

A Lover Lost

A Scenario by Mike Hill, with Additional Material by John Foody

This is a short adventure for characters in their first careers (and suitable for novice players), although some notes and suggestions are included for more experienced characters and players. The PCs are introduced to the city of Nuln before journeying to a nearby family estate. They have the opportunity to unite two lovers and put an end to the machinations of a powerful Necromancer.

GM's Summary

The characters arrive in Nuln, their first big city. After falling foul of the locals, they come upon one of their own – an outsider. He is Radovich, a Kislevian who has travelled to the Empire to meet his betrothed. Alas, Radovich's beloved, Eva Staller, is not to be found anywhere. The characters assist their new found friend as best they can, but the evidence quickly stacks up against Eva and her father Johann. It appears that the pair have been exposed as chaos cultists and met a fitting fate at the hands of justice. However, as the characters peel back the layers of deceit, it becomes clear that a single evil soul is behind the false allegations, a Necromancer hell-bent on digging up the past. Literally!

Prologue: From Kislev with Love

Upon arrival, the characters are overawed by the grand city of Nuln! Locals clearly identify the PCs as out-of-towners by their clothing, accent and manners (or the lack of), and react accordingly. Common folk look on outsiders as either a threat, or an opportunity to jack the price of goods and services up a notch. The Watch will take a keen interest in the movements of foreigners, particularly if they don't have any good reason for being in the city. The gentry will most likely ignore the PCs, or instruct their bodyguards to remove them!

The level of 'civilisation' apparent in the Warhammer world may surprise players familiar with other fantasy role-playing games. As a result, they may overlook opportunities to unravel the mystery. One such opportunity is the huge public bureaucracy, which employs vast numbers of citizens and provides access to valuable records. To ensure that the players are aware that the bureaucracy exists, have their entry to the city delayed whilst customs officials examine their boat (or personal belongings) and the Census Clerk will take their names. If questioned, the clerk will advise them that to ensure they hold accurate taxation records, "*Visitors and permanent residents must be listed in the Master Census Registry, held at the Kommission for Public Affairs.*"

After the characters have spent a few hours getting lost, cheated and abused, a rather tired looking young man who has clearly suffered the same indignation approaches them. This is Stigg Radovich, recently arrived in Nuln to be married. Despite his nervousness, Radovich quickly introduces himself:

"Greetings, comrades; I am introducing myself please as Radovich. I am from these parts, not at all and my head is thinking that you are the same, no?"

Radovich doesn't give the PCs much chance to respond before continuing with his plea for help!

"I come from Kislev to marry but I am here already for one week and I am not finding my Eva! My father is arranging the marriage and I am writing to her many letters – which she is not replying to. You will please be helping me find her, yes? There is being a dowry of large sums from which I can pay large sums. But before then I can only give you five gold crowns, leaving me not much at all."

When the agitated Radovich calms down (perhaps the PCs buy him a drink in a nearby tavern), they manage to figure out his story. Radovich hails from an impoverished land-owning family in the icy wastes of Kislev. For the past two years he has been writing increasingly poetic love letters to Eva Staller, the daughter of a wealthy Nuln merchant. The Stallers wish to establish a Kislev link in their family and have offered a substantial dowry to Radovich's clan.

However, after a gruelling overland journey (mostly by foot), Radovich has been unable to locate his betrothed or to find word of the Staller merchant family. Radovich will not consider the possibility that the Stallers don't exist or that they might have fallen to foul play.

The rest of the scenario hinges on the PCs taking pity on poor Radovich and agreeing to help him find Eva Staller. If they are unconvinced, have a barkeeper mention Radovich. The friendly Tavernier could casually mention that he has had business dealings with Radovich's family, having purchased several crates of fine Kislevian spirits, and that the match is an excellent one for the affluent Staller family. Perhaps the Stallers would reward the PCs as 'largely' as Radovich?

Note that Radovich will insist on remaining at his inn (The Cooked Goose).

"I must be remaining myself right here! What if my Eva is looking for me also? She has plenty better chance of finding Radovich if he's in just the one spot! Particularly if that spot has a most excellent privy. In Kislev we have no privy. Radovich is liking the privy."

If the characters return to the inn with progress reports Radovich will strongly oppose suggestions that Eva or her father were involved in any unsavoury activities – even in the face of overwhelming evidence. If the PC party is a little under strength or in need of a push in the right direction, you may wish to allow Radovich to join the characters in the search for Eva. Be advised, however, that with his poor combat abilities and slender Will Power, he may be more of a liability than a boon!

The Plot

Rath Hebbard lives a dual life. In public, he is a well-respected city official with a promising government career ahead of him. His private life, however, is a good deal more sinister. Rath is a twisted and evil man, obsessed with his own mortality and the legacy of a recent ancestor. Originally a student of the Magical Arts from Altdorf, Rath's search for immortality has led him down the path of the Necromancer.

Three generations ago Wilhelm Hebbard, Rath's great-grandfather and a powerful Necromancer was convicted of grave robbing. This most heinous of crimes warranted a severe punishment; after a public flogging, the evil sorcerer was taken back to his country manor and thrown into the cellar. Labourers then bricked him in.

Wilhelm was entombed alive!

Rath is confident that the original black sheep of his family would have been buried alive with the fruits of his studies. Rath also believes that access to his predecessor's notebooks and journals will move him closer to his goal of immortality. With access to all of the city's records, Rath has been able to pinpoint the location of his great-grandfather's last resting-place.

He discovered ownership of the manor house and lands had returned to the state, and that the house had remained empty for several years until it was sold at auction to a local noble (presumably after its grim history was forgotten). In turn, the noble again auctioned the property, which Hebbard found out about just in time. Alas, the price went above Hebbard's means and although he won the auction (using the pseudonym Odo Groller) he wasn't able to pay for it! The property went to the second highest bidder, a merchant family visiting from Middenheim: the Stallers.

Realising that a family with no knowledge of the manor's significance now owned the property, Rath began his attempts to worm his way into the Staller household. Firstly, he began courting young Eva Staller. This didn't go too well for poor Rath, as Eva found him most repulsive! Rath's next ploy was to threaten Johann Staller (subtly of course). Rath warned Johann that the Staller's influence had peaked when they moved their businesses from Middenheim to Nuln but was now waning and that other, more aggressive competitors were making overtures towards the Staller dockside warehouse. Rath promised that, as a son-in-law, he would be duty bound to ensure 'fair-play'. Johann refused to take the bait; he no more wanted Rath for a son-in-law than Eva wanted him for a husband! As a result, Rath then arranged for the warehouse to be razed to the ground. (Other property was damaged in the fire of course but if you want to make an omelette, you gotta break eggs...)

When this also failed to weaken Johann's resolve Rath took the manor by force with the aid of his trusted henchmen, a handful of undead warriors and his vicious 'pet' Gryle. Rath has held the Stallers captive now for several days. He intends to have Johann sign the property over to Odo Groller (a fictitious citizen that Hebbard has created to divert suspicion from his family name), but he is in no hurry. Rath is basking in the fear of his prisoners and is enjoying every minute of it! He has recently unearthed some additional skeletons to use as 'gravediggers' in the excavation of his Ancestor's impromptu tomb.

