

# CONSPIRACY

## Supporting Material by Alfred Nuñez Jr.

Alfred's epic scenario ran in issues 23, 24 & 26. In fact, it was so epic we had to cut bits out just to get it in. Here are the bits we could not get in.

### ACT ONE

#### THE BOARDING HOUSE

On the ground floor is the kitchen, dining room, parlour, and a large room where an additional six people could spend the night (3/- per person). Meal times begin at 7AM, 12 noon, and 6PM and last one hour. The meals are light and typically consists of: bread, rolls, and tea (breakfast); bread, soup, biscuits, and tea (lunch); and bread, cheese, soup, and tea (dinner). Boarders are expected to pay an additional 5 pennies for each meal they eat and 1 shilling for any of their guests. Two outhouses are available for any resident.

#### **Barthelm "Father" Houder, landlord, Spy, ex-Thief, ex-Charlatan**

Height: 5 ft 7 in

Weight: 145 lbs.

Hair: Grey

Eyes: Blue

Age: 62

Alignment: Neutral (Ranald)

Trait: Stooping posture (looks 5 ft 4 in), Balding

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	43	48	3	4	10	44	2	54	49	58	74	54	66

Skills: Act, Blather, Charm, Concealment-Urban, Cryptography, Disguise, Evaluate, Flee!, Linguistics, Mimic, Palm Object, Pick Lock, Public Speaking, Read/Write (Breton, Reikspiel, and Tilean), Secret Language-Thieves' Tongue, Secret Signs-Thieves' Sign, Seduction, Shadowing, Silent Move-Rural, Silent Move-Urban, Sixth Sense, Wit

Possessions: Dagger (I +10, D -2, Parry -20), Codebook, Eyeglasses, Disguise Kit, and Purse (d6 Gu, 2d6 shillings, 3d6 pennies)

Personal Detail: To his neighbours, Old Man Houder is a kindly, bespectacled grandfather who is a little hard of hearing and near-sighted. He is protective of his daughter and boarders, doting on them as if they were innocent children. Fact is Old Man Houder is a cagey old bird who misses absolutely nothing. Moreover, Old Man Houder is

one of the more important and accurate gossips in this part of the Suiddock as well as an informant to The Guild. Anything he deems worthy of Guild scrutiny is reported to his contact when Old Man Houder goes to the market every Marktag. Unless the PCs act like boorish braggarts, Old Man Houder will not initially be concerned with their activities. As the PCs get deeper into their investigations, Old Man Houder (and The Guild) will become more interested.

#### **Ingrid Houder, Spinster**

Height: 5 ft 3 in

Weight: 114 lbs.

Hair: Black

Eyes: Blue

Age: 32

Alignment: Neutral (Shallya)

Trait: Very Short Hair

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	3	7	30	1	29	29	29	29	29	29

Skills: Ambidextrous, Excellent Vision, Flee!

Possessions: Plain Clothing, Knitting Needles, Yarn, and Purse (3d6 shillings, 4d6 pennies).

Personal Detail: Ingrid is a homely-looking spinster whose shyness and dull wittedness has left her socially awkward (or inept, if you're the cruder sort). Kind-hearted, simple, and innocent of the harsh outside world, Ingrid has absolutely no idea that her father is anything other than he seems to be. Should anything happen to Old Man Houder, Ingrid stands to inherit everything. Ingrid's reaction to the PCs will depend upon who they are and their **Fel** scores. Towards male PCs with **Fel** scores of 40+, Ingrid will be giddy, giggly, and downright childish. Male PCs with less than 40 **Fel** will inspire fear in Ingrid. She will shy away from female PCs (irrespective of their **Fel** scores) as they intimidate Ingrid.

#### **Jean-Paul Mainsoycux, Entertainer (Painter)**

Height: 5 ft 11 in

Weight: 180 lbs.

Hair: Copper

Eyes: Medium Brown

Age: 24

Alignment: Chaos (Slaanesh)

Trait: Attractive face, moustache, very white teeth



Chaos Mutation: Two-toed clawed feet

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	38	42	3	3	9	32	1	46	27	29	32	28	46

Skills: Art, Bribery, Dance, Dodge Blow, Flee!, Silent Move Rural

Possessions: Tray of paints of various colours, twelve canvasses, four covered paintings, set of paint brushes and cleaners, apron, and pouch (d6 Gu, 4d6 shillings, and 5d6 pennies).

Personal Detail: Jean-Paul is a struggling painter from Couronne in Bretonnia. Shy and introverted, Jean-Paul masks his real talent by selling his landscape and still life paintings to middle class merchants. Jean-Paul's gifts with canvas and brush are evident in paintings whose subject matter is best described as erotically bizarre. The paintings are kept securely wrapped until Jean-Paul can sell them to his "special" friends. If somehow discovered, Jean-Paul will flee as fast as he can before witch-hunters or other fanatics could burn him at the stake (although the thought does elicit some perverse excitement in him).

### Ernst Erzähler, Racounteur, ex-Gamekeeper

Height: 5 ft 8 in

Weight: 140 lbs.

Hair: Light Brown

Eyes: Hazel

Age: 38

Alignment: Neutral (Taal)

Trait: Balding, excessive body hair.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	55	4	4	8	42*	1	29	40	38	42	30	47

Skills: Blather, Charm, Concealment-Rural, Etiquette, Lightning Reflexes\*, Luck, Marksmanship, Public Speaking, Read/Write (Reikspiel), Scale Sheer Surface, Secret Language-Ranger, Seduction, Set Trap, Silent Move Rural, Sixth Sense, Spot Traps, Story Telling, Wit

Possessions: Sword, Clothing (loud), Hat (almost as loud), and Purse (3d6 Gu, 2d6 shillings)

Personal Detail: To hear him tell about it, there are few places in the Old World to which Ernst hasn't travelled. His exploits fill more lifetimes than a man of his years would seem to have. Fact is Ernst's wanderings were restricted to the lower Reik (usually in Carroburg or Altdorf) before settling in Marienburg. The one accuracy to Ernst's stories was that he was the Gamekeeper on one of the estates of Grand Duke von Bildhofen of Middenland. Unfortunately, an indiscretion (killing one of the Grand Duke's deer) made Ernst's move out of the Empire essential.

## SHIPWRECKED TAVERN

**Olaf Blodhaand, Tavern Owner/Bouncer, First Mate, ex-Mercenary, ex-Sea Man, ex-Marine**

Height: 6 ft 0 in

Weight: 205 lbs.

Hair: Yellow with streaks of grey

Eyes: Blue

Age: 41

Alignment: Neutral (Ulric)

Trait: Broken nose, pale skin

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5*	52	43	6*	5*	10	38	2	36	42	45	32	42	39

Skills: Acute Hearing, Ambidextrous, Boatbuilding, Consume Alcohol, Disarm, Dodge Blow, Drive Cart, Fleet Footed\*, Row, Sailing, Scale Sheer Surface, Secret Language-Battle Tongue, Speak Additional Language (Reikspiel), Storytelling, Street Fighting, Strike Mighty Blow, Strike to Stun, Swim, Very Resilient\*, Very Strong\*

Possessions: Mail Shirt (1 AP body) under Tunic, Sword, and Purse (3d6 Gu, 3d6 shillings).

Personal Detail: A native of Norsca, Olaf was forced to flee his home to escape punishment for killing the son of the local Thane. The fact that the Thane's son initiated the fatal brawl didn't seem to make a difference. Once he arrived in Marienburg, Olaf found work as a mercenary with the House of Onderzoeker (one of the great merchant families of Marienburg). After years of loyal service, Olaf left and purchased the Shipwrecked Tavern from its previous owner (who was trying to get some quick money to pay off his debt to The Guild).

A brute of a man, Olaf is quick to laughter and slow to anger. When he does lose his temper, however, Olaf can be violent. Some say that it's the wolf blood in his veins. Olaf attributes it to legendary Norse hero Thoramir Ulfenblod, whom he claims is his clan's ancestor. Most of the regulars at the Shipwrecked are more willing to humour Olaf's pretensions to greatness. After all, he has the best stock of Norscan Mead and Beer in the Suddock.

### Manuel "El Cochino" Hernandez y Martinez Durango de Magritta, Barkeep, Fence, ex-Acrobat, ex-Thief, ex-Embezzler

Height: 5 ft 5 in

Weight: 131 lbs.

Hair: Black

Eyes: Medium Brown

Age: 35

Alignment: Neutral (Ranald)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6*	49	52	4	3	10	50	2	46	36	32	43	38	39

Skills: Acrobatics, Concealment-Urban, Evaluate, Fleet Footed\*, Luck, Magical Sense, Palm Object, Read/Write (Estalian, Reikspiel, and Tilean), Scale Sheer Surface, Secret Language-Thieves' Tongue, Secret Signs-Thieves', Silent Move Rural, Silent Move Urban, Speak Additional Language (Reikspiel and Tilean), Street Fighting, Supernumerate

Possessions: Sword, Large Overcoat with Numerous Internal Pockets, Fancy Clothes underneath, Silk Handkerchiefs, Small Pieces of Jewellery, and Purse (2d6 Gu, 2d6 shillings).

Personal Detail: This snaky native of Estalia brags about his connection to the Estalian gangs of Marienburg. Rather odd since Manuel spends so little time in the Estalian quarter. In fact, the few Estalians that venture into the Suiddock largely ignore "El Cochino." That doesn't phase Manuel as if prefers to spend his time flirting with the ladies (irrespective of age) and telling them of his prowess with a sword. Manuel is extremely lucky that neither Olaf nor Sergei take him seriously. In truth, Manuel is so obvious in his intentions that most of the women he approaches (anyone with a **Fel** over 25) are not foolish enough to give the fickle (and seemingly desperate) Estalian what he wants.

