

Butcher, Baker, Candlestick Maker

Rub a dub dub,
Three men in a tub,
And who do you think they be?
The Butcher, the Baker,
The Candlestick Maker,
Turn them out, knaves all three!

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Introduction

This scenario focuses around the rivalries of three influential criminals. Each controls an element of the local criminal underworld. Each also has a cover, a false trade which he uses to conceal his illegitimate activities. For years, all three worked together and in fact, were good friends. Over time, they began to become suspicious and paranoid, each fearing the others would turn on him. Finally, one of them decided to hire professionals to eliminate the other two. The others heard of this, and each seeks hired killers of his own.

This adventure is very flexible, and in fact could be considered three separate adventures. The GM can tailor it to suit the needs of his game, choosing which of the three criminals the PCs are hired by, and how they deal with their assignments. The adventure also includes tips on how to introduce the three NPCs to the PCs. Each can provide services that an adventuring group may find useful. It is most readily set in any city or large town, that has a river or canal running through it.

PC should probably have completed their first career before starting this scenario. However, the three main NPCs can be introduced to the PCs long before this adventure begins. The players may wish to use some of the services they provide, or the NPCs might ask the players to do one or two small jobs for them. Suggestions for introducing the NPCs to the party are provided. If the PCs know the NPCs already, their interest in the adventure will be higher.

Background

Sigrid “the Butcher” Kinder, Pyek “the Baker” Dembski and Luge “the Candlestick Maker” Konleuchter were once close friends. They travelled the Old World, working as mercenaries, hit men, scouts and explorers, with their companion, Janna Anikasdottr. Eventually, they settled down, carving a place for themselves in the criminal underworld. Each became well respected for the services he provided the local gangs. Sigrid became a back alley doctor, who stitched wounds and severed diseased limbs, no questions asked. Pyek set up a bakery, which he used to hide his smuggling and narcotics distributing activities. Luge became a fence, working through a pawn shop. He eventually expanded his business and now employs many craftsmen in the creation of expensive furniture, candelabra, jewellery and other items for the nobility and wealthy merchants of the city - to the extent that he is now known as the Candlestick Maker amongst the upper and lower classes alike.

At first, all was well. Each had his own niche to fill and they were not in direct competition with each other. However, as time went by, they grew apart. Sigrid became introverted and rarely spoke to the other two. Pyek began to indulge in his own product, becoming more and more erratic. And Luge’s success dragged him away from the others. He eventually began to regret his criminal associations, worried that they might result in the loss of everything he had earned. They argued more and more, until eventually they couldn’t stand to be in the same room as one another. Growing fearful, each took

measures to keep an eye on the others.

Matters have finally come to a head. Pyek was the first to make his move. Paranoid of Sigrid's introverted behaviour and jealous of Luge's wealth and prestige, he decided to hire some experienced killers to eliminate his hated rivals. The other's efforts to spy on him paid off, however, and both knew almost immediately what he was planning. They each hired assassins of their own. Both decided that it was time to finish this... once and for all.

Hooking the characters: There are a number of ways the PCs can be introduced to the adventure. It is possible that they may already know one, or more, of the three antagonists. The Butcher may have patched one of them up, after a previous adventure. They may have sold some of their ill-gotten gains to the Candlestick Maker. Or they may have done a few jobs for the Baker. He's always looking for people willing to use a blade for a few coins.

Alternatively, this may be their first time meeting any of them. All three are looking for mercenaries, a group of experienced killers. They've been asking around, hoping to learn of a small group of blades-for-hire. The PCs should fit that description nicely. If so, then they will be approached by a messenger. The Butcher will send a local gang member, who owes him a favour (his daughter was sick with a fever, but the Butcher took care of her). The Baker will send one of his thugs, who will inform the players that "me boss wants ta have a woird." If they aren't too impressed with this, he'll tell them that it will be "wurth der while" and that his boss isn't the kind of man who takes refusals lightly ("Actually, he takes refusals heavily. Like a really heavy stick to da kneecaps kinda heavy"). If they still don't agree to come, there may be other consequences later... The Candlestick Maker will send one his 'boys,' one of the apprentice carpenters who work in his shop. He'll tell the PCs that his master was wondering if they are seeking employment. He has a high-paying, short term contract for them. If they say yes, they will be given his address.