To cover his tracks and account for the disappearance of Johann and Eva, Rath has skilfully used his trusted position in the city to spread rumours of their involvement in a chaos cult. Since no one in their right mind would wish to be implicated with cultist activity, it is increasingly difficult to find anyone prepared even to talk about the Stallers. In fact, if the truth is not brought to light, the Stallers will pass into urban myth as a pair of chaos-tainted heathens who were brought to justice by the good and honest folk of Nuln. Just as Rath would wish!

In A Perfect World

If this tale were a script for a movie or play, the protagonists could be counted upon to follow all the right leads and put paid to all the right baddies. Alas, as this is a role-playing scenario, the players are most likely to send their characters off in entirely the wrong direction.

But if they didn't, this is what could happen:

1. The characters question a merchant or two about the Stallers, and learn that a warehouse belonging to the merchant family was recently destroyed in a dockside fire. They may learn that the Stallers were involved in some illegal activity, perhaps a chaos cult? They may hear conflicting stories about the Stallers being burned alive for their crimes!
2. A visit to the docks allows them to hear Ludo's tale and see the ruins of the Staller warehouse.
3. A trip to the Hall of Records indicates that the Stallers are 'officially' dead and locates the lot numbers of two properties owned by the merchant family. It is here of course that the characters fall under the watchful eye of Rath Hebbard and Gunther and Klaus begin shadowing the characters on Rath's instruction.
4. The Characters may pick up snippets of information from the Courts, the Religious Court and the Temple of Morr.
5. A visit to the Staller's now deserted town house will result in an interview with Donat, the groundsman and provide a clue concerning Eva's close friend Hanna Etberg.
6. Investigations of the 'Postal Service' will lead the characters to the 'postie', Loskam and the location of the Staller country manor.

That should provide enough information for the characters to uncover the mystery and confront the main players at the Staller estate. There are several other avenues the players may explore which are fully detailed in the following text but the above outline should bring a quick conclusion the investigation.

Act 1: Missing Persons

Nuln is big. Really big. So how can a collection of out-of-town misfits possibly hope to track down a missing woman? Players more used to scouring dungeons for to earn their keep may be ill at ease when faced with a spot of detective work. A simple way to put them on the right track is to have a rare friendly citizen of Nuln set them on the right track:

"I'm afraid I don't have the foggiest idea what you're rambling on about but if you want to know about a merchant, my advice would be to ask a merchant. You might find what you seek with Gregor Golspell (or whomever) he's a reasonable enough chap. For a merchant that is..."

GMs are also reminded of the valuable skill: Common Knowledge (the Empire)! Should the PCs get disillusioned and confused, call for skill Tests and then let slip a clue or two ("*you know that large cities such as Nuln keep detailed records of its citizenry...*")

In any event, they may adopt one or more of the following approaches:

- Ask local traders and merchants about the Staller family in general and Eva in particular.
- Inquire at one of the Public Kommissions (Nuln is serious about its census) and other official bodies.
- Check out the address to which Radovich has been sending his letters (you'd be surprised how many players don't think to do this).
- Take to the streets in an attempt to track down the Stallers.

Each of these lines of enquiry reveals a little of the plot, but also poses further questions and, in some cases, leads to grave danger!

City locations that may reveal information about the missing Stallers are identified with the (🔍) magnifying glass icon.

🔍 Local Traders and Merchants

Depending on their backgrounds, the PCs may approach either or both tiers in the merchant community. At the basic level, the vendors and street traders know of the Staller family; some of their stock used to come from the Staller warehouse. They also know that the Stallers suffered some terrible misfortune but few will go as far as to say this.

The majority fear that merely talking about the Staller's fate will cause some of that bad luck to rub off on them. Traders are a superstitious lot!

However, a successful *Charm Test* (with a bribe of at least 2 Crowns) will cause a nervous trader to reveal the following:

"I don't know where they've gone but they've gone. Their warehouse on the docks was emptied and burned to the ground. Odd that they were able to save all their goods before the place burned down. Lucky that."

If the characters press for further details, the trader (let's call him Gregor Golspell) tells them that they'd do well to mind their own business and stay out of his. If things turn nasty, Hans will summon his brother-in-law (know as Big Himey) to assist. Make it clear that Himey will finish the conversation one way or the other! (If necessary, use the profile of a Footpad, as detailed on page 234, but give Himey a *Strength* of 56). Gregor will give in to threats of violence if Big Himey has failed to dent the PCs curiosity but the merchant community will have little to do with the characters after such an overt show of force. Indeed Gregor is likely to lay charges against the PCs!

Even if Gregor does speak, he doesn't know too much. The word is that the Stallers were cultists who set up shop in Nuln because they were too well known in their native Middenheim for comfort. There had been a number of mysterious exhumations from the cemeteries and missing street children. As the Stallers seem to have vanished they're probably in custody or already burned at the stake.

If the characters are going to approach the merchant middle-class of Nuln, they will need a suitable ploy to even get an interview. For example, they may need to masquerade as a visiting noble or wealthy merchant seeking to arrange agreeable trade routes. Whatever method they choose, the wealthier merchants know very well that the Stallers were implicated in a chaos cult; their assets were seized and their warehouse razed to the ground. Naturally, this sort of information is not given lightly; most of the gentry and middle-class of Nuln moved in the same circles as the Stallers and do not want to be implicated in the same way. The PCs will have to be very clever to get the following information:

"Of course this is just a rumour, but I understand that the Stallers were involved in some rather distasteful activities. Naturally, I don't have any details – nor would I want any – but you must understand that there were some... er... disappearances and the authorities were making some discrete enquiries. But that's all behind us now... Anyway, I understand that they are being held somewhere pending a trial, but that they may be acquitted after all. Wouldn't that be good? Although I've heard from other sources that the evidence against them was so compelling that a pair of Witch Hunters put them to the blade right there and then!"

The merchant will also be able to give the characters the location of the Stallers rather nice town house. If the PCs suggest that the Stallers may already have been convicted and burned, the merchant will be most surprised.

"Burned? Oh no, there have been no public burnings for an age. I never miss one of those!"

As with the trader, the wealthy merchant will summon armed guards to dissuade further questioning from overly inquisitive PCs. No more information can be gleaned from this source.

🔍 Inquiring at the Hall of Records

A *Charm Test* (with a bribe of at least 5 Crowns) and liberal use of the *Blather* Talent will be required to get past the bumbling Nuln bureaucracy.

Even outsiders can spot a public building with little coaching. The tall gabled roofs and spires can be seen from some distance; they are surrounded by lavish 'public' gardens (which are patrolled by public guards – expressly to keep the public out) and are securely fenced off with yards of wrought iron railings. A number of inquiries may lead to information about the Stallers:

There are records of a fire on the docks, a number of private buildings were either damaged or destroyed. There is no particular mention of the Staller warehouse or details of any enquiries the authorities may have made. There is no clue to indicate whether the fire was considered an accident or arson.