**Sergei Stoilensky, Barkeep/Bouncer, Targeteer, ex-Pit Fighter, ex-Bounty Hunter**

Height: 5 ft 11 in

Weight: 180 lbs.

Hair: Medium Brown

Eyes: Light Brown

Age: 36

Alignment: Neutral (Ulric)

Trait: Heavy moustache, rough hands

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	58	71	5*	6*	10	51	2	53	41	47	68	50	44

Skills: Ambidextrous, Disarm, Dodge Blow, Follow Trail, Luck, Marksmanship, Ride-Horse, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapon-Fist, Specialist Weapon-Flail, Specialist Weapon-Lasso, Specialist Weapon-Long Bow, Specialist Weapon-Net, Specialist Weapon-Parrying, Specialist Weapon-Two-Handed, Strike Mighty Blow, Strike to Injure, Very Resilient\*, Very Strong\*

Possessions: Mail Shirt (1 AP body) under Tunic, Sword, Knuckledusters (WS -10, D -1), Crossbow (R 32/64/300, ES 4, Rld 1) with Ammunition, and Purse (3d6 Gu, 2d6 shillings)

Personal Detail: Sergei spent years as one of Monniker's prize pit fighters before trying his hand at tracking down wanted criminals. While life on the road (and wilderness) intrigued him, Sergei found that the pay did not compensate for the miserable conditions he had to endure. The Kislevite then tried his hand at using his talents in contests of skill with a bow. While the pay improved, Sergei found that he still had to travel frequently. On a return trip to Marienburg, Sergei was hired by Olaf to help run the Shipwrecked Tavern and keep an eye on Manuel (whom Olaf didn't quite trust). Taking an instant dislike of the little, greasy Estalian, Sergei is quietly awaiting the day when Manuel steps over the line. At that moment, Sergei will be more than happy to toss Manuel into the nearest canal (after he's been worked on a bit).

Outside of his wariness of Manuel, Sergei is a stoic man who takes great pride in his work and skill. Always reserved,

Sergei is the virtual opposite of the emotional, potentially explosive Olaf. Surprisingly, the two get along very well.

**Pieter Vlugog, Charlatan, ex-Entertainer (Acrobat), ex-Thief**

Height: 5 ft 9 in

Weight: 145 lbs.

Hair: Blond

Eyes: Blue

Age: 32

Alignment: Neutral (Ranald)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	42	3	4	10	53	1	54	48	51	54	52	61

Skills: Acrobatics, Blather, Charm, Concealment Urban, Disguise, Evaluate, Mimic, Palm Object, Public Speaking, Secret Language-Thieves' Tongue, Secret Signs-Thieves', Seduction, Silent Move Rural, Silent Move Urban, Wit

Possessions: Hand Weapon, d6 Hats (assorted), Ordinary Clothes, Quality Clothes, University Reference (forged), and Purse (2d6 Gu, 2d6 shillings, 2d6 pennies).

Personal Detail: A one-time acrobat with a travelling troupe of entertainers, Pieter Vlugog left to find other, more profitable work. The thrill and challenge of being one of many thieves in Marienburg gained Pieter new experiences, but little money. One day Pieter accidentally learned that selling information in Marienburg was highly profitable. Masquerading as a beggar during the day, Pieter usually positions himself in areas where information and gossip flows freely. Such places include the open market as well as Guildhouses and "selected" taverns. Concerned for his well-being, Pieter is very careful not to put himself at unreasonable risk.

**Anton Loslippen, Ratcatcher ex-Beggar**

Height: 5 ft 6 in

Weight: 130 lbs.

Hair: Mousy Brown

Eyes: Brown

Age: 38

Alignment: Neutral (Ranald)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	38	40	3	4	8	29	1	41	27	27	38	29	26

Skills: Animal Trainer-Dog, Begging, Concealment Urban, Consume Alcohol, Immunity to Disease, Immunity to Poison, Secret Language-Thieves' Tongue, Secret Signs-Thieves', Set Trap, Silent Move Urban, Specialist Weapon-Sling, Spot Trap

Possessions: Ratter's Pole with d6 Rats, Sling (R 24/36/150, ES 3) and Ammunition, d6 Animal Traps, and Purse (d6 shillings, 3d6 pennies).

Personal Detail: Competition between Ratcatchers in the Suiddock is fierce. It's not due to any shortage in the rat population. Fact is there are lots of Ratcatchers in the area





as it's one of the few careers that many of the poor can make decent money (from their perspective). Anton was one of the casualties of the struggle in the sewers. He even lost his dog Sniffer to a more successful Ratcatcher! Now Anton wanders about looking for any gossip or information with which to sell. His success as a gossip is marginally better than as a Ratcatcher.

## THE CRIMSON CLAW

**The late Bram Scherplemmet, Cleric-Lvl 4, ex-Bounty Hunter, ex-Initiate**

Height: 6 ft 1 in

Weight: 164 lbs.

Hair: Copper with Grey at the Temples

Eyes: Light Brown

Age: 53

Alignment: Evil (Kháine)

Trait: Haughty expression, pale skin, broken teeth

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4*	48	43	3*	4*	9*	6	21	65	67	67	60	63	30

Skills: Arcane Language-Magick, Arcane Language-Necromantic Magick, Cast Spells-Clerical 1-2-3-4, Fleet Footed\*, Follow Trail, Identify Undead, Magic Awareness, Magical Sense, Manufacture Potions, Manufacture Scrolls, Meditate, Public Speaking, Read/Write (Arabian, Breton, Reikspiel, Tilean), Scroll Lore, Secret Language-Classical, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapon-Lasso, Specialist Weapon-Net, Strike Mighty Blow, Theology, Very Resilient

Magic Points: 16 (normally 36, but the special ritual costs 20 MPs)

Spells:

1st Level: (Battle) Fire Ball, Steal Mind; (Necromancy) Hand of Death, Summon Skeleton Champion, Summon Skeletons  
2nd Level: (Battle) Cause Hatred, Lightning Bolt; (Necromancy) Control Undead, Hand of Dust, Stop Instability, Summon Skeleton Minor Hero

3rd Level: (Battle) Animate Sword, Cause Cowardly Flight; (Necromancy) Life in Death, Raise Dead, Summon Skeleton Horde

4th Level: (Battle) Blast; (Divine) Withering Hand of Kháine

Disabilities: Animal Aversion (Stage 1), Strength Loss, Wound Loss

Insanities: Morbidity

Possessions: Black Robes with Red and Yellow Trim, Elaborate Mask (Depicting the Horned, Fang Jawed Face of Kháine), Sword, Staff (Carved from Human Bone), Al-Qantram Shalem Fetish of Kháine.

Murdering his way to the top, Bram is the ambitious High Priest of Kháine in Marienburg and leader of the Cult of the Scorpion. Bram is a cold, cruel, and ruthless killer more concerned for his grandiose (and murderous) plans than for

the lives of anyone. Naturally, his long service to Kháine has taken its toll on him.

For many years, he and his followers have been preying on the weak and hopeless in the streets while coldly plotting for their day (referred to as the "Time of Murders"). Plans were put into effect in which the ashes of a long-dead cult hero were recovered from the desolate lands of Sylvania and shipped henceforth to Marienburg. Coupled with the arrival of Wolfgang Schwarz, the escalating gang warfare came at the most opportune time for Bram. It provided the cover under which the Cult of the Scorpion can now implement their designs in turning Marienburg into the ideal killing ground. One of their first objectives was to retrieve from the University and activate the ancient Al-Qantram Shalem Fetish of Kháine. Their next objectives were to find an appropriate sacrifice and dedicate a site for the coming ritual.

## MURDER IN THE STREETS

**Reinbert Kuilstier, Watch Sergeant, ex-Watchman, ex-Mercenary**

Height: 5 ft 11 in

Weight: 185 lbs.

Hair: Silver-Grey

Eyes: Brown

Age: 42

Alignment: Neutral (Sigmar)

Trait: Close cropped hair

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5*	50	38	5*	4	9	44	2	30	41	40	48	37	34

Skills: Animal Care, Art, Disarm, Dodge Blow, Drive Cart, Fleet Footed\*, Luck, Ride-Horse, Sing, Secret Language-Battle Tongue, Strike Mighty Blow, Strike to Stun, Very Strong\*

Possessions: Mail Shirt (1AP body), Shield (1AP all over), Sword, Crossbow (R 32/64/300, ES 4, Rld 1) with Ammunition, and Purse (d6 Gu, 3d6 shillings)

Personal Detail: Watch Sergeant Reinbert Kuilstier has spent years fighting Orcs, Goblins, and the like on the eastern borderlands of the Empire before returning to Marienburg. Knowing what valuable lessons war can give someone living and working in the Suddock, Captain Kalahaan re-hired Kuilstier and promoted him to the rank of Sergeant. Kuilstier is a direct and tenacious man who has proven his mettle by solving a number of murders that had stumped the rest of the Suddock Ward. Kuilstier's ability to ascertain the type of weapon used from the resulting wound it made is unmatched by even most physicians. He is even more knowledgeable about an individual gang's preferred method of execution (and the message that it conveys) at any given moment than anyone else in the Watch.

