilders for the Cog.
- **Cargo Tax:** 2% tax on estimated value of cargo arriving in Marienburg – This is 5 Guilders for the Buckwheat and possibly more if the PCs have got their hands on any other cargo.
- **Pilot Fee:** 1 silver per foot in length of a boat entering the Marienburg harbour – This is 2 Guilders and 5 silver for the cog.
- **Exotic Goods Tax:** A one-off charge of 25 Guilders for each person importing 'exotics' into the city. Elves and obvious Wizards will often be assumed to be carrying exotics by default, and obvious Nobles will also often be charged. Indeed not being charged clearly means that the Noble's tastes are unfashionable, bland and staid.
- **Wine and Spirits Tax:** Levied on any alcoholic drink imported into Marienburg at a rate of 10% of the selling price, a sure way to upset any Dwarf or Noble. Bretonnian Brandy is taxed at an extortionate 25% of its value.

- **Wheel Tax:** Transporting goods in or out of Marienburg by road is particularly expensive, with a road maintenance tax of one Guilder per wheel of any cart passing through the gate in addition to a fee equal to 10% of any Trade Goods carried. Adding to the unpopularity of this tax is the detail that it is officially waived for all agents of the ten great trading houses.
- **Lodgings:** Will typically range from 3p for a place in a hostel common room to around 10 silver for a private room in an inn. However, feel free to have all the places in the common rooms taken up by the refugees flooding into the city from the Storm of Chaos. Of course, if your PCs are really loaded, a typical luxury room at an exclusive hotel will cost 5 Guilders per night, with meals probably doubling that amount.
- **Boats and Punts:** Most people travel around Marienburg by taking one of numerous local watercoaches through the city's many canals. This allows them to avoid the often crowded and badly maintained twisting alleys and streets of the city. These typically cost only a couple of pennies for a short hop, but will quickly rise to at least 5 silver during chapter two of the scenario.

Chasing Jasin

This encounter can be used whenever the PCs decide to chase the fleeing Jasin Biermatz.

Chasing a fleeing Halfling through the city streets is a daunting task at best, and made even more so by the various obstacles that Biermatz is prepared to use.

The first of these is a costermonger's cart of apples located next to a side alley that Biermatz will dart down. As he runs past the cart, he will deftly kick out a support strut with practised ease, sending both the cart and the apples flying across the street. Pursuing PCs must make successful Routine (+10%) Agility tests or trip and fall over, taking 1d10+1 Damage and requiring a full action to stand up.

Running through the alleyway, Biermatz ducks under some washing lines. Taller PCs must make Agility Tests or treat their movement in the alleyway as hampered (effectively halving how far they move). This washing also provides a lot of cover, preventing any ranged attacks or spells from hitting Biermatz.

Coming out of the other end of the alleyway, Biermatz will jump over the small canal that runs through the middle of the next street. The canal is 4 yards across with a run up of more than 4 yards. Biermatz will make the leap unless he fails his Strength Test by 5 degrees of failure or more (as 8-5 is under 4.) This leap is of Average difficulty, meaning

that Biermatz will fail this leap if he rolls above 68 on his Strength Check. If he fails this he will be swept by the current down the canal at speed, and even if they also jump in the canal the PCs have effectively failed to catch him.

Assuming the PCs have still managed to keep up with him at this stage, they will catch him after a few more rounds of pursuit. Otherwise he nips down another side alley and goes to ground, failing to surface for the rest of the adventure.

Bill of Fare at the Dog and Duck Inn

Like most Marienburg inns, the Dog and Duck is somewhat more expensive than those of the Empire, although drink prices are relatively cheap when compared with the more popular taverns of the Suiddock. As is typical within Marienburg, the bread here is of a poor quality, due to the Wasteland's heavy reliance on imported grain.

- Pint of Sterkbier – A strong beer brewed at 'Ship Strong Ales', a local brewery. 2p
- Pint of Marienburg Pale – Famous Marienburg Ale brewed in the Bretonnian style. 3p
- Pint of Hoornweg's Old Inscrutable – A dark coloured Marienburg Ale. 7p
- Thick Fish Soup – More of a fish stew than a soup, served with cheap bread. 3p
- Side of Meat in Gravy – Staats swears it is from a cow, served with cheap bread. 2ss
- Bottle of Wine – A bottle of cheap but Poor Craftsmanship Bretonnian plonk. 7ss
- Alte Geheerentode Rum – A bottle of Marienburg's most famous Spirit. 15ss
- Night in the common room – 6p
- Night in a Private room with a free bath – 12ss
- A night's stabling for a single horse – 1ss