A heavy bribe (at least 5 Crowns) and a *Charm* Test will grant access to the Census Registry – a massive leather-bound book listing every permanent resident of the city. (The Registry is available to the public, but Albrecht, the Chief Clerk, is loathe to consult the tome unless absolutely necessary. It is so large that it must be carried on the backs of two junior scribes). Here the PCs find entries for the Staller family: the listing includes the lot numbers of two properties owned by the Stallers (their town house and country estate).

After the PCs have seen the Registry, an officious looking scribe appears and neatly rules through the entries advising that the parties in question are deceased.

The PCs will be directed towards a large notice board. Here notices of births and deaths are posted. As they head over to it an officious looking scribe finishes writing the names of Johann Staller (father) and Eva Staller (daughter), in the 'deaths' column.

A further heavy bribe (again, of at least 5 Crowns) and a successful *Charm* Test will grant access to the Registry of Properties. Again, this is something that the Chief Clerk won't do lightly (hence the money). From this Registry, they can locate the appropriate lot numbers, of which there are in fact, three: one is the warehouse, another, the town-house, the other the country estate. However, there is no address for the Family estate. It has been conveniently obscured by an ink spillage. Each entry lists every owner for every piece of property. The owner of the country estate prior to the Stallers was a Herr Oskar Schneider, and before that a Herr Wilhelm Hebbard.

The PC's investigations will not go unnoticed; before leaving the Kommission they will be summoned to the stark offices of Rath Hebbard, the Under Secretary to the Commissioner for Public Affairs.

Rath is a tall, imposing man with short dark hair and piercing steel-blue eyes. He has a pale, almost sallow complexion. He will be very interested in anyone asking questions about the Stallers. Great care has been taken to ensure that their disappearance would go unquestioned.

An Audience with Herr Hebbard

Rath is all business when he talks to the PCs, attempting to draw out their motives. Any PC who has read the Registry of Properties should make a *Perception* Test to remember that Hebbard was a previous owner of the country property. If questioned about his connection to the Staller estate, Rath will comment that his is a common surname, that he originates from Altdorf and his family has never owned property beyond the walls of Nuln. Naturally, Rath will not lose his cool, and he will dismiss further questions with a wave of his hand.

At this stage, Rath will only reveal his scandalous rumours; namely that both Johann and Eva Staller were tried and convicted of unwholesome activities associated with the worship of a chaos god. He will claim that he is not privy to all of the 'gory' details; suffice it to say the Stallers were burned at the stake in accordance with common practice.

Furthermore, the authorities deemed that the Staller warehouse was too tainted by chaos to abide – it was destroyed. He is sure their house will be condemned soon. The Staller estate in the forests southeast of the city is currently 'off limits' while the appropriate authorities examine the place in detail. However, he has no idea of its exact location.

After the visit to the Kommission, Rath will have the PCs shadowed by two of his personal guards; their loyalty has been bought with promises of eternal youth and they would rather die than reveal their connections to Rath, since they believe death is a minor inconvenience that Herr Hebbard can easily remedy.

Investigating Hebbard

Looking into Hebbard's background will reveal little. He has few friends but is a good worker, often staying late into the night. He gained a job in the Hall of Records after arriving from Altdorf.

¶ The Watch & Prison

Nuln's Officialdom denies all knowledge of the Stallers. All are convinced that the Stallers have been arrested, tried and burned at the stake. However, they all give a different account of the events. In truth, they aren't really interested in "*Chaos worshipping scum*"; Hebbard's rumour spreading has proven to be very effective. If the PCs push the point, they will be directed to the Religious Court. Of course, if they push it too far they may be arrested.

¶ The Religious Court (a subsidiary of the Temple of Sigmar) in Nuln will confirm that there have been no burnings in recent weeks and that the Stallers have not been arrested. The clerk suspects that this is all just malicious gossip.

¶ The Temple of Morr

The Clerics at the Temple of Morr will also confirm that the bodies of the Stallers were not brought to them (not that there would have been much left). If asked, they will confirm that suspected Necromancers are sometimes bricked up underground. If questioned, an older cleric will vaguely remember the name Hebbard, but not the location of his tomb. If the PCs ask for help when taking on Hebbard, the clerics will say they do not have the resources at present to do so, furthermore, they would require an official request to involve themselves in such issues.

¶ Checking Out the Postal Address

Because the Stallers didn't have a fixed residence when Radovich began writing to Eva, he has been sending his letters care of The Four Season Coaching Company in Nuln. Some of his letters were delivered to the Staller's estate, but those received in the last 10 days will still be at the coach house.

The Four Seasons headquarters in Nuln is not a particularly grandiose affair, little more than an oversized coach house, and the innkeeper is happy to return the additional letters to Radovich. (The innkeeper actually had Radovich arrested at one point, "*but this was simply because he became a nuisance and people had trouble understanding his accent*"). The only information the innkeeper can provide is that his courier (a chap by the name of Loskum) was turned away from the Staller estate when he recently attempted to make a delivery.

Loskum will not wish to discuss his recent trip to the Staller house. If pressed (and bribed with at least 2 Shillings) he will admit that he was advised to stay away from the house by the City Watch, but went anyway (he takes his deliveries seriously). Loskum will warn the PCs against going to the Staller house, but will grudgingly tell them how to get there.

¶ The Staller Town House

The Staller town house is located in a staunchly middle-class section of town. At the moment it lies deserted and empty, the gates firmly padlocked. A wreath in the shape of an archway (a tribute to Morr) is attached to the bars. The small grounds are well maintained, and the gardener is the only servant who has remained. His name is Donat, and he is friendly if not too bright.

The Stallers were always very kind to him and he doesn't believe they could be involved in dark deeds. However, he has been told that the Stallers were arrested and burnt for their alleged crimes. If the PCs ask the right questions they will get some useful information:

1. He knows they weren't arrested here, but doesn't know where it happened. Their manservant Viktor has also gone missing.
2. Donat is afraid of Viktor, "*He has seen much of war, I don't want to be around when he sees some more!*"
3. Hanna Etberg placed the wreath on the gate, Eva's closet friend.
4. He knows the Stallers had a second home outside the city, but is not sure where.
5. There was a burglary the night after they were arrested (although Donat wasn't there) and he doesn't know what was taken.

¶ Streetwise?

Some of the PCs may think they have underworld connections or a degree of street savvy, which may lead them to investigate some of the rougher dockside pubs and taverns. Enquiries concerning the Stallers will reveal little, perhaps that they are merchants and owned a warehouse that burned down recently. Anyone prepared to talk about the incident will be happy to point the characters to the scene of the fire.

If the PCs specifically question locals about the fire or the warehouse, the conversation will dry up and the mood will become noticeably hostile. Gunther and Klaus actually hired locals from the same sort of places that the PCs are asking their questions (for one Crown a head, good money!) – so the locals are understandably suspicious.