## THE LORD HARBOURMASTERS

**Watz Schiptoren, Lord Harbourmaster's Secretary, Student, ex-Scaman, ex-Marine**

Height: 6 ft 1 in  
 Weight: 170 lbs.  
 Hair: Copper  
 Eyes: Grey-Blue  
 Age: 37  
 Alignment: Neutral (Manann)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	46	40	4	3	8	44	2	28	27	48	41	44	46

Skills: Arcane Language-Magick, Astronomy, Cartography, Consume Alcohol, Disarm, Dodge Blow, Drive Cart, History, Read/Write (Breton, Norse, Reikspiel, and Slavic), Row, Sailing, Scale Sheer Surface, Secret Language-Battle Tongue, Secret Language-Classical, Speak Additional Language (Breton, Norse, Slavic, and Tilean), Street Fighting, Strike Mighty Blow, Strike to Stun, Swim

Possessions: Sword, Writing Kit, d3 textbooks (each on Astronomy, Cartography, and History), and Purse (d3 Gu, 2d6 shillings, 2d6 pennies).

Personal Detail: Watze was once a hard drinking man of the sea like so many other seamen and marines. Now, however, Watze is a typical petty bureaucrat: fawning over and eager to please his superiors (in other words, a brown noser); while contemptuous and snotty towards those he views as his inferiors (anyone who holds a position lower than his). Watze's snobbishness also extends to those who are clearly of a lower social class (which includes foreigners and most adventuring types). Those of a higher social class (for example, Clerics, Wizards, Nobles, and upper class Merchants) may elect to use their **Ld** when dealing with Watze.

## GUILDHALL OF THE BROTHERHOOD

### Hans Dokhand, Pilot, ex-Fisherman

Height: 5 ft 10 in  
 Weight: 182 lbs.  
 Hair: Corn  
 Eyes: Hazel  
 Age: 24  
 Alignment: Neutral (Manann)  
 Trait: Big belly, rough hands

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	29	34	4	3	8	43	1	34	29	34	47	31	46

Skills: Boat Building, Consume Alcohol, Dance, Drive Cart, Fish, Orientation, Read/Write (Reikspiel), River Lore, Row, Sailing, Swim

Possessions: Leather Jerkin (0/1 AP body), Sword, Rope-10 yards, and Purse (2d6 shillings, 3d6 pennies).

Personal Detail: Guard duty is not exactly a glamorous task for those who make their living piloting boats into port. Instead, it is used to punish those for violating some trivial rule of the Guild. Being a relative novice and "green about the gills," Hans is getting more than his fair share of guard

duty. This makes the normally placid Hans a little irritable and uncooperative. Should anyone offer a Hans a drink (preferably ale, but whisky will do) or food, he'll become more affable and willing to help.

### Egbert Kanaalgids, Pilot, ex-Seaman

Height: 5 ft 11 in  
 Weight: 155 lbs.  
 Hair: Lt Brown  
 Eyes: Pale Grey  
 Age: 37  
 Alignment: Neutral (Manann)  
 Trait: Red birthmark on right cheek, bushy eyebrows

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	44	42	5*	3	9	37	2	42	32	32	45	30	41

Skills: Consume Alcohol, Dodge Blow, Orientation, Row, Sailing, Scale Sheer Surface, Sing, Speak Additional Language (Albion, Breton), Street Fighting, Strike Mighty Blow, Swim, Very Strong\*

Possessions: Leather Jerkin (0/1 AP body), Sword, Rope-10 yards, and Purse (2d6 shillings, 3d6 pennies).

Personal Detail: In contrast to Hans, Egbert is a long time member of the Brotherhood of Seamen and Pilots who actually prefers guard duty. Quite simply, it's a far easier task than piloting merchant ships and other boats into the Suiddock. Moreover, it's a good way to meet women. Egbert has found that women are very few on the ships that require pilots to guide them through Marienburg's harbour. There are far more on the streets to be whistled at and ogled over. In other words, Egbert is a typical lonely and crude slob who has absolutely no idea on how to talk to or treat any woman he sees. As a result, a -20 Modifier should be applied to Egbert's **Fel** whenever he deals with women.

### Rolf Schrijven, Scribe, ex-Pilot

Height: 5 ft 8 in  
 Weight: 140 lbs.  
 Hair: White  
 Eyes: Lt Brown  
 Age: 66  
 Alignment: Neutral (Manann)  
 Trait: Large nose, moustache, big ears

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	32	32	4	4	7	39	1	38	42	38	41	47	42

Skills: Acute Hearing, Arcane Language-Magick, Orientation, Prepare Poison (Herbal), Read/Write (Albion, Breton, Estalian, Norse, Reikspiel, Slavic, and Tilean), Row, Sailing, Secret Language-Classical, Sing, Speak Additional Language (Albion, Arabian, Breton, Cathayan, Estalian, Norse, Slavic, and Tilean), Swim

Possessions: Leather Jerkin (0/1 AP body), Dagger (I +10, D -2, Parry -20), Sword, Writing Equipment, and Purse (d6 shillings, 3d6 pennies)



Personal Detail: Rolf is a jolly old pilot whose ability to pilot watercrafts has diminished considerably. For the last fifteen years or so he has taken over the duties of recording the arrival and departure of every ship, their registration (name of vessel, home port, captain's name, cargo, etc.), and the piloting fees that each was made. Rolf takes great pride in his work and is more willing to share information (except the piloting fees) with anyone who asks. Anyone wanting to review the books on their own, however, must give Rolf some consideration (like a minimal bribe of 2 Gu) for his troubles.

## THE DARK WAREHOUSE

### Erich Wassermann, Boatman

Height: 6 ft 0 in  
Weight: 209 lbs.  
Hair: Med Brown  
Eyes: Blue  
Age: 31  
Alignment: Neutral (Manann)  
Trait: Huge frame

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	44	43	5*	4	8	47	1	31	36	35	42	40	38

Skills: Astronomy, Boat Building, Dodge Blow, Fish, Orientation, River Lore, Row, Scale Sheer Surface, Very Strong\*

Possessions: Leather Jack (0/1 AP body/arms), Sword, River Barge, and Purse (d3 GC, 2d6 shillings, 3d6 pennies)

Personal Detail: Normally, Erich plies his trade on the waters of the Rivers Reik and Stir on his boat, "Reikstolz". Once in a great while, someone will pay Erich enough money to deliver cargo to Marienburg. In this adventure, Erich has been paid a considerable sum for himself and his crew to transport a special cargo on someone else's vessel. Needless to say, Erich is very anxious to see this job completed so he can get back to his ship (currently moored in Sylvania). His discomfort has been growing with each day and is real apparent in the days he is required to stay in Marienburg.

### Axel Laut, Gregor Narbe, Herpin Kurz, Boatmen

Alignment: Neutral (Manann)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	35	3	3	8	41	1	29	29	29	39	29	29

Skills: Fish, Orientation, River Lore, Row, 50% chance of Very Strong, 25% chance of Consume Alcohol, 25% chance of Boat Building

Possessions: Leather Jack (0/1 AP body/arms), Sword or Axe, and Purse (2d6 shillings, 3d6 pennies)

## THE STOLEN ARTEFACT

### Doctor Lucas Grafzockener, Explorer, ex-Student, ex-Scholar

Height: 6 ft 1 in  
Weight: 187 lbs.  
Hair: Dark Brown  
Eyes: Dark Brown  
Age: 38  
Alignment: Neutral (Manann)  
Trait: Moustache

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	53	57	4	5	12	57	2	57	54	65	49	60	59

Skills: Acute Hearing, Arcane Language-Magick, Astronomy, Blather, Cartography, Drive Cart, Evaluate, Follow Trail, History, Identify Plant, Law, Linguistics, Magical Sense, Numismatics, Orientation, Read/Write (Arabian, Breton, Estalian, Norse, Reikspiel, and Tilean), Ride-Horse, Rune Lore, Secret Language-Classical, Speak Additional Language (Arabian, Breton, Estalian, Norse, and Tilean), Supernumerate

Possessions: Mail Shirt (1 AP body), Shield (1 AP all over), Sword, Crossbow (R 32/64/300, ES 4, Rld 1) and Ammunition, d6 Maps, Writing Equipment, and Purse (4d6 Gu, 5d6 shillings)

Personal Detail: Like his late brother Diederick, Lucas represents a new breed of explorer: one who combines a yearning to explore new places with the need to expand one's knowledge. The fact that potential treasure may likely be involved also whets the appetites of these "explorer-scholars" (as well as their wealthy benefactors). Due to the death of Diederick, Lucas has taken a keen interest in the ancient Arabian artefacts. The theft of one item (the fetish) and the deaths of the guards have piqued Lucas' curiosity. With his penchant for solving puzzles and astute observation, Lucas has begun to compile the facts. Lucas has also concluded that he needs outside help in investigating the mystery surrounding the fetish (after all, the University's reputation would still be intact as they could disclaim any knowledge of the situation should the outside help be caught in illegal activities).