Pay: How much the PCs are to earn for their efforts is up to the GM. The PCs are being asked to murder two influential members of the criminal underworld. Their targets have their own security, have at least some combat experience and the PCs have to finish the job tonight. Compensation should therefore be somewhat higher than they are usually offered. 100gc each is a good amount, but if your campaign usually has them earning far more than that, then you should adjust accordingly.

The Butcher has less cash than the other two, but he does have some old adventuring gear he'd be willing to part with. If necessary, he will sell the gear and pay the PCs in coin, but he would prefer to provide at least some of their compensation in equipment, if possible. He can give them his armour (worth 102gc), a telescope (100gc) and any other items from the Core Rulebook or the Old World Armoury the GM wants to give the players. In addition to money, he will also provide them with free medical care, whenever they want. This will include Healing Poultices, antitoxins and the like, should they be necessary in the treatment of their injuries.

The Baker prefers to pay them in pure cash. However, once the job is done (and assuming the Baker survives the night), he may have an alternative to offer the PCs. Instead of paying them in gold, he can pay them in product - Mandrake Root, to be exact. He knows of a buyer, in a large town upriver, who desperately needs as much of the drug as possible. If the PCs can secure transport (a cart or a riverboat), avoid the law (river or road wardens) and make contact with their buyer, they can double their money. If that seems like too much work, of course, they can just take the money.

The Candlestick Maker will also pay them in coin. He will also let them look through his pawn shop, if they want. They can take anything they want in lieu of pay, but at half its normal cost. This is, again, a chance for the GM to throw in any unusual items from the Old World Armoury he likes. There might even be a mysterious little trinket, buried beneath some junk, which glows with energy to anyone with mage sight...

If the players ask for some of their pay upfront, to buy equipment etc, they will be offered 10gc each. They can Haggle to increase this. Every degree of success increases the number of gold coins by 1. However, they won't have much time to go shopping, as evening is fast approaching. Due to the rush, increase the rarity of any item they are searching for by one (for example, a Rare item becomes Very Rare)

Employers or Targets?

Sigrid Kinder, aka “The Butcher”

Sigrid Kinder was once the son of a wealthy merchant from Altdorf. He attended the University of Altdorf and was looking forward to graduating and becoming a successful physician. He was a dedicated student, spending his nights studying while his peers were getting drunk. Unfortunately, his drive to succeed would ultimately lead to his downfall. Consumed with the desire to learn all that he could about the human body, he joined a group of radical physicians. Working with a team of grave robbers, they studied the bodies of the dead in order to learn more about the living. Their crimes were discovered by a group of adventurers hired by the Cult of Morr. Sigrid was forced to flee, barely escaping with his life.

Shamed and on the run, Sigrid joined a group of sell swords, Pyek Dembski, Luge Konleuchter and Janna Anikasdottir. His intelligence and training proved useful and he was soon a respected member of the party, fighting alongside them and patching up their wounds. Together, they travelled the Empire, crossing the Grey Mountains to Bretonnia and back. Eventually, they had accumulated enough wealth to settle down. Sigrid, however, was still a wanted man and had to maintain a low profile. He bought a small business, a butcher's establishment. In order to supplement his small income, he began to offer his services as a physician to some of the locals, who couldn't afford the fees charged by legitimate members of the Physician's Guild. As Luge and Pyek made more contacts with the local gangs, they sent more business his way. Sigrid became known as the man to go to if you needed a wound discretely tended to. Eventually, he became a respected voice in the criminal underground, with many influential gang members owing him their lives.