It is common knowledge that someone had been trying to buy the warehouse from Staller. Each successful Degree or Test reveals one piece of information in the following order:

1. *“Me and a few of the lads torched the place – made a pretty penny out of the deal too. Best thing for those Chaos Worshippers if you ask me.”*
2. *“No one was hurt, and anyway, some other merchant will build a warehouse on the site soon enough.”*
3. *“We were hired by a couple of nasties – they called themselves Gunther and Klaus. I reckon they were relatives of someone who had been sacrificed to the dark gods.”*

The characters can continue to make *Charm* and *Gossip* tests until they miss a roll by two Degrees or more, at which point things turn nasty (we’re talking bar room brawl)!

If things turn sour, reel out some Dock Workers looking for a rumble! If the characters do get involved in the brawl, the Dockers will *Strike to Stun* until one or more of the characters draws a weapon. Thereafter, they will quickly sober up and back down, but the PCs will lose any chance of gaining respect in the area.

However, if the PCs hoe in with fist, chair and bottle, a good fight will be had by all, and the Dockers can be counted as friends and allies from that point on!

Assorted Dock Workers

Race: Human

Career: Peasant

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	FeI
35	25	38	36	31	28	36	38
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Consume Alcohol, Common Knowledge (the Empire), Gossip, Row, Speak Language (Reikspiel)

Talents: Street Fighter, Strike to Stun, Very Resilient, Sturdy

Trappings: Big fists and bad breath

🕯 The Warehouse

Should the characters wish to examine the scene of the fire themselves, they will find the wharf a blackened ruin with charcoal timbers jutting out of the icy waters where the pier once stood.

Whilst the PCs are picking through the debris, a drunk approaches them asking for *“a few coins for me ol’ mother”*. If pressed for information, the drunk (Ludo Janse) will confess that he slept right through the fire (*“on account of having one nip too many”*) but will go on to say that after the fire had burned itself out something very strange happened.

“When everyone had gone home, a black coach bearing the city’s crest pulled up just over there. I was just waking up and my vision is never too good first thing after a nap, but I could tell that the horses pulling that carriage were very jittery – prob’ly ‘cos of the fire what happened.”

“The strange thing is what got out of the coach. A tall man dressed in black, face white as a sheet in the moonlight. He had a chain in his hand and on the end of that chain he was draggin’ some ‘orrible evil thing! Huge it was, almost like a man, but not, if you see what I mean?”

“Anyways, the bloke walked all over the wreckage, draggin’ this monster behind him! By now my eyes had cleared up so I could get a good look at what was going on. The monster had a black sack on its head, so I couldn’t see its

ugly mush, but the man was scaring me even more! He had this terrible grin on his face. And then he started laughing like a mad man. So I legged It, smartish like!”

Ludo doesn't have any more to add but after a story like that he will be holding his hand out expecting at least 1 or 2 Shillings for his trouble!

Allow a Common Knowledge (the Empire) Test to know that coaches with City markings would clearly be for official use or perhaps made available to high-ranking Civil Servants. There is little way of discovering who was driving the coach and when, though, as no records are kept.

☪ **Hanna Etberg**

Hanna, a pleasant young woman, was Eva's closest friend. She is very upset by the news of her death, and she firmly believes Eva was innocent. She knows Johann Staller had forced Eva to court a man named Hebbard for a short while, but Eva hated him. She thinks Johann wanted Eva to marry Hebbard as it would give him some protection from aggressive business rivals. However, he had also been making the same overtures to a merchant family in Kislev. Eva liked the sound of them more.

She knows they have a manor outside the city. They purchased it a year or so ago, at auction.

☪ **The Auction-House**

A *Charm* Test (and a bribe of 2-3 Crowns) will be required to have the clerk find records of the Manor House's address though the Staller name. He remembers the purchase, as there was fierce bidding for it. It was initially bought by one Odo Groller. Although, Groller couldn't come up with the money in the allotted twenty-four hours, although he did produce a signed declaration from a city official saying he could get the money (no, I don't remember the official's name). However, this was not good enough for the auction house and the Manor went to the second highest bidder: the Stallers. Although he only remembers the estate was in the Cranstein area, south-west of the city, he does have a Lot Number which will provide more exact information. This can be looked up in the Registry of Properties.

When the PCs have finished with their investigations – it is time to confront the source of evil itself!

Act 2: Rescue Mission

The character's investigations should have revealed some damning evidence against the Stallers. Closer examination of the facts should reveal that Rath Hebbard is somehow involved in their predicament, and interested in their estate outside Nuln. Radovich will maintain that his Eva is totally innocent, and that the charges must have been 'trumped-up'.

“These terrible things I am hearing about my Eva, they cannot be full of truth. I think they are full of something that smells bad and tastes not too good! My father would not have involved me with such a family of no good types. You must go to her house and get right into the bottom of these lies!”

Mercenary PCs may be wondering about their promised payment – if so, Radovich will personally guarantee a sum of not less than 100 Crowns each from his father. This is a wildly outrageous amount; the best he could raise would be about 25 Crowns in total, and that would require a trip to Kislev!

There are really only two avenues for further investigation: a trip to the Staller estate or a closer look at Rath Hebbard.

Rath Hebbard

At this stage, Rath's reputation and standing within the government will protect him from any accusations of wrong doing, particularly if those accusations are brought forward by a bunch of unknown out-of-towners.

The GM may allow the PCs to locate his private residence (but only if they are suitably impressed by their ingenuity). Here they will find all the evidence they need: the trap door to secret cellars (connected to the sewers), necromantic paraphernalia and numerous exhumed bodies. If the GM feels generous, the PCs may be allowed to liberate a gold candlestick (worth 9 Crowns and weighing 3 Enc.) and a sack of old and muddy coins (60 Crowns), which Hebbard has looted from his various grave-robbing expeditions.

Following a successful mission to the Staller estate, the PCs should be able to locate Rath's hideout with little effort. Once hard evidence of his unwholesome activities is revealed, it will be 'open season' on Rath. If captured, he will be convicted of 'Crimes against the Empire' and, somewhat ironically, buried alive for his sins (Unless of course he manages to stage a dramatic escape, vowing to commit every fibre of his being to the destruction of the PCs! Hey, stranger things have happened.

The Staller Estate

The estate is about six hours walk (or three hours by coach or horse) southeast of Nuln, and is surrounded by well-kept farmland. In fact, the PCs will no doubt meet some peasants tilling the soil. If questioned, the farmers will confess that they haven't seen the Stallers for a week or so, but that there has been plenty of traffic heading up to the house, including a sinister looking black coach. One man says he was approaching the house when his horse was spooked by a terrible scream from within, and he was thrown to the ground. Needless to say, he decided to take a different route and left the area swiftly.

The house is a typical farmhouse surrounded by a six-foot high stone wall. Entry is through an elaborate gatehouse which leads into a courtyard containing outbuildings, a barn (with attached stables) and the house itself. The house has a crumbling stone tower rising two stories.