## ACT TWO

### ALONG THE DOODKANAL

#### Outcasts (Beggars)

Alignment: Neutral (mostly Shallya)  
Trait: 10% with slight mutations (see below)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	35	3	4	9	30	1	29	29	29	29	29	29

Skills: Begging, Concealment Urban, Secret Language-Thieves' Tongue, Secret Signs-Thieves' Signs, Silent Move Urban, 25% chance of Consume Alcohol



Possessions: Begging Bowl, Tattered Clothes, Heavy Stick, 25% chance of Dagger or Knife

#### Mutations (d10):

- 1 Abnormally Thin
- 2 Big Ears
- 3 Bulging Eyes
- 4 Extra Fingers
- 5 Extra Joints
- 6 Extremely Fat (provides 1 AP all over)
- 7 Long Legs (M increased to 5)
- 8 Moronic (subject to Stupidity)
- 9 Short Legs (M reduced to 2)
- 10 Very Warty

#### Sister Marie Serenite, Cleric Level 2, ex-Student, ex-Physicians' Assistant, ex-Initiate

Height: 5 ft 3 in

Weight: 115 lbs.

Hair: Black

Eyes: Blue

Age: 32

Alignment: Neutral (Shallya)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	42	41	4	5	9	50	1	38	40	47	40	54	47

Skills: Arcane Language-Magick, Cartography, Cast Spells-Clerical 1, Cast Spells-Clerical 2, Cure Disease, Heal Wounds, Herb Lore, History, Identify Undead, Magical Sense, Manufacture Drugs, Meditate, Public Speaking, Read/Write (Breton and Reikspiel), Scroll Lore, Secret Language-Classical, Speak Additional Language (Reikspiel), Surgery, Theology

Magic Points: 21

Spells:

1st Level: Aura of Resistance, Cure Light Injury, Cure Poison

2nd Level: Aura of Protection, Treat Illness

Possessions: Heart Medallion with Drop of Blood, Hooded White Robe with a Heart Symbol Embroidered in Gold Thread on Left Breast

Personal Detail: A native of Bretonnia, Marie Serenite had a promising career as a Physician before her. Unfortunately, her desire to help the poor and sickly did not sit well with the Physicians' Guild of Gisoreux (bad precedent to have one of their members work for chickens and the occasional pig instead of serving the rich and affluent aristocrats and upper class merchants). Marie stubbornly refused to ignore the needs of the masses in order to placate those are considered insensitive and corrupt. Denied her petition for membership Marie found her only opportunity to heed her heart's desire was to join the Cult of Shallya in Couronne. There she spent years learning her responsibilities while honing her healing skills. When it was time to help the needy in the world beyond, her superiors sent Sister Marie to Marienburg. There, Sister Marie was assigned to one of the more difficult missions: to help those residing along the

Doodkanaal. Through her unceasing concern for the welfare of her charges and unending effort on their behalf, Sister Marie became the head of the mission five years ago.

#### Herman Klopnite, Labourer, ex-Beggar

Height: 6 ft 2 in

Weight: 210 lbs.

Hair: Medium Brown

Eyes: Light Brown

Age: 38

Alignment: Neutral (Shallya)

Trait: Barrel chest

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	48	39	5*	4	8	35	1	35	25	28	29	37	31

Skills: Begging, Carpentry, Concealment Urban, Consume Alcohol, Drive Cart, Scale Sheer Surface, Secret Language-Thieves' Tongue, Secret Signs-Thieves' Signs, Silent Move Urban, Very Strong\*

Possessions: Leather Jack (0/1AP body/arms), Dagger (I +10, D -2, Parry -20), and Purse (4d6 pennies).

Personal Detail: Herman has spent more years in a drunken stupor than he can remember. Two years ago, a caring Shallya priestess named Etelka Goedhart found him near death and nursed him back to health. Since then, Herman has become the chief handyman of the Chapel of Shallya near the Doodkanaal and is very loyal to the priestesses. Due to her efforts in helping him resist the temptation of alcohol, Herman is taking Sister Goedhart's death very hard. More than anything, Herman wants her killer brought to justice.

#### Anna Springer, Servant, ex-Beggar

Height: 5 ft 7 in

Weight: 125 lbs.

Hair: Light Brown

Eyes: Blue

Age: 24

Alignment: Neutral (Shallya)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	41	41	2	4	8	34	1	37	35	33	29	47	40

Skills: Animal Care, Begging, Concealment Urban, Cook, Dodge Blow, Drive Cart, Etiquette, Secret Language-Thieves' Tongue, Secret Signs-Thieves' Signs, Silent Move Urban

Possessions: Dagger (I +10, D -2, Parry -20), and Purse (3d6 pennies).

Personal Detail: Another victim of an uncaring society, Anna is an orphan of the streets who somehow found a way to survive all its dangers. About a year ago, Anna showed up to the door of the Shallyan chapel half starved and beaten (though she has never identified her assailant). Sister Goedhart took Anna in and healed her. Since then, Anna has been working as a cleaning woman at the Doodkanaal chapel and aspires one day to becoming an Initiate of Shallya.

## RIOT!

### Matthias Scherp, Watch Sergeant, ex-Watch

Height: 5 ft 10 in

Weight: 175 lbs.

Hair: Medium Brown

Eyes: Hazel

Age: 39

Alignment: Neutral (Sigmar)

Trait: Thick, bushy eyebrows and moustache

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	47	40	4	3	9	43	2	29	35	32	35	35	32

Skills: Strike Mighty Blow, Strike to Stun

Possessions: Mail Shirt (1AP body), Hand Weapon, Club.

Personal Detail: Matthias is a tough, streetwise Watch Sergeant who has been on the force 20 years. He is a native Suiddocker and has little tolerance for outsiders (those living outside the Suiddock, as well as Imperials, Bretonnians, Elves, etc.) and troublemakers (agitators, criminals, and so on). Matthias's sense of honour, however, is much like a Dwarf's and he will overlook the faults of those who have befriended him or performed some service unto him (like saving his life). If one wanted a friend in the Suiddock Watch, Matthias is one of the best to have.

### Nobert Groen, Watchman

Height: 5 ft 9 in

Weight: 155 lbs.

Hair: Ash-Blond

Eyes: Blue

Age: 18

Alignment: Neutral (Sigmar)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	35	4	3	9	40	2	29	29	29	29	29	29

Skills: Strike Mighty Blow, Strike to Stun

Possessions: Mail Shirt (1AP body), Hand Weapon, Club.

Personal Detail: Nobert is as raw a rookie as one will find in the Suiddock Watch. He is somewhat of an idealist believing that most people tend towards goodness. It is for this reason that Watch Captain Kalahaan named Matthias as Nobert's instructor. The Aubentag riot is Nobert's first under fire and has shocked him by the ease that mob behaviour becomes violent. It is this shock that placed he and Matthias in peril.

## ARMITAGE BOOKS

### Henri Armitage, Artisan (Printer), ex-Student, ex-Artisan Apprentice

Height: 5 ft 11 in

Weight: 170 lbs.

Hair: Light Brown with Grey streaks

Eyes: Hazel

Age: 44

Alignment: Neutral (does not follow any deity)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	28	30	4	4	9	53	1	54	42	47	38	38	42

Skills: Acute Hearing, Arcane Language-Magick, Cartography, Cryptography, Drive Cart, History, Magical Sense, Read/Write (Breton, Reikspiel, and Tilean), Scroll Lore, Secret Language-Classical, Secret Language-Guilders, Secret Signs-Artisan, Speak Additional Languages (Breton and Tilean)

Possessions: Sword, Leather Apron (0/1 Body), Ordinary Clothes, Tools (Printers), and Purse (5d6 Gu, 2d6 shillings).

Personal Detail: The grandson of a Bretonnian émigré, Henri is a revolutionary and anarchist at heart, as well as a coward. He tries to compensate for his weak-kneed tendencies by being more than willing to print highly inflammatory literature for distribution to others who seek to disrupt the political status quo. To further proof his commitment to changing the status quo, Henri unwittingly includes his name as printer on such material.

### Jolanda Rolgoers, Student

Height: 5 ft 1 in

Weight: 120 lbs.

Hair: Dark Brown

Eyes: Med Brown

Age: 21

Alignment: Neutral (Ranald the Protector- not devout)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	37	34	2	4	8	41	1	36	30	44	41	34	39

Skills: Arcane Language-Magick, Cartography, History, Public Speaking, Read/Write (Reikspiel), Secret Language-Classical

Possessions: Leather Jack (0/1AP body/arms), Sword, d3 Textbooks (corresponding to each knowledge skill), Writing Kit, and Purse (2d6 shillings, 5d6 pennies)

Personal Detail: One of the students in last class, Jolanda joined Walewijn Droomer's movement as she believes in his vision. The fact that she has a crush on him doesn't lessen the strengths of her beliefs one iota. It is Jolanda who introduces Walewijn at the Aubentag rally and who looks after him. Due to her feelings for her old teacher (now mentor), Jolanda has abandoned all ties to her middle class family. Moreover, Jolanda has developed a jealousy with respect to Klara von Teufelheim. From nowhere this Imperial tart has joined the group and somehow gained influence with Walewijn. Though intimidated by the woman, Jolanda longs for the day someone removes that vixen from the scene.



## SEARCH AND DESTORY

### Karel Hardnekkig, Agitator, ex-Student

Height: 5 ft 6 in

Weight: 140 lbs.

Hair: Blond

Eyes: Blue

Age: 22

Alignment: Neutral, tending to Evil (none)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	43	45	3	4	8	40	1	29	41	41	41	37	44

Skills: Arcane Language-Magick, History, Public Speaking, Read/Write (Reikspiel), Secret Language-Classical

Possessions: Leather Jack (0/1AP body/arms), Sword, 2d10 Leaflets, and Purse (d6 Gu, 3d6 shillings, 2d6 pennies).