The Dog and Duck Inn

The clientele is generally made up of travelling merchants and hard working Rijkspooters. In general, no one here aside from the staff really minds a good old-fashioned barroom punch up. The locals will participate enthusiastically, changing sides at the drop of a hat. Should anyone attempt to use weapons or magic, things will quickly turn very nasty. Any character drawing a weapon or using magic (or appearing to do either) during the course of any brawl here will be turned on by everyone in the bar, quickly being rendered unconscious and dragged out into the back alleyway (or unceremoniously dumped in the canal if they have somehow ended up slightly dead). Birgitte and Geertruida flee and hide in the kitchen if there is a brawl, Staats stands

yelling and cursing at the patrons, shaking his fist and telling everyone that they are barred. Should anyone attack him or his precious paintings, he will reach for his blunderbuss. Firing this will result in two of the Gallery Guards rushing in followed swiftly by a patrol of half-a-dozen Black Caps.

Optional Encounter: The League of Gentlemen Entrepreneurs

PCs with a less than legitimate outlook on life may try to make contact with the local thieves' guild. However in Marienburg this could be problematic. The so called 'guild with no name' is notorious for avoiding dealings with outsiders and keeping the organised underworld here for native Marienburgers only.

Meeting with a minor member of the guild requires a Challenging (-10%) Gossip Test by a Character with either the Secret Signs (Thieves) or Secret Language (Thieves' Tongue) Skill. Failure will result in a swift rebuttal and possibly even a visit from several footpads who will politely explain that 'People do not like being bothered by the likes of you,' before attempting to give the relevant character(s) a thorough pummelling.

If the character succeeds then unfortunately they will discover that the guild actually has no useful information pertaining to this plot at all. However, do not let that stop you letting your PCs get hopelessly indebted to the guild for the same information they could have garnered by gossiping with a Marienburger fishwife.

Foul Double Horn

Can be carried by a Gargoyle Champion if required.

Academic Knowledge: Daemonology

History: Said to have been created from the horns of a Chaos Dragon, fused together and imbued with dark magic, these daemoniac musical instruments come straight from the Realm of Chaos, and play music so unworldly that a living brain cannot safely contain it. Needless to say this item is Chaotic in nature, and Witch Hunters and other authorities will take a dim view of anyone caught carrying or wielding it.

Powers: When blown (as a Half-Action) the horn makes a cacophony of foul sounds, potentially causing severe pain or even death to those within hearing range. This works as if the character blowing the horn had cast a spell, rolling two power dice against a target number of 14. If successful all living targets within 20 feet of the character suffer damage from a Strength 4 hit to the head. The horn has no effect on targets that are not alive or targets without a sense of hearing. Note that being the user of this item in no way protects the character from being affected by it. A character with a Magic stat may, if they wish, add their own magic dice to the casting roll; therefore an Anointed Priest could blow the horn with 4 dice if she so wished. Tzeentch's Curse still applies.

Conclusion

The PCs may also have the De Natura Daemonium and the Foul Double Horn to dispose of. Although they could simply shove them in a canal, they are probably best handing them over to one of the temples or other magical institutions. Anyone being caught with these items within Marienburg without a very convincing reason will be tried and executed, while in the Empire the Witch Hunters will burn you at the stake without trial, no matter the reasons given.

Rykaard Weijden

Bailiff (Ex Exciseman)

A balding man whose clothing is woven with the smell of rotting sardines, Rykaard is unfortunately many people's introduction to the port of Marienburg. He is known throughout the Rijkspoort district for his love of all forms of paperwork and bureaucracy, combined with an utter lack of personal hygiene. In particular, Rykaard is a hated figure among the rivermen, whose very lives he plagues with the petty burdens of the Marienburg administration. Like most Excisemen in Marienburg, Rykaard wears a brace of pistols, although as he never trained in the Riverwardens he has little skill with them, and they are now poor craftsmanship due to not being properly maintained. Rykaard provides a recurring character to use in campaigns that regularly visit Marienburg – over time your PCs should come to really despise him.