The Gatehouse: The gatehouse door is open and two carts (minus horses) can be seen within – although their cargoes are covered by heavy tarps. Within the gatehouse, a normal *Perception* Test will detect an occasional scream coming from the barn. The carts contain a collection of recently excavated skeletons (many with skulls and rib cages still packed with damp earth). Rath intends to animate them to excavate his great-grandfather's tomb.

The Barn: Gunther and Klaus (if they still live, or two other similar henchmen) have set up shop in the barn and are gleefully torturing Viktor, the Stallers' loyal retainer. Viktor doesn't have any information for his captors, nor do they question him, they are just torturing him for 'fun'!

If Viktor is rescued he will be a valuable asset (as he is tough with a capital 'T') and a perfect eyewitness for the wrongs done to the Staller family. Viktor's story is as follows:

Rath Hebbard made a number of inappropriate advances to young Eva; Johann rejected Rath not just because Eva hated him but also because she is betrothed to another – a foreigner from Kislev. Rath didn't take the rejection too well; he spread rumours that the Stallers were involved in a chaos cult. Later, the Staller's dockside warehouse burned down and Rath and his 'men' came to the house. Viktor has been held captive for almost 10 days.

Stables: stables contain a pair of recently slaughtered horses (they were used to pull the carts which now lie in the gatehouse). The thing that killed them is Gryle, Rath's 'pet' Beastman! Gryle remains in the stables feasting on the horseflesh unless he hears movement in the yard (Allow him to make a *Perception* Test as required) he will then investigate 'with extreme prejudice'.

Gryle has goat legs and a goat's head, with burning red eyes. He has a metal collar around his neck, which trails a length of chain. When he first emerges from the stables he will growl, "Master? You are not master - you are meat! Gryle is always happy to see new meat." Before attacking.

The Tower:

Ground Floor: The room contains a pair of rocking chairs by the fireplace, a narrow table and a bookcase. The bookcase contains a few slim volumes on local history – nothing suspicious. The fire is lit and well stoked. A staircase leads both up and down.

First Floor: The door is locked from within. It can be passed by force (Toughness: 3, Wounds: 15), or picked (requiring a Challenging [-10] Pick Lock Test). Any attempt to tamper with the lock or door will alert Rath. Assuming this is not an outright assault, he will first call out "who is it?" which may give the PCs an opportunity to masquerade as Gunther or Klaus; but as soon as his suspicions are aroused he will climb to the rooftop and make his escape (if possible). If the PCs can convince Rath (which would be at least a Challenging [-10] *Charm* Test) he will open the door but due to his suspicious nature he will have a spell (Hand of Death) or weapon at the ready.

Roof: On the roof, a clutch of four skeleton guards waits in silence. If forced, Rath will attempt to retreat to the roof where he will allow his skeletons to slow down the PCs while he casts a *Skywalk* spell, descending to the ground. If he escapes he will flee to his private residence and leave the city through the sewer tunnels.

If Viktor is present, the strength of his courage grants everyone a +20 modifier to the *Fear* Test imposed by the Skeletons. Viktor himself need not make the Test (having grown used to seeing Rath's undead minions).

Skeleton Guards

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
25	20	30	30	25	-	-	-
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	4	0	0	0

Skills: None

Talents: Frightening, Undead

Special Rules: Mindless (cannot take or fail Tests based on mental Characteristics), Shambling (may not take the Run Action)

Armour: Leather Jerkin and leather Skull Cap

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

Weapons: Hand Weapon (Swords and Axes), Bow (each with 6 arrows)

Notes: These are mindless automatons programmed to attack anyone other than Gunther, Klaus, Rath or Gryle. They do not and cannot speak. When instructed by Rath they merely nod and carry out their tasks in silence. Currently they have been commanded to hold their positions – they can detect movement in other areas of the house but will not move to investigate. When they do move it is in an awkward stilted fashion and they can easily be outrun.

Within, the PCs will find Johann and Eva tied and gagged, sitting in chairs by the fire. On a nearby table is the deed to the Staller estate. Rath will soon be 'asking' Johann to sign the property over to his alter ego, Odo Groller. Naturally, the 'asking' will involve some degree of torture for the beautiful Eva, which Rath is quite looking forward to.

Epilogue A Fine Romance

If things go to plan (the character's plan that is), Rath will be brought to justice, Eva and Radovich will marry and Johann will reward the PCs as best he can - which will include 20 Crowns each (ironically, the Stallers are just as poor as Radovich's family).

GM's Note: *If you are feeling particularly generous, you may have a grateful Johann grant the PCs a pair of family heirlooms, which he will draw from a locked chest in the master bedroom.*

- A Best Craftsmanship Dagger (+5 Weapon Skill when used in combat, weighs only 9 Enc.)
- A Good Craftsmanship Sleeved Mail Coat (2 AP weighs only 72 Enc. covers Body and Arms) suitable for human-sized characters

Johann will be able to explain the details of Rath's plot to the characters. He has been held captive for several days and has had to listen to Rath crowing over his victory for most of that time! Of course this may lead inquisitive characters to unearth old great-grandpa Hebbard. Johann will be set against that plan, but will stand aside if his rescuers insist. Two possibilities of what the PCs may find behind the wall are detailed in Appendices 1 & 2, following the 'Complications'.

Experience Point Awards

In addition to the standard 100XP per session, the GM may award a number of points based upon the level of investigation undertaken by the PCs and how much actual 'role-playing' they managed to do!

Award	Activity
10-20	Good role-playing (the GM may choose to take a consensus of opinion)
10	Talking to local traders
-5	Upsetting Hans and Himey
+10	Getting to see a legitimate 'upper class' merchant

Surviving PCs will now have friends and contacts in the city of Nuln, the value of which cannot be overstated!

Complications

Even with the best intentions, sometimes things just don't go to plan. The following are a few optional notes for GMs who wish to 'spice-up' the scenario and tweak the difficulty level.

A Subtle Twist of the Knife

This option has no bearing on the difficulty of the adventure but does add a slightly bitter ending to the piece.

Radovich is not exactly the typical grim Kislevian (as seen in the Kislevite Kossar on page 42 of the rulebook). In fact, he is completely at odds with the image of the chaos-battling warriors of the North; he is a wimp! His father was well aware that his son was the runt of the family but didn't have the heart to do the 'right thing' and suffocate him with a pillow while he slept! So Radovich Senior hatched a cunning plan to get rid of his son.

Eva Staller has never heard of Stigg Radovich. Yes, Radovich has been writing to her for two years – because his father told him that a marriage had been arranged. But the letters were never delivered. Radovich Senior assumed (probably quite rightly) that when his son left to meet his 'betrothed', he would be gone for good, dying horribly on the way.

The Stallers were chosen at random as a likely match for the love-struck Radovich, and instructions were left at the Four Seasons to hold on to all mail from Radovich; poor, poor Radovich. Of course, the Stallers will still be grateful for the PCs intervention and reward them appropriately, but Radovich will be heartbroken.