Personal Detail: A son of a moderately successful and ambitious merchant, Karel is the epitome of a know-it-all student who believes that the older and less enlightened folk are, at best, fools. A zealot who sees Ruling Class conspiracies everywhere, Karel was more impressed by the ideas of his History professor at the University, Walewijn Droomer. As part of Droomer's Inner Circle, Karel shared in his expulsion from the University (which, of course, was orchestrated by the jealousy and ignorance of the Board of Regents). With the recent formation of ORDESA, Karel has become the chief recruiter of the organisation.

### Gustaaf Waferer, Student

Height: 6 ft 1 in

Weight: 190 lbs.

Hair: Ash-Blond

Eyes: Grey

Age: 21

Alignment: Neutral (Hændryk, not devout)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	31	34	3	3	7	41	1	36	28	38	42	33	36

Skills: Arcane Language-Magick, Cartography, Consume Alcohol, History, Read/Write (Reikspiel), Secret Language-Classical, Speak Additional Language (Breton)

Possessions: Sword, d3 Textbooks (for each knowledge skill), Writing Kit, and Purse (3d6 shillings and 4d6 pennies)

Personal Detail: A loner and only child of a hard working trader, Gustaaf is a type easily persuaded to join groups shunned by those with better sense. Always trying to please others in hopes of being accepted and "liked", Gustaaf has a tendency towards hero worship and doesn't perceive much beyond what is presented. Should Gustaaf catch a hint that he might be rejected; he becomes more clingy and whiny than normal for him.

### Carlos Rodriguez Guzman Santana, Protagonist, ex-Thief

Height: 5 ft 4 in

Weight: 125 lbs.

Hair: Dark Brown

Eyes: Medium Brown

Age: 18

Alignment: Neutral (Ranald the Night Prowler- not devout)

Trait: Greasy hair, pencil thin moustache

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	41	4	3	8	47	2	48	28	30	50	34	45

Skills: Concealment Urban, Disarm, Dodge Blow, Evaluate, Ride-Horse, Secret Language-Thieves' Tongue, Secret Signs-Thieves' Signs, Silent Move Rural, Silent Move Urban, Speak Additional Language (Reikspiel), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun

Possessions: Mail Shirt (1AP body), Bracers (1AP arms), Sword, Oversized Coat, Red Bandanna tied about the head, and Purse (2d6 Gu, 4d6 shillings, 3d6 pennies)

Personal Detail: A typical Estalian gang member, Carlos sports a red bandanna identifying him as one of the "Los Muchachos Grandes" (as opposed to the blue identifying "Los Malisimos" gang). Taking part in the looting during the Aubentag riot, Carlos decided that jumping on the ORDESA bandwagon will give him opportunities to enrich himself while giving him the connections to challenge "El Jefe" for gang leadership. As expected, Carlos believes in the macho code which essentially means that he be a tough guy who never takes crap from anyone. Thus, threats of violence have no effect on him.

### Yvette Remuiste (alias Jeanne-Marie Limon), Spy, ex-Gambler, ex-Charlatan

Height: 5 ft 2 in

Weight: 110 lbs.

Hair: Light Brown

Eyes: Medium Brown

Age: 32

Alignment: Neutral (Ranald the Gambler, not devout)

Trait: Youthful looks, very white teeth

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	58	54	3	4	10	54	2	58	53	55	71	54	71

Skills: Act, Blather, Bribery, Charm, Concealment Urban, Cryptography, Dance, Disguise, Evaluate, Flee!, Gamble, Linguistics, Luck, Mimic, Palm Object, Pick Lock, Public Speaking, Read/Write (Breton, Estalian, Reikspiel, Slavic, and Tilean), Seduction, Shadowing, Silent Move Urban, Sixth Sense, Speak Additional Language (Estalian, Reikspiel, Slavic, and Tilean), Specialist Weapon-Fencing, Wit

Possessions: Mail Shirt (1AP body) under tunic, Rapier (I +10, D -1), Disguise Kit, Codebook, and Purse (3d6 Gu, 2d6 shillings, and 3d6 pennies).

Personal Detail: A very attractive Bretonnian, Jeanne-Marie looks years younger (early twenties) than her age. Gifted as

a gambler and a spy, Jeanne-Marie has been in the service of the king's cadet of spies, Les Sans Face, for six years. Her teacher, Andre du Beaujalois, taught her how to use her considerable charms to turn any situation to her advantage. After completing a successful tour in Quellenes, Jeanne-Marie was sent to Marienburg to find a venue for mischief making with the goal of straining the relationship between Marienburg and the Empire. Taking the identity of Yvette Remuiste, she entered the University as a student from Couronne whose father preferred to send her to the "best University in the Old World." Eventually, Yvette was approached by Karel Hardnekkig and joined ORDESA in hopes of finding a means to complete her mission. Naturally, Yvette longs to leave this cold, fog-enshrouded city for her native Bretonnia. Yvette is intelligent and very confident of her abilities. If confronted with a no-win situation, Yvette would rather flee than fight.

## REBELS WITH A CAUSE

### Stefan Dwavolgen, Agitator, ex-Student

Height: 5 ft 10 in

Weight: 155 lbs.

Hair: Blond

Eyes: Light Brown

Age: 23

Alignment: Neutral (Ranald the Protector- not devout)

Trait: Very short hair

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	39	41	3	4	8	46	1	28	43	42	46	32	41

Skills: Arcane Language-Magick, Astronomy, History, Public Speaking, Read/Write (Reikspiel), Secret Language-Classical

Possessions: Leather Jack (0/1AP body/arms), Sword, 2d10 Leaflets, and Purse (4d6 shillings, 4d6 pennies)

Personal Detail: A student of history, Stefan is an idealist who believes that the Ruling Class has exploited the working class long enough. All he has seen about him is the misery, suffering, and sadness of the working class against the background of corruption and wanton pleasures of those in power. The fact that Stefan is the son of a well-to-do family and has never worked a day in his life doesn't detract from his contempt for people like his father. Stefan firmly believes that Walewijn's way is the only one that will right all the past wrongs as well as finish the "Marienburg revolution" (which began with the secession from the corrupt Empire).

## ACT THREE

### NEED A PLACE TO REST

### Doktor Rudolf Haamhand, Physician, ex-Watchman, ex-Physician's Student

Height: 5 ft 11 in

Weight: 180 lbs.

Hair: Silver

Eyes: Light Brown

Age: 41

Alignment: Neutral (Verena)

Trait: Scar on left cheek

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	42	4	4	9	41	2	62	50	63	53	56	39

Skills: Acute Hearing, Cure Disease, Disarm, Heal Wounds, Manufacture Drugs, Prepare Poisons, Read/Write (Reikspiel), Scroll Lore, Secret Language-Classical, Strike Mighty Blow, Strike to Stun, Surgery

Possessions: Leather Jack (0/1AP body/arms), Sword, Black Bag (containing Medical Instruments), and Purse (5d6 Gu and 4d6 shillings)

Personal Detail: Rudolf is an ex-Suiddock Watchman who decided that cracking heads appealed to him less than bandaging wounds and healing the sick. Given Rudolf's mediocre service as a Watchman, the Watch Captain was more than willing to pull some strings to get Rudolf apprenticed to the current Watch physician, Hendrick Botmes. Rudolf was an apt pupil who proved to be an asset to the Watch, especially since his mentor was killed in a barroom brawl within six months. Eighteen years has passed since then and Rudolf has patched up more Watchmen than he can remember. Only recently did Rudolf take on a student to assist him.

### Birgitte van Westenmoeras, Physician's Student, ex-Student

Height: 5 ft 5 in

Weight: 121 lbs.

Hair: Dark Brown

Eyes: Grey-Blue

Age: 22

Alignment: Neutral (Verena)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	31	3	4	8	39	1	31	33	45	39	32	41

Skills: Ambidextrous, Arcane Language-Magick, Consume Alcohol, Cure Disease, Heal Wounds, History, Read/Write (Breton and Reikspiel), Scroll Lore, Secret Language-Classical, Speak Additional Language (Breton)

Possessions: Sword, Dagger (I +10, D -2, Parry -20), Medical Instruments (battered) in Case, and Purse (2d6 Gu and 3d6 shillings)

Personal Detail: The third daughter of a moderately successful merchant, Birgitte spurned her father's effort to find her a suitable husband. Tough-minded and very independent, Birgitte wanted a life that would give her purpose. She enrolled at Count Hendryk's College of Navigation and Sea Magicks with the aspiration of becoming a scholar. Birgitte soon tired of academia, however, and decided that debating the finer points of some insignificant historical event rather boring. Searching for something "more active" and more to her liking, Birgitte was referred to Doktor Haamhand by a physician friend of hers. Rudolf was impressed with Birgitte's intelligence and enthusiasm and took her on as an assistant.

### Samuel "Sam" Branmuffin, Herbalist, ex-Rat Catcher

Height: 3 ft 11 in

Weight: 113 lbs.