Unfortunately, Sigrid is not happy with his lot. He has never ceased wondering what his life might have been like, had he never been caught by the Cult of Morr. He still bears a grudge against them to this day. He could have been one of the leading surgeons in all the Empire, the knowledge gained from those who had passed away saving hundreds of lives and perhaps even advancing the science of medicine. Oddly enough, his work as a butcher has given him the opportunity to study cadavers anew - though now he vivisects the carcasses of cows and sheep.

This bitterness slowly drove a wedge between him and his former companions. Part of him blames them for his current status. While they were only doing him a favour when they sent criminal clients his way, they drew him into their illicit world. As all three grew more paranoid and antagonistic, he realised that it was only a matter of time before they turned on each other. Realising that he could trust none of the local criminals, he began to look for outside help - hired swords he could use to eliminate his rivals and secure his safety.

Introducing the Butcher

The most obvious way that the PCs to meet the Butcher would be for them to need to use his skills. Adventurers are always getting wounded, poisoned, mutated... Sigrid is fairly understanding about these things (though characters that regularly come to him with new mutations may start to get some odd looks). He only charges 30p for his services (though antidotes, Healing Poultices and the like will cost extra). If using the optional Medical Treatment rules, on page 99 of the Old World Armoury, then his 'surgery' counts as a 'Blood drenched room of horror,' inflicting a -15% on the roll. See the Tome of Corruption, page 59, for treating mutations.

Sigrid occasionally asks some of his former patients to perform some minor tasks for him. If you want to strengthen the ties between the Butcher and the PCs, he could ask them to do any of the following:

Don't I know you from somewhere? While Sigrid was visiting an ill patient, who was staying at the Blue Pirate inn, he bumped into one of his cousins, Ulrike Kinder. He quickly left the building, but it was clear that she had recognised him. He asks the PCs to 'convince' her to leave town, but doesn't want her harmed, if at all possible. What he doesn't know is that he isn't the only one on the run. Ulrike has fled an unhappy marriage, but has reached the ends of her means. She is now working as a servant girl, in the Blue Pirate. The players will have to decide if they are willing to cough up the coin she'll need to set herself up in another city... or if they'd rather just let her fall into the hands of her husband's bounty hunters.

For the advancement of Science: Sigrid has grown tired of cutting up animal carcasses. If he is to learn anything more, he needs to compare his findings with a human corpse for study. He has bribed the guard watching the graveyard, who will look the other way as the PCs come and go. Unfortunately, Sigrid isn't the only one interested in fresh corpses this night...

Young Love: Sigrid's apprentice, Sara, has been acting suspiciously. She has been leaving the Butcher's for long periods of time and her excuses haven't been very convincing. Sigrid fears that she may be working for either the Baker or the Candlestick Maker. He asks the PCs to keep an eye on her and find out what she is up to. Thankfully, she isn't working for his enemies - at least, not knowingly. She has been seeing Karl Aetzburger, a young man from across town. Unbeknownst to her, Karl is actually working for the Baker. He wants him to find out as much as possible about the Butcher as possible. If the PCs discover this, Sigrid will ask them to 'discourage' him from seeing Sara again. He asks them to be convincing as possible (up to and including tossing him off a tall building). He will also feel more justified in moving against the Baker later on.

Sigrid Kinder

Appearance

The Butcher is tall and thin, with a slight build. A few wispy strands of grey hair top a face heavy with worry lines. He often spends entire nights either working on patients, or experimenting on animal cadavers, so his eyes are usually bloodshot and dark. He usually wears a heavily bloodstained leather apron over his clothes and a pair of elbow length leather gloves, usually smeared in gore.