“Reports of my innocence have been greatly exaggerated”

In this particularly cruel plot twist, rumours of Johann Staller's involvement with a chaos cult are not 'rumours' at all! Although Eva is not involved in any way, Johann is a Cell Leader who just happened to get in Rath Hebbard's way. Rath doesn't care that he might be stirring up a nest of hornets, he is prepared to go to any length to unearth his ancestor and examine the notebooks and remains that he believes await him beneath the old farm house.

If the GM chooses to employ this option, some of Staller's men arrive shortly after the PCs have bested Rath and rescued Johann and Eva. In his euphoria at seeing his Cell Leader alive, their leader Rutger, will blurt out some incriminating evidence which will shock all present (particularly Viktor!).

“Master, we came as soon as we could. Tell me if these fools (he gestures to the PCs) have harmed you in any way and we shall offer their souls to Lord Tzeentch as we strip the flesh from their bones!”

Johann will sigh deeply at Rutger's foolish display, before flying into a rage that betrays his madness.

“Rutger, you idiot! Now they will have to die. Kill them, kill them all!”

If necessary, use the Sell-Sword profile (page 235) for Rutger; his lackeys are common thugs (use the Footpad profile from page 234).

Johann's maniacal laughter drowns out the sound of battle as Rutger and his men attack. However, given the opportunity, the Cell Leader will climb to the rooftop where he will be jostled by any remaining skeletons and fall to his death!

Who's Laughing Now?

This final complication involves a much more realistic response from Rath to the character's investigations. Rather than have Gunther and Klaus follow the PCs and report back, Rath calmly instructs his henchmen to murder the characters and dump the bodies in the river. After all, no one is too concerned when a handful of outsiders vanish without a trace. It makes record keeping at the Kommission so much less complicated.

This option removes the comedy element from the scenario and, as such, the GM should use the following profile for Gunther and Klaus. They are now serious, competent killers. Use the single profile below for both killers.

Gunther and Klaus (a pair of uncompromising Assassins)

Race: Human

Career: Protagonists

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
41	34	41	32	51	30	47	27
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
2	14	3	3	4	0	0	0

Skills: Common Knowledge (the Empire), Gossip, Dodge Blow, Haggle, Intimidate, Ride

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

Armour: Mail Shirt, Leather Jack

Armour Points: Head 0, Body 3, Arms 1, Legs 0

Weapons: Hand Weapon (Sword), Shield

Trappings: Instructions (A list of the character's names written in a steady delicate hand. Signed 'R')

Role-Playing Notes

This time around Gunther and Klaus are professional killers. They make their plans before approaching their prey and never speak to each other while others are present. Ideally, they will wait for the characters to split up before attacking those that seem least likely to be able to defend themselves. If their victims are subdued or incapacitated, they will wait until all other threats are neutralised before dispatching the target. No questions, no torture, just death! That's a professional killer for you.

It should be clear to the GM that the new Gunther and Klaus represent a very real danger to the PCs (and the adventure) and great care should be taken when adding this option. Even experienced players may be taken unawares by this attack. The killers may not have fantastic stats but 2 on to one in the Warhammer world is usually a *very* bad thing.

Appendix 1 Cellar Dweller

Brave, inquisitive, foolish. Occasionally, adventurers are all three. Often it is expected of them. If they were not, perhaps they would simply stay at home rather than risking life and limb for fortune and glory. That is why they will almost certainly want to see the cellar wall cracked open and the goal of Rath's dark quest bathed in the light of day!

A Breakthrough!

Once the PCs venture down to the cellar, investigation by lantern light will quickly reveal the odd nature of the northernmost wall. The bricks are larger and the mortar is thick as if hastily and liberally applied.

Characters using appropriate tools (mallets and chisels, which can be recovered from the stables) can remove one or two bricks with little effort in 1d10 minutes. Those using weapons of war to assault the wall must make damage rolls against a Toughness of 10 and Wounds: 25 and any result of 96+ will result in a broken weapon.

As soon as the PCs have removed the first two bricks or inflicted 2 or more damage points on the wall, the lantern or torchlight gutters briefly but doesn't blow out. A heartbeat later, the door to the cellar swings shut with a loud bang.

As all eyes turn towards the door, there is a scraping sound from the hole in the wall and the characters turn again to see a third brick missing and two points of red light glowing from within that hole!

In seconds, the bricks crumble in a curtain of dust, leaving the withered husk of Hebbard senior grinning back at the characters.

Wilhelm Hebbard: Scholar, Gentleman & Wight!

When Wilhelm was prematurely entombed over sixty years ago, he prayed for a quick death and forgiveness. But after 10 days, Wilhelm still lived. He sated his appetite on beetles, spiders and those rats too slow to escape his grasp. The damp moss that covered walls of his prison slaked his thirst.

Days turned into weeks, and madness overtook his prayers. He now begged for freedom and revenge at any price. Soon, a voice from Wilhelm’s darkest nightmares answered those prayers.

The beast that came to him gave his eyes a red light by which to see, and whispered words of *sweet revenge*. The creature (which Wilhelm refers to as ‘My Sweet’) began long years of tutelage which would heighten Wilhelm’s abilities and sharpen his madness.

Once every 20 years, the creature allowed Wilhelm to venture from the cellar as a Shade, a creature that could exist only in the dreams of a troubled soul. At each opportunity, Wilhelm would search through the dreamscape of his kin, desperately seeking a seed of evil from which could be nurtured a disciple capable of unearthing his now Undead body. Eventually he came to the dreams of a young Rath Hebbard and was more than satisfied with what he found. Rath was already cruel and vindictive, with a thirst for power that his meagre ability alone could never quench. The thoughts Wilhelm imbedded in Rath’s subconscious would guide the boy through manhood to a position of respect among men and deliver him first to dark sorceries and then to his great-grandfather’s tomb!

Wilhelm Hebbard (Wight)

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
52	35	51	45	42	25	35	20
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
2	19	5	4	4	0	0	0

Skills: Perception +10, Speak Language (Reikspiel, Classical), Dodge Blow

Talents: Frightening, Undead, Natural Weapons

Special Rules: Although Wilhelm lacks the Wight armour and blade, his master has furnished him with a thick hide (2 AP) and razor-sharp claws

Armour: Age-toughened skin

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

Tactics: He will concentrate all of his attacks on one opponent at a time, only switching targets when one falls or flees. Should he defeat all of the PCs - and that is possible - he will waste no time in hurrying upstairs to taste freedom. Shortly thereafter, he will begin searching for Rath.

Description: Wilhelm is a foul sight to behold. His clothes have long since turned to dust, his hair is gone and what remains of his skin is blackened and drawn tight over sharp bones. The jawbone hangs in a permanent silent laugh. When he speaks, his voice crackles and booms like a thunderstorm but the jaw does not move an inch.

Role-Playing Notes

Wilhelm is mad. Both insane and greatly vexed! Beyond his opening soliloquy he won’t have much to say but will wail and moan with each attack. He will steadfastly attack each character one by one until he has defeated all present. Once defeated, however, his final words will be:

“My Sweet, do you desert me now, after all these years?”