Hair: Dark Brown

Eyes: Dark Brown

Age: 37

Alignment: Neutral (Esmeralda)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	35	44	2	3	6	58	1	56	19	48	35	41	48

Skills: Acute Hearing, Animal Trainer-Dog, Arcane Language-Druidic, Concealment Urban, Cook, Cure Disease, Drive Cart, Heal Wounds, Herb Lore, Identify Plant, Immunity to Disease, Immunity to Poison (Beastbane, Manbane, and Spider Venom), Prepare Poisons, Read/Write (Reikspiel), Secret Language-Classical, Secret Language-Guilder, Set Trap, Silent Move Rural, Silent Move Urban, Specialist Weapon-Sling, Spot Trap

Possessions: Axe, Dagger (I +10, D -2, Parry -20), Sling (R 24/36/150, ES 3, Rld 1 round) and Ammunition, Pestle and Mortar, Sling Bag with Dried Herbs, d6 Animal Traps, and Purse (4d6 shillings and 5d6 pennies)

Personal Detail: Sam was the third of ten children born to Tom and Berda, owners of "The Sweet and Sour Spice Shop" in the Halfling Quarter in Altdorf. As a rat catcher working the sewers, Sam witnessed a number of unsavoury activities taking place underneath the streets of the Imperial capital. On one occasion, Sam was spotted by a group of cultists making their way to a secret meeting. Knowing his days were numbered, Sam stowed away on a barge bound for Marienburg. Rat catching proved very lucrative in Marienburg and soon Sam was able to finally escape the sewers. Unfortunately, he still resides in the Suiddock...

### Spat, Small and Vicious Dog

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	41	0	2	2	2	30	1	0	43	14	43	43	0

Personal Detail: Orphaned at an early age, Spat was rescued from a Tilean Manhound attack by Sam. How the large hound found its way into a nearby canal was anyone's guess, but Spat didn't complain. In gratitude, he joined the Halfling and learned the skills of a ratter. In combat with the lowly rodents, Spat is extremely vicious (treat Spat as subject to frenzy against these vermin). Sometimes his temperament is directed to rats of the two-legged variety (not necessarily limited to Skaven).

### AT THE GREAT LIBRARY

Mirjam Uilzicht, Cleric Lvl 2, ex-Student, ex-Initiate

Height: 5 ft 8 in

Weight: 137 lbs.

Hair: Ash Blond

Eyes: Light Brown

Age: 37

Alignment: Neutral (Verena)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	41	44	4	5	9	45	1	44	41	46	44	53	43

Skills: Ambidextrous, Arcane Language-Magick, Astronomy, Blather, Cartography, Cast Spells-Clerical 1, Cast Spells-Clerical 2, Cast Spells-Petty, History, Identify Plant, Identify Undead, Law, Magical Sense, Meditate, Numismatics, Public Speaking, Read/Write (Breton, Estalian, Reikspiel, and Tilean), Scroll Lore, Secret Language-Classical, Secret Language-Guilder, Silent Move-Urban, Speak Additional Language (Breton, Estalian, and Tilean), Theology

Magic Points: 20

Spells:

Petty: Gift of Tongues, Glowing Light, Open, Sleep, Zone of Warmth

1st Level: (Battle) Aura of Resistance, Cure Light Injury, Immunity from Poison, Wind Blast

2nd Level: (Battle) Aura of Protection, Hold Flight, Zone of Sanctuary, Zone of Steadfastness, (Illusionist) Banish Illusions

Possessions: Sword, White Clerical Robes, Medallion of an Owl's Head, and Purse (d6 Gu, d6 shillings)

Personal Detail: An inquisitive and pragmatic individual by nature, Mirjam hails from the Ostmuur district. Her parents enrolled her in a Verenan school where Mirjam excelled as a student. In fact, her thirst for knowledge and truth were the main factors in Mirjam joining the cult as an initiate. Through years of hard work and study, Mirjam became well verse in the laws, customs, and folklore of Marienburg. She has also learned the location of nearly every literary work, archival records, and academic studies within the confines of the Temple's Great Library. In time, Mirjam became the chief librarian (a post she has held for over six years).

### WITH A LITTLE HELP FROM MY FRIEND

Adriaan Aardappelneus, Proprietor/Barkeep, ex-Mercenary, ex-Pit Fighter

Height: 6 ft 4 in

Weight: 360 lbs.

Hair: Thin, greasy black

Eyes: Dull blue

Age: 41

Alignment: Neutral (Ranald)

Traits: Matted black hair on chest and back, little pig eyes, yellow teeth, repulsive body odour.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	53	27	5	6	9	28	2	38	37	27	42	33	22

Skills: Disarm, Dodge Blow, Secret Language-Battle Tongue, Specialist Weapon-Fist, Specialist Weapon-Flail, Specialist Weapon-Parrying, Specialist Weapon-Two-Handed, Strike Mighty Blow, Strike to Injure, Strike to Stun



Possessions: Two-Handed Axe (I-10, D +2) behind the bar, Sword, Filthy Pants (been months since they were last washed), and Purse (2d6 shillings, 5d6 pennies).

Personal Detail: A native Suiddocker, Adriaan is a woman's worse nightmare. He is repulsive in every describable way, no matter if one is talking about the physical, emotional, or personality aspects of the man. In conjunction with his misperceptions of himself as appealing to the opposite sex, Adriaan is crude, lecherous, obnoxious, odorous, foul, and irredeemable at any social level. Females of any race are not safe from Adriaan's predatory intentions. Towards men, Adriaan reacts differently. He is usually the bully to smaller, weaker men (like Academics) while buddies to larger men, especially those who are well armed and mean looking. Needless to say, the drunks who frequent Adriaan's dive see him as very entertaining (when they can see at all).

### Clan Eshin Skaven Gutter Runners

Alignment: Chaos (Horned Rat)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	48	40	3	4	10	55	2	39	34	34	28	39	24

Skills: Concealment Urban, Follow Trail, Scale Sheer Surface, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapon-Lasso, Specialist Weapon-Net, Specialist Weapon-Throwing Knife, Strike Mighty Blow

Possessions: Leather Jack (0/1AP body/arms), Sword with serrated edge (+1 W) coated with poison (+d3 additional W unless **Poison** test successful), Garrote, 4 Throwing Knives (R 4/8/20, ES C), Dark Clothing

### Giselle Bouvier, Servant, ex-Beggar

Height: 5 ft 4 in

Weight: 130 lbs.

Hair: Dark Brown

Eyes: Blue

Age: 16

Alignment: Neutral (Ranald)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	38	39	3	4	8	43	1	34	28	31	32	43	30

Skills: Animal Care, Begging, Concealment Urban, Cook, Dodge Blow, Etiquette, Secret Language- Thieves' Tongue, Secret Signs-Thieves', Silent Move Urban

Possessions: Dagger (I +10, D -2, Parry -20), Hooded Cloak, and Purse (3 shillings, 5 pennies)

Personal Detail: Giselle was a young urchin who had the fortune of being "adopted" by the wife of the Duc du L'Anguille's steward. She returned the favour by working in the kitchens and anywhere else that her mistress needed her. When Elisabeth van Rugkil came to be a guest of the Duc's, Giselle was placed as the Marienburger heiress' maidservant having proven her loyalty and trustworthiness. The two got along very well so that when it came time for Elisabeth to leave, she received permission to take Giselle

with her. Giselle would do whatever she could to prevent harm to her mistress.

### Corine Blijhuis, Innkeeper of the Ravenswing Inn, Merchant, ex-Student, ex-Trader

Height: 5 ft 7 in

Weight: 135 lbs.

Hair: White

Eyes: Blue-Grey

Age: 58

Alignment: Neutral (Hændryk)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	38	37	4	4	8	56	1	44	59	66	54	53	57

Skills: Arcane Language-Magick, Astronomy, Blather, Evaluate, Haggle, History, Law, Magical Sense, Numismatics, Read/Write (Breton and Reikspiel), Ride-Horse, Secret Language-Classical, Secret Language-Guilder, Speak Other Language (Breton), Super Numerate

Possessions: Elegant dress, spotless apron (during the day whenever she is not entertaining guests), and strongbox (10d6+10 Gu, 12d6 shillings) hidden in her room.

Personal Detail: Corine is the epitome of an elegant, genteel hostess and immaculate housekeeper. Her reputation and that of her Ravenswing Inn are held in high esteem throughout the Paleisbuurt, Goudberg, and Guilderveld districts. In fact, most of her customers are upper class and distinguished visitors (and their bodyguards) who have been referred to her establishment by the upper crust of Marienburg society. Even Grand Duke van Bildhofen of Middenland stays at the Ravenswing Inn whenever he is in Marienburg on official business.

## CONFRONTATION

### Manfred Eigilswert, Mercenary Captain, ex-Mercenary, ex-Mercenary Sergeant

Hair: Blond

Eyes: Blue

Hair: Black

Eyes: Brown

Age: 34

Alignment: Neutral (Mórr- not devout)

Trait: Close cropped hair

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	66	62	5	5	11	54	3	41	75	42	64	46	50

Skills: Consume Alcohol, Disarm, Dodge Blow, Gamble, Heraldry, Read/Write (Reikspiel), Ride-Horse, Secret Language-Battle Tongue, Specialist Weapon-Flail, Specialist Weapon-Lance, Specialist Weapon-Parrying, Specialist Weapon-Two-Handed, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun

Possessions: Helm (1AP head), Mail Coif (1AP head), Mail Shirt (2AP body), Mail Leggings (1AP legs), Shield (1AP

all over), Sword, Crossbow (R 32/64/300, ES4, Rld 1 to fire, 1 to load) and Ammunition, and Purse (5d6 Gu, 5d6 shillings).

**Personal Detail:** Leader of the notorious Black Guard mercenaries, Manfred has led men against rampaging Goblins, vicious Beastmen, unruly Bandits, and twisted Mutants in the forests of the Empire for ten years. Battle-hardened, pragmatic, and prideful, Manfred ruthlessly carries out the terms of any contract to which he agrees. He cares little for the politics — even that of his employer — and will not unnecessarily put his command at risk to save any employer. After all, Manfred is a mercenary and businessman, not some foppish lackey who will follow his master to the gates of Mórr's realm.