Career: Physician (ex-Tradesman, ex-Barber-Surgeon, ex-Mercenary, ex-Student)

Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
42	37	38	40*	44	51*	38	36
A	W	SB	TB	M	Mag	IP	FP
2	14	3	4	4	0	3	0

Skills: Academic Knowledge (Science), Academic Knowledge (Necromancy), Animal Care, Charm, Common Knowledge (Bretonnia), Common Knowledge (The Empire), Consume Alcohol, Dodge Blow, Drive, Evaluate, Gossip, Haggle, Heal +10%, Perception, Prepare Poison, Read/Write, Secret Language (Battle Tongue), Secret Language (Guild Tongue), Speak Language (Classical), Ride, Speak Language (Reikspiel) +10%, Speak Language (Breton), Swim, Trade (Apothecary), Trade (Butcher)

Talents: Linguistics, Quick Draw, Resistance to Disease, Savvy, Seasoned Traveller, Strike Mighty Blow, Strong-minded, Strike to Stun, Surgery, Very Resilient

Armour: Usually none, but he keeps an old Leather Jack, Mail Shirt and a Helmet in his room.

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

Weapons: Two Hand Weapons (Meat Cleavers), or daggers (surgical tools)

Trappings: 4 Henbell Jars (see below), 1 dose of Spider Spittle poison, Blood-stained Leather Apron, lots of meat. Bitter disposition.

Working for the Butcher

The Butcher, despite his cold demeanour and bitter nature, is probably the most reluctant of the three employers. While not a very compassionate man, he is generally adverse to inflicting unnecessary harm upon others. At one time, the Baker and the Candlestick Maker were two of his closest friends. However, he blames the others for the lowly status of his current life. He refuses to accept it as the consequences of the mistakes of his youth. Deep down, he sees himself as better than both of them. They are (in his eyes) criminals, whereas he is a physician, a scholar and a scientist. As such, he isn't surprised that they would hire assassins to kill him and feels totally justified in sending his own mercenaries to beat them to it. Its only rational. Sigrid Kinder's primary motivation is anger, supported with a good dose of fear.

When hiring the PCs, Sigrid will explain the situation as he sees it. Upon retiring from

their adventuring careers, two of his companions decided to jump into the criminal underworld. They tried to draw Sigrid into it, but he resisted. As a result, they have grown apart. Now, the other two feel threatened by him. Pyek the Baker is mad with power and will kill anyone who refuses to submit to his will. Konleuchter the Candlestick Maker is rich and wealthy, but doesn't want any embarrassing connections from his path threatening his position in high society. Both are seeking assassins to kill him, so he has no choice but to take them out first.

Far more concerned with Pyek than Luge, Sigrid made great efforts to secure an agent in his organisation. Thankfully, the Baker's gang is large and most of his henchmen are more interested in gold and power than loyalty. Still, the Butcher considered himself lucky when he turned Ilsa, one of the Baker's top lieutenants. A dark haired, Sylvanian expatriate, Ilsa is responsible for distributing almost half of the Baker's shipments. She is completely familiar with the layout of the bakery, how many guards are on duty at any time and whether any shipments are due it. She contacts the Butcher via a shrine to Sigmar. Ilsa is a devout worshipper of Sigmar and goes to pray at the shrine almost daily. She always leaves a small offering in the alms box, as she's leaving. Sigrid once tended the wounds of the acolyte of Sigmar who collects the leavings in the box. He sometimes finds small messages left with the brass and silver, which he dutifully sends to the Butcher. The latest message indicated when the Baker's next boatload of drugs is due. It also included the hiding place, just outside the city, where the smugglers would be laying low until sunset. The Butcher suggests the assassins eliminate the smugglers and take their place, allowing them to get inside the bakery and kill Dembski.

The Butcher has had less luck with Luge. He did, however, find a disgruntled former member of Luge's household staff. Three months ago, Luge fired one of his servants, a Halfling cook by the name of Jimmy Pegweather. When small but valuable items began to go missing around the house, Luge fired him, on the basis that he was a Halfling, and (to Luge's mind) all Halflings are natural thieves (it was actually his niece, Heidi, who was stealing to feed her drug habit). Jimmy has provided the Butcher with a description of the layout of the house and a key to the basement door, which he took with him after he was dismissed.