As soon as Wilhelm is visible all characters (bar Viktor) must make *Fear* Tests. If Viktor finds himself alone with the Wight (because everyone else has fled or died) he too will turn tail with a view to regrouping and mounting an assault as soon as possible.

Once the Tests have been made, but before any of the PCs have the opportunity to act, Wilhelm speaks. His voice is so deep and resonant that dust and plaster falls from the ceiling.

“Thank you My Sweet, you have rewarded my patience,” he whispers. *“Good people, you have my gracious thanks for releasing me from a most unjust fate. I am pleased to see that the seed of evil I planted many years ago has finally borne fruit. My clever great-grandson has proven his worth, although... I don't see his face among you? No matter, My Sweet demands a bloody tribute for his aid. Regrettably you must all perish this day, and in this very room. Were I a kind man, or my benefactor less demanding, I would slay you quickly and with compassion. Alas, you see before you the remains of a man buried alive by ignorant slaves - and for my revenge, I must answer to a beast darker than the blackest night.”*

With that, Wilhelm begins his vicious attack!

By Sigmar's Hammer, We're All Going to Die!

It is entirely possible that the characters will find themselves in a good deal of trouble at this stage. Some of their number may have fled or fallen into a catatonic trance, whilst others may be in no condition to battle the enraged Wight.

However, clever PCs may have one card left to play. Should any of the characters make mention of Rath Hebbard, suggesting that he is dead, Wilhelm will become momentarily distracted, looking this way and that for his kin. Should any of the characters try this plan, make a *Will Power* roll for Wilhelm. If he makes the roll (likely) he will lose his next attack. If the roll is failed, he loses the next 3 attacks.

The Dust Settles

With Wilhelm defeated the final trace of the evil Hebbards will be swept away. Nothing but dust and bones remains of the Wight; if he was entombed with his books and equipment, they have long since turned to dust.

The Stallers will forever be grateful hosts when the characters are in the region. As further evidence of their gratitude, Johann will introduce the PCs to likely tutors, from which the PCs might acquire further training.

In the course of his normal business, Johann will tell the tale of his trials and tribulations to a scholarly acquaintance. A month or two later, a book will be published entitled *The Horror Below* detailing the PCs and their adventure. The book will be a modest success, but will no doubt serve to further their fame, particularly amongst the literate nobility.

Additional Experience Point Awards

The GM may consider the following supplementary experience awards, following the conclusion of the scenario.

Award	Activity
10	For collecting the necessary tools from the forge and stables
10	Distracting Wilhelm by using Rath's name
20	Finally destroying Wilhelm

Appendix 2 Dead Man's Hand

Most of Herr Staller's cellar is taken up with wine racks, old travelling chests and packing crates, but within an hour, enough flotsam can be moved to examine the walls. As soon as the characters are able to pass a beam of lantern-light around the cellar it becomes obvious that the most northerly wall was a later addition to the building. The wall was clearly not constructed by skilled tradesmen. The bricks are uneven and the mortar has almost turned to dust.

Any character with a Strength of 39 or more can easily dislodge a brick (weaker characters must make a *Strength* Test); thereafter, it is a simple matter to remove enough bricks to shine a lantern through the hole.

The cell beyond is a mere 6-foot by 6-foot square, and contains only a crumpled skeleton lying next to a small iron candlestick. (It appears that Wilhelm's jailers gave the man one candle to see out his life). Around the neck of the skeleton hangs a stylised brass raven on a delicate metal chain – the symbol of Morr, god of death (the icon and chain have little material value, perhaps 5 shillings).

As one of the PCs enters the cell he or she will notice writing scratched upon the far wall. In fact the entire wall is covered with purposefully scratched characters. Judging from the condition of the candlestick, it is clear that this is the tool the prisoner used to write his epitaph.

The Writing is on the Wall

The first few sentences are transcripts of 'Morr's Word', the prayer read before the dying and dead. Thereafter, the tone and content changes...

Should my body be discovered in the months or years to come, I would have my family know the truth. I do not fear death, for how can a humble Priest of Morr fear that which must be? My regret is the shame that my passing will leave for my kin.

As a priest of Morr, my duty is to the dead, the dying and the bereaved. That is why I was so often seen at the cemetery. All right-thinking folk know this to be true.

However, it was my affinity with that place that caused my undoing.

One chill Kaldezeit night, I stumbled upon unholy activity! I looked on, struck silent by fear, as first one then another body dragged itself from a freshly dug grave. But the dead did not walk abroad unbidden. The hand of another guided their actions.

I clearly saw Baron Asmund reading from a dark tome and cackling gleefully as the bodies left Morr's embrace and returned to unlife.

I fled the scene but must have been spotted by one or more of Asmund's lackeys. I went at once to the house of Justice Volker who listened to my story and gave me sanctuary for the night.

The following day, constables of the watch came to Volker's house and I was arrested. One month later, after Asmund had paraded a succession of 'witnesses' before the city's magistrates, it was I not he that was convicted of grave robbing and necromancy!

Let it be known that the good name of Hebbard is not sullied with dark chaos tainted magic!

The irony here should be all too clear. Just like the Stallers, Wilhelm Hebbard was an innocent man condemned by false accusation. His dying wish was that his family name be cleared. Of course, his own great-grandson embarked upon that very road which Wilhelm himself was wrongly accused of!

Baron Asmund

Any locals of the area will be familiar with the name Asmund. Johann can tell the PCs that the Baron's family still holds a position of power in the political scene. They own substantial holdings within the city and without.

Exactly what happens from here is entirely up to the GM. If the characters investigate the Asmund family, will they discover that the Baron still lives on as an undead entity or powerful Necromancer? Will any of the family know of their ancestor's obsession with dark sorcery? Or is it that link which accounts for their great wealth and influence?

Cast of Characters

Characters which may appear at various points throughout this adventure are described below, those that appear only at one location, such as the Wight, are detailed there.

Stigg Radovich (Traveller & Student from Kislev)

Race: Human (Kislevian)

Career: Student

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
27	29	29	31	38	36	24	46
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0

Skills: Common Knowledge (Kislev), Gossip, Speak Language (Kislevian, Reikspiel, Classical), Academic Knowledge (History, Philosophy), Charm, Search, Perception, Read/Write

Talents: Super Numerate, Excellent Vision, Linguistics, Suave, Seasoned Traveller

Trappings: Writing Equipment (boxed in a small chest), Two Textbooks (relating to Kislevian History and Old World Philosophy), Warm Clothing & Shoes, Purse with 6 GC, Assorted Love Letters of varying quality

Weapons: Dagger

The Kislevian is tall and thin with gangly arms and legs. However, his slight frame is concealed beneath a huge black coat and matching fur hat, which he is never without – whatever the weather! Despite his obvious distress, he can't disguise a wide-eyed wonderment as he gazes around the city. However, he also spent a night in jail after trying to get the Staller's address from Four Seasons coaches, which is where he sent his letters.