WS	BS	S	T	Ag	Int	WP	Fel
34	31	26	28	44	41	31	36
A	W	SB	TB	M	Mag	IP	FP
1	14	2	2	4	0	0	0

Skills: Academic Knowledge (Law+10%), Blather, Charm, Command, Common Knowledge (The Wasteland), Evaluate, Gossip, Haggle, Intimidate, Perception, Read/Write, Speak Language (Reikspiel)
Talents: Dealmaker, Hardy, Savvy, Schemer, Strong-minded, Super Numerate

Armour (Light): Uniform of a Marienburg Exciseman with leather jack and skullcap

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

Weapons: Baton of Rank (Hand Weapon, 1d10+2)

Equipment: Abacus, Ledger of Accounts, Seal of Authority, Brace of Poor Craftsmanship Pistols with ammunition for 20 shots, Purse with 7 Guilders

Meert Nieuwendijk

Artist

WS	BS	S	T	Ag	Int	WP	Fel
37	37	43	37	57	53	39	41
A	W	SB	TB	M	Mag	IP	FP
1	15	4	3	4	0	0	0

Skills: Academic Knowledge (The Arts, Science), Charm, Common Knowledge (The Empire, the Wasteland), Consume Alcohol, Evaluate, Gossip, Haggle, Perception, Read/Write, Search, Secret Signs (Thieves), Speak Language (Classical, Reikspiel), Trade (Artist, Calligrapher, Smith)

Talents: Artistic, Dealmaker, Etiquette, Excellent Vision, Savvy, Seasoned Traveller, Suave

Armour (None): Good if somewhat Threadbare Clothing

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

Weapons: Ornate Small Sword (Poor Craftsmanship Hand Weapon, 1d10+4)

Equipment: Bottle of wine or cheap spirits, Various textbooks on Art, Trade Tools (Forgers), Writing Kit, Small rented apartment in Tempelwijk, Gold-plated nude figurine he brought off of an Arabyan trading ship, purse containing 1d10 Guilders and 2d10 counterfeit Guilders which he hopes to pass off to busy or drunken bar staff

Staats Remmerswaal

Tradesman (Ex Ferryman)

Staats is a big bluff man with massive bare arms and a ginger beard that you could hide a badger in. He is employed as the head barman and cook of the Dog and Duck Inn, located in the Rijkspoort district of Marienburg. Staats is good-natured soul who cooks a good meal and has an appreciation of good art; he was a ferryman by trade for several years before settling down for what he describes as “a quieter life” and locals know him

for the colourful and evocative language learnt from various members of his former clientele.

WS	BS	S	T	Ag	Int	WP	Fel
30	28	41	39	54	42	33	54
A	W	SB	TB	M	Mag	IP	FP
1	16	4	3	4	0	3	0

Skills: Blather, Charm, Common Knowledge (The Wasteland), Consume Alcohol, Drive, Evaluate, Gossip, Haggle, Intimidate, Perception, Read/Write, Row, Search, Speak Language (Reikspiel, Tilean), Swim, Trade (Cook)

Talents: Dealmaker, Resistance to Disease, Specialist Weapon Group (Gunpowder), Street Fighting, Streetwise, Strike to Stun, Strong-minded, Suave

Armour (Light): Long and Thick Leather Apron

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

Weapons: Cudgel (Hand Weapon, 1d10+3) and Blunderbuss (1d10+3, Shrapnel, Unreliable)

Equipment: Abacus, Silver Armband, Secret Stash of 50 Guilders hidden in his room, a fearsome black and white mouser known as Mildred the Cat

Ruud Leeuwenhoek

Burgher (Ex Smuggler)

A lean man in his early forties, Ruud made a modest fortune smuggling gemstones into the city in his youth, and invested the profits into his shop and high quality smuggling operation. He now exclusively works for high paying clients with a need to get small expensive goods past customs, such as gemstones, artwork and dubious books.

WS	BS	S	T	Ag	Int	WP	Fel
30	41	27	24	35	47	41	46
A	W	SB	TB	M	Mag	IP	FP
1	13	2	2	4	0	0	0

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

Talents: Dealmaker, Night Vision, Resistance to Disease, Savvy

Armour (None): Good Clothing with a Tricorn hat

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

Weapons: Stout Cudgel (Hand Weapon, 1d10+2)

Equipment: Abacus, Key to the Sewer Gate, Lantern, Shop, Oil Painting of Marienburg, Rowing Boat moored in the underground canal

Marienburg Dockworker

Stevedores

Dockworkers or stevedores find work loading and unloading the cargos that stream into Marienburg's docks by river barge and clipper ship. All dockworkers operating in Marienburg are required to join the Stevedores and Teamsters Guild, who assign them a permit to work a given wharf. Despite this, the 'Gangs' of stevedores often trespass on the territory of others seeking additional work, and clashes between different groups of dockworkers is a common part of Marienburg life.