**Françoise Richard Vaniteux du Parravon, Mercenary Captain, ex-Noble, ex-Mercenary Sergeant**

Height: 6 ft 2 in

Weight: 198 lbs.

Hair: Blond

Eyes: Blue

Age: 30

Alignment: Neutral (Too narcissistic to follow anyone).

Traits: Waxed moustache, condescending look of amusement.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	67	63	5	5	11	57	3	43	74	46	65	43	56

**Skills:** Blather, Charm, Consume Alcohol, Disarm, Dodge Blow, Etiquette, Gamble, Heraldry, Luck, Public Speaking, Read/Write (Breton and Reikspiel), Ride-Horse, Secret Language-Battle Tongue, Silent Move-Urban, Specialist Weapon-Fencing, Specialist Weapon-Flail, Specialist Weapon-Lance, Specialist Weapon-Pistol, Specialist Weapon-Two-Handed, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Wit

**Possessions:** Mail Shirt with Breastplate (2AP body), Shield (1AP all over), Rapier (I+20, D -1), Left-Hand Dagger (D -2, Parry -10), Pair of Duelling Pistols (R 8/16/50, ES 3, 2 rds to load, 1 to fire) with powder and ammunition for 10 shots, Crossbow (R 32/64/300, ES4, Rld 1 to fire, 1 to load) and Ammunition, and Purse (6d6 Gu, 5d6 shillings).

**Personal Detail:** Françoise is typical of Bretonnian nobility: vain, arrogant, and condescending. He is the third son of the brother-in-law of the second wife of the Duc du Parravon. Like others in his position, Françoise's chances of inheriting title and lands are nil. Still, he fancies himself a Viscount and formed his mercenary company (appropriately named as the Viscount's Falcons). Since none of the hardened mercenaries would have any loyalty to a buffoon like him, Françoise has maintained command of his company for two reasons: (1) they are well paid and (2) he has considerable skill with a sword. As one would expect from an opportunistic mercenary, Françoise will lead his mercenaries in battle for anyone who pays them well, irrespective of their motives or politics.

## INTO THE BREACH

### Swarm of Rats

Alignment: Neutral

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	0	1	1	10	10	10	0	89	5	89	89	0

**Physical Detail:** A swarm consists of 100 creatures and may attack in any direction.

**Psychological Traits:** Subject to *Stupidity*.

### Giant Rats

Alignment: Neutral

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	25	0	3	3	5	30	1	0	14	14	18	18	0

**Physical Detail:** Giant Rats grow up to 6 feet long plus tail.

**Special Rules:** 35% chance of causing infected wounds and a 2% chance of carrying the Black Plague. Giant Rats see up to 20 yards in the dark.

### Skaven Clan Eshin Night Runner Assassins

Alignment: Chaos (Horned Rat)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	63	55	4	4	13	70	4	54	44	44	38	49	34

**Skills:** Concealment Rural, Concealment Urban, Disguise, Follow Trail, Marksmanship, Prepare Poisons, Scale Sheer Surface, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapon-Net, Specialist Weapon-Parrying, Specialist Weapon-Throwing Knives, Specialist Weapons-Throwing Stars, Strike Mighty Blow

**Possessions:** Mail Shirt (1AP body) under Dark Clothing, Sword, Skaven Assassin Dagger (I +10, D -2, Parrying -20). If wounded, victim must make an immediate **Poison** test or be paralysed for 2D6 rounds), 2 Skaven Throwing Stars (R 4/8/20, ES C, Rld 1 round). If wounded, victim must make an immediate **Poison** test or be paralysed for 2D6 rounds), 2 Throwing Knives (R 4/8/20, ES C, Rld 1 round), Garrote

## REFERENCES

### TYPICAL NPC PROFILES

#### Clerks (Scribes)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	25	3	3	5	40	1	30	30	35	29	29	29

**Skills:** Blather, Etiquette, Read/Write, Secret Language-Classical, 50% chance of Speak Additional Language.

**Possessions:** Smart Clothes and Writing Kit.

### Collectors (Excisemen)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	25	3	3	9	40	1	29	29	39	39	29	29

Skills: Blather, Numismatics, Read/Write, Supernumerate, 50% chance of Law, 20% chance of Embezzle.

Possessions: Leather Jack (0/1 AP body/arms), Sword, Abacus, Writing Kit, and Pouch (d6 Gu).

### Cultists of the Scorpion (Cut-Throats)

Alignment: Evil (Kháine)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	35	3	3	6	32	1	31	28	26	34	29	28

Skills: Silent Move Rural, Silent Move Urban, Strike to Stun

Possessions: Leather Jack (0/1AP arms/body), Sword, Club, Crossbow (R 32/64/300, ES4, Rld 1 to fire, 1 to load) and Ammunition, Black Hooded Cloak with Red Trim, Black Mask with Red Scorpion on Forehead, Signet Ring with Scorpion Motif, and Purse (d6 Gu, 2d6 shillings).

### Mercenary

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	40	4	3	9	39	2	29	39	29	39	29	29

Skills: Disarm, Dodge Blow, Secret Language-Battle Tongue, Strike Mighty Blow, Strike to Stun, 75% chance of Drive Cart, 50% chance of Animal Care, 25% chance of Ride

Possessions: Mail Shirt (1AP body), Shield (1AP all over), Sword or Axe, Crossbow (R 32/64/300, ES4, Rld 1 to fire, 1 to load) and Ammunition, and Purse (d6 Gu, 4d6 shillings).

### Mercenary Sergeant

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	53	50	4	4	11	49	2	39	39	39	39	39	39

Skills: Consume Alcohol, Disarm, Dodge Blow, Gamble, Secret Language-Battle Tongue, Street Fighting, Strike Mighty Blow, Strike to Stun, 75% chance of Drive Cart, 50% chance of Animal Care, 25% chance of Ride

Possessions: Mail Shirt with Breastplate (2AP body), Shield (1AP all over), Sword or Axe, Crossbow (R 32/64/300, ES4, Rld 1 to fire, 1 to load) and Ammunition, and Purse (3d6 Gu, 3d6 shillings).

### Pilot

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	31	3	3	7	41	1	41	31	31	41	31	41

Skills: Blather, Orientation, Row, Sailing, 20% chance of Consume Alcohol.

Possessions: Leather Jack (0/1 AP body/arms), Dagger (I +10, D -2, Parry -20), Sword, and Purse (2d6 shillings, 3d6 pennies).

### River Watchmen (Marines)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	35	4	3	9	39	2	29	29	29	39	29	29

Skills: Consume Alcohol, Disarm, Dodge Blow, Row, Secret Language-Battle Tongue, Strike Mighty Blow, Strike to Stun, 25% chance of Swim.

Possessions: Mail Shirt (1 AP body), Shield (1 AP all over), Sword, Crossbow (R 32/64/300, ES 4, Rld 1) with 20 bolts, Grapple, Hook, and 10 yards of rope.

### Scamen

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	41	4	3	8	41	2	31	31	31	31	31	31

Skills: Dodge Blow, Sailing, Scale Sheer Surface, Street Fighting, Strike Mighty Blow, Swim, and 75% chance of Consume Alcohol.

Possessions: Leather Jack (0/1 AP body/arms), Dagger (I +10, D -2, Parry -20), Sword, and Purse (2d6 shillings, 3d6 pennies).

### Stevedores

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	43	25	3	4	8	30	1	34	28	33	30	32	29

Skills: Dodge Blow, Street Fighting, Strike Mighty Blow, Strike to Stun

Possessions: Leather Jerkin (0/1 AP body), Sword or Club, and Pouch (d6 shillings)

### Watch Sergeant

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	35	4	3	9	44	2	32	35	29	39	32	39

Skills: Strike Mighty Blow, Strike to Stun.

Possessions: Mail Shirt (1 AP body), Sword, and Club.

### Watchmen

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	30	4	3	9	39	1	32	27	29	39	32	39

Skills: Strike Mighty Blow, Strike to Stun.

Possessions: Leather Jack (0/1 AP body/arms), 25% chance of Mail Shirt (1 AP body), Sword, Club, Lantern and Pole.



### Daemonic Servant of the Horned Rat

Alignment: Chaos (Horned Rat)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
8	33	0	4	3	5	30	1	0	14	14	18	18	0

Physical Detail: Daemonic Servants of the Horned Rat have a similar appearance to a Skaven Wolf-rat, but is much larger (6-8 feet in length). If need be, a Grey Seer or Warlock Engineer can ride the Daemonic Servant.

Psychological Traits: Daemonic Servants cause *Fear* in all living creatures under 10 feet tall. They themselves are immune to psychological effects except those created by Lesser Daemons, Greater Daemons or gods.

Special Rules: Daemonic Servants are affected by normal weapons, and their attacks are normal, non-magical attacks. They are subject to *Instability*.

### Lesser Daemons of the Horned Rat

Alignment: Chaos (Horned Rat)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	50	0	4	3	5	60	2	0	89	89	89	89	0

Physique: Lesser Daemons of the Horned Rat have a similar appearance to a Giant Rat, but is much larger (8 feet plus tail). They also sport two small, sharp horns on their heads.

Psychological Traits: Lesser Daemons cause *Fear* in all living creatures under 10 feet tall. They themselves are immune to psychological effects except those created by Greater Daemons or gods.