Radovich is nervous but likeable. He is always carrying too much (box, letters, quills, ink etc.) and frequently dropping his belongings when he is distracted and he is easily distracted! He is a daydreamer, a lover, not a fighter and always has his head in the clouds.

Rath Hebbard, Civil Servant and Necromancer

Race: Human

Career: Journeyman Wizard (ex-Student and Apprentice Wizard)

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
35	39	31	41	42	61	64	33
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	3	4	2	5	0

Skills: Common Knowledge (the Empire), Academic Knowledge (History, Magic +10, Necromancy +10), Consume Alcohol, Heal, Perception +10, Read/Write +10, Speak Language (Classical, Reikspiel, Dark Tongue, Goblin Tongue), Channelling +10, Magical Sense, Speak Arcane Language (Magick), Intimidate, Ride

Talents: Savvy, Very Resilient, Etiquette, Super Numerate, Aethyric Attunement, Petty Magic (Arcane), Dark Magic, Dark Lore (Necromancy), Fast Hands, Lesser Magic (Skywalk, Magic Alarm), Mighty Missile

Trappings: Slender Ornamental Sword (normal hand weapon), Wizard's staff (walking stick), 2D6 Assorted Spell Ingredients (when not at the Kommission), Writing Kit, and Neat, Fashionable Clothing

Side Effects: Cadaverous Appearance, Animal Aversion

Rath keeps his distance at all times (ever conscious of his sickly appearance) but remains aloof, self-confident and above all, smug! He will never be rude or lose his cool (for example, if accused of necromantic activities by the PCs he will calmly reply, "*And I assume you have some evidence to support these outrageous and ultimately libellous claims?*") but does enjoy being particularly condescending.

Advancement Notes: Rath needs only to take 2 Fellowship advances and he will be almost ready to advance to Master Wizard status – all he will require is the necessary equipment (assume he has the requisite library of grimoirs). If he survives and becomes a key enemy in your campaign, remember to allocate his 100XP per session too! You may also wish to grant him one or 2 Fate points.

Gunther (The 'Brains') and Klaus (The Brawn): Two Incompetent Thugs

Klaus Racksbachen

Race: Human

Career: Thug

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
45	26	49	47	27	25	30	25
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
1	15	4	4	4	0	1	0

Skills: Common Knowledge (the Empire), Gossip, Consume Alcohol, Dodge Blow, Gamble, Intimidate, Secret Language (Thieves' Tongue)

Talents: Very Strong, Very Resilient, Lightning Reflexes, Disarm, Resistance to Poison, Wrestling, Strike to Stun

Armour: Mail Shirt, Leather Jerkin

Armour Points: Head 0, Arms 1, Body 3, Legs 0

Trappings: Sword (The blade is coated in treacle; it looks effective and they don't trust themselves with poison), Instructions (A list of the character's names written in a steady, delicate hand. Signed 'R'), Knuckle-dusters

Gunther Friedriksen

Race: Human

Career: Rat Catcher (but would rather be a Thug)!

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
36	46	29	33	48	32	35	25
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
1	13	2	2	4	0	3	0

Skills: Common Knowledge (the Empire), Gossip, Animal Care, Animal Trainer, Concealment, Perception, Search, Set Trap, Silent Move

Talents: Marksman, Night Vision, Resistance to Disease, Resistance to Poison, Tunnel Rat, Specialist Weapon Group (Sling)

Armour: Mail Shirt, Leather Jerkin

Armour Points: Head 0, Arms 1, Body 3, Legs 0

Trappings: Sling with ammunition, Sword (The blade is coated in treacle; it looks effective and they don't trust themselves with poison), Instructions (A list of the character's names written in a steady, delicate hand. Signed 'R'), Knuckle-dusters

Role-Playing Notes

Gunther is just over five feet tall and painfully thin. His wispy blond hair frames a quizzical expression with a gleam of near-madness in his steel-grey eyes. When all is quiet he pulls out a tatty old bone and whistles for his dog (Groucher) who left the partnership to locate a master with better taste. In contrast, Klaus is a massive six-footer with huge muscular arms, balding, short black hair and beady eyes. If it were possible to read Klaus' expression, it would clearly say, "What time is lunch?"

Although vicious killers with a penchant for blackmail, torture and arson, Gunther and Klaus should be played for laughs. They constantly argue and blame each other for any obstacles they create – particularly when hiding within earshot of the PCs. Klaus is frequently hungry; on occasions, he may be seen to lick his sword blade. Remember, Gunther and Klaus are the comedy relief, but they will happily die to keep Rath's secret safe. Add +30 to any *Will Power* tests they need to make to reveal information.

If the players are smart, they will end up following Gunther and Klaus back to the Kommission where they will witness the two goons hand over a report of the character's movements to a clerk, with instructions to pass it on to Herr Hebbard. The clerk is just as he appears to be, and has no idea of his master's secret life.

Gryle

Race: Beastman

Career: Brute

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
60	35	50	50	50	25	40	25

SECONDARY PROFILE

A	W	SB	TB	M	Mag	IP	FP
2	18	5	5	5	0	0	0

Skills: Concelament, Follow Trail, Intimidate +10, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue), Consume Alcohol, Evaluate, Dodge Blow, Search, Disarm (Gryle will swing his chain in an attempt to disarm an opponent, until he has done so – then he attacks with tooth and claw)

Talents: Keen Senses, Menacing, Rover, Strike Mighty Blow, Specialist Weapon Group (Flail)

Armour: Tattered Leather Jack

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

Weapons: Heavy Chain (Treat as Two-handed Flail)

Role-Playing Notes

Kill, kill, and kill.

Viktor Muller (loyal retainer to the Staller family)

Race: Human

Career: Veteran (ex-Soldier)

MAIN PROFILE

WS	BS	S	T	Ag	Int	WP	Fel
62	52	53	46	46	31	51	29

SECONDARY PROFILE

A	W	SB	TB	M	Mag	IP	FP
2	19	5	4	4	0	1	0

Skills: Common Knowledge (the Empire), Gossip, Heal, Perception, Dodge Blow, Ride, Gamble, Intimidate +10, Consume Alcohol, Secret Language (Battle Tongue)

Talents: Very Resilient, Warrior Born, Disarm, Strike Mighty Blow, Specialist Weapon Group (Two-handed), Strike to Injure, Strike to Stun, Specialist Weapon Group (Parrying Weapons), Very Strong

Armour: Mail Shirt, Leather Jack, Pot Helm, Shield

Armour Points: Head 2, Arms 1, Body 3, Legs 0

Weapons (once rescued): Sword

Trappings: Worn clothing

Role-Playing Notes

Viktor is courageous and true – a rare man indeed! He can be relied on to do the ‘right thing’ and will lay down his life to protect Eva and Johann. If he learns that Radovich is Eva’s husband-to-be, he will not be impressed (“*I’m not sure which is worse, necromancers or bloody foreigners*”) but, nevertheless, will behave in the appropriate manner. He is a huge man in his early forties, his thick black hair is flecked with grey but his heavily muscled body has lots of fight left yet!