While not a violent man, Sigrid believes that both of his former friends are ruthless criminals. As a result, he will be sceptical of any attempts to resolve their problems non-violently, assuming any attempts at negotiation to be a ruse. In the Baker's case, he would be correct, but the Candlestick Maker may actually be willing to leave Sigrid be. Luge, after all, would like nothing better than to forget his own criminal connections and move on. For the Butcher, of course, moving on isn't really an option. He has to keep a low profile, lest his past catch up with him. This, in turn, makes him bitter and less likely to leave Luge be. If the PCs can find some way to help him out of his current predicament (for example, using Luge's contacts amongst the wealthy and powerful in the city to help provide Sigrid with a false identity), they might be able to work past his bitterness and resolve his problems with Luge peacefully.

Payment

It is quite possible that the Butcher won't survive the night. This may be problematic for the PCs, as they will probably want to get paid. If Sara survives, she will grab as much of the Butcher's gold as she can carry and flee the city. Otherwise, the PC's only recourse will be to rob the Butcher's house. As long as they do so before dawn, they shouldn't have a problem. If the front door was broken in at any point, a patrol of four watchmen will arrive with the sunrise, to investigate. The players should probably be absent when they arrive.

Pyek Dembski, aka “The Baker”

Pyek was the son of Kislev immigrants living in the Kisleviersweg district of Marienburg. Life on the streets of Marienburg was tough, but Pyek learned that it was better to be the one beating other kids up than being the one taking the beating. That tough attitude served him well as a stevedore in the Suiddock district, especially as he sometimes took jobs for the League of Gentlemen Entrepreneurs (aka “The Guild We’ve Never Heard Of,” or “the guys with the large clubs who are about to smash you silly and take all your gold”). Eventually he realised that he was never going to become a rich man if he spent his entire life moving crates and beating people up for cash. He left the city, heading for Altdorf, where he met a few like-minded souls and began his career as an adventurer.

During his adventuring days, Pyek was always on the lookout for opportunities to make a quick shilling or two. Whereas the other members of the party were happy to simply travel to the destination of their next goal, Pyek would always make the effort to find out what illicit goods were in demand there and see if he could acquire some. His success made him the wealthiest member of the band. He was the first to suggest they settle down and set up their own businesses. Through his own experiences as a smuggler, he had made numerous criminal contacts throughout the Empire and he quickly established himself as a successful supplier of illegal goods. Establishing a bakery as a cover for his activities, he concentrated in the area of smuggling with the highest profit margin - narcotics.

It's been a dangerous, but profitable, few years. Pyek has done well, becoming one of the most powerful drug dealers in the city. But the pressure has taken its toll. He has taken to using some of his own product, which has increased his fears and paranoia. Pyek surrounds himself with guards, only to replace them every few months out of fear that they've been compromised by their enemies. He feels that his old friends have abandoned him. Janna the dwarf is the only one he still trusts. A month ago, one of his lieutenants tried to kill him. Though he escaped the attack unharmed, he is convinced that either Luge or Sigrid are responsible. Unwilling to trust any of his own men, he has decided to hire outsiders, professional killers, to eliminate the opposition. If his enemy's assassins or his own mania don't claim him, he will soon be the most powerful crime lord left in the city... at least, until his own addiction consumes him.

Introducing the Baker

If any of the PCs are criminal types (Outlaw, Thief, Rogue, Smuggler etc), then the Baker may ask them to perform any number of jobs. He might ask them to do any one of a number of tasks, depending on their experience and reputation. Alternatively, the PCs might approach him. They may need to make use of his contacts or services (for example, if they need to smuggle something into or out of the city). And, of course, if any of the PCs have become Mandrake Men (see the Core Rulebook, page 206), then they might go to the Baker for their supply of Mandrake Root. Below are a number of things that they might end up doing for the Baker.

This town ain't big enough: Someone else has started selling narcotics, on the Baker's turf. He suspects the Butcher or the Candlestick Maker may be involved. He wants the PCs to find out who is selling and where they get their supplies from.