Special Rules: Lesser Daemons are affected by normal weapons, and their attacks are normal, non-magical attacks. They are subject to *Instability*.

## MUTATION TABLES

For each mutation, first roll a d100 to determine which table to consult.

### d100 Mutation

- 01 Abnormally Thin (S-1)
- 02 Additional Eye
- 03 Agility (I+30)
- 04-16 Bestial Face (d100):
  - 01-05 Ant (A+1, bite attack)
  - 06-10 Bat (A+1, bite attack, night vision)
  - 11-15 Bear
  - 16-20 Eagle (A+1, bite attack, excellent vision)
  - 21-50 Goat (A+1, gore attack)
  - 51-55 Rabbit
  - 56-60 Rat (A+1, bite attack)
  - 61-65 Raven (A+1, bite attack, excellent vision)
  - 66-75 Snake (A+1, poisonous bite)
  - 76-85 Spider (A+1, bite as Giant Spider, see below)
  - 86-90 Wild Cat (A+1, bite attack)
  - 91-00 Wolf (A+1, bite attack, acute hearing)

- 17-18 Beweaponed Extremities (1-3 blades, 4-6 maces, S+1, I-10, Dex 0)
- 19 Bird's Feet (T+1, A+2 for claw attacks if coupled with wings)
- 20 Black Skin
- 21 Blood Rage (subject to *Frenzy*)
- 22-23 Bulging Eyes
- 24 Carapace (2AP body)
- 25-27 Claws
- 28 Cowardice (subject to *Fear* if outnumbered)
- 29 Crest
- 30 Crown of Eyes\*
- 31 Eyestalks\*
- 32 Fast (M+3)
- 33-34 Feathered Hide
- 35 Featureless Face\*
- 36 Flaming Skull Face\*
- 37 Foul Odour (opponent's WS-10)
- 38 Headless
- 39 Hopper (M reduced to 2)
- 40 Hypnotic Gaze (Opponent rooted to spot unless WP test is passed)
- 41 Iron Hard Skin (5AP all over)
- 42-45 Irrational Fear 46-50 Irrational Hatred
- 51 Long Legs (M+1)
- 52 Long Neck
- 53 Long Spines (Opponents in hand-to-hand combat must make an I test/round or take automatic S1 hit)
- 54 Magic Immune
- 55-56 Magic Resistant (WP+20)
- 57-58 Mane of Hair
- 59 Manic Fighter (never breaks from combat)
- 60 Marksman (BS+6d6)
- 61-62 Moronic (Int -20, subject to *stupidity*)
- 63-64 Multiple Arms (A+1 per arm, T+1 for every two arms)
- 65 No Neck
- 66 One Eye (BS x 1/2)
- 67 Pin Head (Int-20, subject to *stupidity*)
- 68 Pointed Head (Int-10)
- 69-71 Prehensile Tail (A+1)
- 72 Razor Sharp Claws (S+2)
- 73 Rearranged Face\*
- 74 Resilient (retake failed T test once)
- 75 Rotting Flesh\*
- 75-77 Scaly Skin (T+1)
- 78 Scorpion Tail (A+1, poisonous attack)
- 79-81 Short Legs (M x 1/2)
- 82 Skull Face\*
- 83-84 Spits Acid (up to 10 yards, BS to hit, S3 hit)
- 85 Strong (S+3)
- 86-87 Suckers on Hands and Feet (Scale Sheer Surface)
- 88-89 Tentacles\* (if both arms, Dex 0)
- 90 Transparent Skin\*
- 91-94 Unusual skin (or fur) colour
- 95 Warclub Tail (A+1, S+1 for tail attack)
- 96-97 Warty Skin (T+1)
- 98 Weapon Master (WS+6d6)
- 99-00 Wings\* (1-2 small, 3-4 medium, 5-6 large; if large or medium, fly as *Swooper*)

\* Denotes mutations that cause fear. If three or more of these mutations are present, the creature causes terror.

## EXPERIENCE POINTS

10-30 Roleplay (per session)

### A Day in the Life

- 5 Saving Thijs' life
- 5 Finding the note about the shipment in Thijs Boekarts' flat
- 5 Finding the medallion under the desk

### Murder in the Streets

- 5 Gaining Watch Sergeant Kuilstier's confidence
- 5 Giving the medallion from Boekarts' flat to Kuilstier

### Streets of Suiddock

- 5 For each crime broken up by the PCs
- 10 For breaking-up the kidnap attempt by the (Kháinite) Cultist of the Scorpion
- 5 Finding the note about the Crimson Claw

### The Lord Harbourmaster's

- 10 Gaining access to the Lord Harbourmaster's records

### Guildhall of the Brotherhood

- 10 Gaining access to the records of the Brotherhood of Seamen and Pilots guildhall

### The Dark Warehouse

- 5 Extracting most of Captain Erich Wassermann's information
- 5 Finding the coffin with the heraldic device of 13<sup>th</sup> century Sylvania

### The Stolen Artefact

- 10 Gaining Lucas Grafzoekener's confidence

### The Witch-Hunter Cometh

- 10 Confiding in Lodewijck Raffleugel, Cleric of Mórr

### Enter the Crimson Claw

- 5 Initially behaving themselves at the Crimson Claw
- 15 Capturing or killing Count Stefan von Schweinfurt (Wolfgang Schwarz).
- 5 Capturing or killing Helena Koel, Cleric of Kháine
- 5 Discovering the dead man's body and determining cause of death

### The University Revisited

- 5 Gaining information from Doktor Lucas Grafzoekener at the University
- 10 Finding Grafzoekener's hidden note

### The House of the Dead

- 10 Learning about the von Teufelheim family from Lodewijck Raffleugel
- 5 Obtaining Lodewijck's interpretation of the Dream

### Along the Doodkanaal

- 10 Gaining the assistance of the Outcasts in the Doodkanaal area
- 5 Finding the pamphlet in the hidden lair

### Riot!

- 15 Avoiding arrest by the Watch after the Aubentag rioting
- 10 Rescuing the two Watchmen from the murderous mob
- 15 Finding the booklet by H Markvalt

### Armitage Books

- 5 Uncovering the meaning of the medallion from Thijs' flat
- 5 Finding the hidden Print Shop
- 10 Gaining Jolanda's confidence

### Entrapment

- 5 Running away from Kuilstier's murder scene to avoid arrest
- 10 Darkening the room to avoid being seen with Kuilstier's headless corpse
- 5 Finding the trap door under the bed
- 10 Investigating the flat underneath Kuilstier's

### Something's Burning

- 10 Quickly (within two rounds) shouting a fire alarm
- 5 For each PC joining the fire brigade

- 10 Finding the ORDESA inscription

### Search and Destroy

- 5 For each ORDESA member captured in the alley
- 15 Obtaining important information from the captive ORDESA member
- 10 Not initially killing the ORDESA captive
- 10 Interrogating the captive of ORDESA's involvement with the boarding house fire

### Rebels with a Cause

- 10 Obtaining information from the Stevedores without fighting
- 5 Obtaining information from the Stevedores after a fight
- 10 Letting ORDESA enter the warehouse unhindered
- 5 Ambushing ORDESA on the streets
- 5 Capturing or killing Irina Dopplezunge
- 15 Capturing or killing Walewijn Droomer
- 5 For searching Walewijn and finding the note
- 35 Killing vampiric Kháinite High Priestess Klara von Teufelheim

### Where Are They?

- 5 For each Skaven Gutter Runner killed

### Need a Place to Rest?

- 5 Keeping the silk handkerchief with the van Rugkil family crest.

### The White Shoal Cafe

- 5 Finding the secret door on the landing between the kitchen and cellar.
- 10 Surprising the Skaven Assassins.
- 10 For each Skaven Assassin killed.

### Into the Sewers

- 5 Following the Skaven into the sewers.
- 10 Entering the Skaven tunnels.
- 5 Listening to the angry exchange before acting.
- 15 Noticing the royal blue "R" on the back of the gauntlet.

### Warning

- 15 If the PCs take a Skaven corpse to the Watch.

### At the Great Library

- 15 Learning the facts regarding the van Rugkil family.
- 5 Discovering the "sleeping" man was actually dead.
- 5 Finding a lady's glove with a royal blue "R" in a bed of tulips embroidered on it.
- 5 Finding the note in the opened book.
- 5 Hiding the dead man's corpse.

### With a Little Help from My Friend

- 10 Avoiding drinking any "beverage" in the Gullible Gull
- 5 Obtaining the note and key.
- 10 Ambushing the Skaven Assassins.

### Plot Revealed

- 15 Finding the kidnapping clues in Emma's bedroom.

### Confrontation

- 5 Finding a means to observe the van Rijksbodem grounds.
- 10 Discovering that the mansion is being used as a military encampment.
- 5 Observing the mansion from across the Kleinoost Kanaal.
- 5 Learning the time of attack before the mercenary units are marshalled.
- 30 Removing (by killing or chasing away) van Rugkil's henchmen (Champion, Assassin, & Mercenary Captains)
- 20 Killing the mutated Alfons van Rugkil.

### Into the Breach

- 15 For taking the battle to the enemy.
- 5 For slaying or routing the Skaven patrol.
- 5 If no Skaven from the patrol escaped.
- 10 For achieving total surprise on the Skaven leaders.
- 30 If Skaven leaders (Warlord and Warlock Engineer) are slain or routed.

### The Warzone

- 10 For every Skaven Night Runner Assassin slain or routed.

### Epilogue

- 20 Returning to the Shipwrecked Tavern
- +1 Fate Point