WS	BS	S	T	Ag	Int	WP	Fel
31	35	46	46	37	27	33	27
A	W	SB	TB	M	Mag	IP	FP
1	12	4	4	4	0	0	0

Skills: Common Knowledge (The Wasteland), Consume Alcohol, Dodge Blow, Gossip, Performer (Singer), Search, Secret language (Guild Tongue), Speak Language (Reikspiel), Swim

Talents: Resistance to Disease, Sturdy, Very Resilient, Very Strong

Armour (Light): Leather Jack with Watch Cap in Gang Colours

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

Weapons: Club (Hand Weapon, 1d10+4), Dagger (1d10+1)

Equipment: 10 Yards of Rope, 10 Wooden Spikes, 2d10 silver shillings or the equivalent in general small items

Art Gallery Guards

Temple Guardians (Ex-Initiates)

WS	BS	S	T	Ag	Int	WP	Fel
49	31	36	37	34	39	41	42
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: Academic Knowledge (History, Theology), Charm, Common Knowledge (The Wasteland), Dodge Blow, Evaluate, Gossip, Heal, Intimidate, Perception+10%, Read/Write, Search, Speak Language (Classical, Reikspiel)

Talents: Coolheaded, Lightning Reflexes, Public Speaking, Strike Mighty Blow, Strike to Stun, Suave, Super Numerate, Warrior Born

Armour (Heavy): Ornate Yellow Robes with Scale Breastplate over full Leather armour

Armour Points: Head 1, Arms 1, Body 4, Legs 1

Weapons: Ornate Mace (Hand Weapon, 1d10+4), Dagger (1d10+1)

Equipment: Blank Coin Symbol of Handrich, seal of authority issued by High Priest Goudenkruijn, loud whistle on leather thong (These can be blown to summon support from the Black Caps and the patrons of the Dog and Duck next door.)

Von Schwarznase's Men

Protagonists

WS	BS	S	T	Ag	Int	WP	Fel
43	27	41	31	42	26	39	29
A	W	SB	TB	M	Mag	IP	FP
2	13	4	3	4	0	0	0

Skills: Common Knowledge (The Wasteland), Dodge Blow, Gossip, Intimidate, Ride, Speak Language (Reikspiel)

Talents: Menacing, Quick Draw, Resistance to Poison, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Sturdy

Armour (Light): Studded Leather Jack and Leather Trousers

Armour Points: Head 0, Arms 2, Body 2, Legs 1

Weapons: Cudgel (Hand Weapon, 1d10+5)

Equipment: Bottle of Poor Craftsmanship Rum, 1d10 silver shillings or the equivalent in general small items

Kris van Kjurann

Kris van Kjurann is one of Marienburg's most powerful merchants, having not only a position within the League of Gentlemen Entrepreneurs but also a backbench seat within the city's Stadsraad. His household is officially involved in the booming cloth trade, and also heavily involved in the 'Futures' market at the Wasteland Import-Export Exchange.

Among Marienburg's criminal fraternity it is rumoured that van Kjurann is also heavily involved in more shady practices; smuggling goods into Marienburg including slaves and various illicit substances, like Wyrystone, Laughing Powder and the so-called Dark Wines. On a more personal level, Kris van Kjurann is also on the client list of Madame von Teaser, Marienburg's most sought after courtesan.

Should any of the PCs attempt to gain information of Kris van Kjurann through Gossip or other means, most of the above information can be made available depending upon the source.

Cogs

Cogs are small single mast boats with rounded hulls and a basic forecastle and aft castle that typically contain a single room in each. Most cargo is stored on the boat's deck, which is simply the inside of the hull. Primitive boats such as these are suitable for both deep river journeys and sea trips, provided you keep close to the coast.

The typical cog, if such a thing can be said to exist, measures about 15 yards from stern to keel, and 5 yards from starboard to port in the middle. Larger cogs can carry an

additional 5000 encumbrance and gain +1 wound per extra yard of length; however, few cogs are longer than 25 yards. Cogs have a crew of between 4 and 20 men, and can carry 15,000 encumbrance points of trade goods. Many cogs are armed to hold off pirates, and seeing a small bolt thrower, swivel gun or even a naval cannon mounted on the foredeck is by no means uncommon.

Cog Statistics

M	TB	W
2	8	100

Cogs have an Availability of Rare and cost 800 Guilders plus an additional 100 Guilders per yard of length over 15.



Coat of arms by John Keane