I fought the Law... and I won: A recent recruit of the watch has been a tad overzealous in the performance of his duties. He's begun to hassle too many of the Baker's dealers and he's hurting business. He has refused the usual bribes and casual intimidation only seems to encourage him. Pyek suspects the Butcher or the Candlestick Maker may have paid him to be troublesome. He wants the PCs to find out if he is working for anyone. Whether he is or not, he is to be shown the error of his ways. Killing him isn't an option - that would bring down the entire watch on their heads. But if they were to threaten him... or his young wife and children, surely he could be made to see reason?

Fresh Bread: One of the Baker's morning deliveries has gone missing. It was a consignment of Black Lotus, hidden amongst some loaves of bread. It never reached its destination, the men who were delivering it have disappeared and the watch know nothing. The Baker suspects the Butcher or the Candlestick Maker may be involved (he doesn't have much imagination, does he?). He wants the PCs to find out who was responsible, then teach them a lesson they won't soon forget. Or just kill them... whatever's easiest.

Pyek Dembski

Appearance

In his youth, Pyek was heavily muscled, but age and indulging in his own product has robbed him of much of his strength. He has started to gain a little weight about his waist, and his arms are starting to turn to flab. His thick, bushy brown beard and hair are starting to show signs of grey. He usually wears a white tunic and brown breeches held up with suspenders, with a flour stained cloth apron over them. His drug of choice is Black Lotus and as he has indulged himself more and more his skin has turned an unhealthy, pasty shade of white. He occasionally twitches nervously, especially when under pressure.

Career: Racketeer (ex-Foreman, ex-Smuggler, ex-Stevedore). For details of the Stevedore and Foreman careers, see the WFRP Companion, page 23.

Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
48*	33	20*	29*	21	16	22	24
A	W	SB	TB	M	Mag	IP	FP
2	16	2	2	4	0	7	0

Skills: Command, Common Knowledge (the Empire), Common Knowledge (the Wasteland), Consume Alcohol, Dodge Blow, Drive, Evaluate, Gossip +10%, Haggle, Perception, Performer (Singer), Row, Search, Secret Language (Guild Tongue), Secret Language (Thieves' Tongue), Secret Signs (Thief), Silent Move, Speak Language (Reikspiel), Swim +10%

Talents: Streetwise, Strike Mighty Blow, Strike to Stun, Sturdy, Very Resilient, Very Strong, Warrior Born

Armour: As the Baker has grown increasingly paranoid, he has taken to wearing Leather Armour beneath his clothing.

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

Weapons: Hand Weapon (Pyek usually has his favourite hand axe handy), dagger or shield (Pyek keeps a shield in his room).

Trappings: Good Quality Clothing, 3 doses of Black Lotus Leaf, pipe.

Derangements: The Beast Within, Venomous Thoughts, Refined Black Lotus Addiction

Note: The Baker's stats have been reduced by the long term effects of his Black Lotus addiction. It does grant him one advantage - he reduces the effects of any Critical hit he suffers by 1 while under the influence of the drug.

Working for the Baker

The Baker is the least rational and the most ruthless of the three. He is suffering from a number of disorders, his addiction to Black Lotus driving him increasingly insane. His desire to kill his two former comrades is born from a combination of paranoia and cold hearted logic. Trying to sway him from his course would likely lead to accusations of complicity with his enemies, quickly followed by excessive amounts of violence.

When giving his instructions to the players, Pyek will describe the Butcher and the Candlestick Maker as traitorous scum. Jealous of his success and fearful of his power, they are working together to bring him down. He will blame any recent mishap he may have had - late shipments, unruly gang members, troublesome watchmen, excessive flatulence - on one or both of them. He has tried reasoning with them (well, actually that was a hallucination, brought on by the Black Lotus, but Pyek doesn't know that), but they won't listen. He's tired of their threats (again, never happened) and arrogance (ok, that's real). He has been spying on both of them and some information that might be of use to the PCs. He has an inside agent in Luge's household and a possible entrance into Sigrid's butchery.

Pyek's corruption of Heidi, Luge's niece, began two years ago, when she turned 16. At the time, Pyek and her uncle were on much better terms. He visited their house regularly, often staying for dinner. Luge was already beginning to feel uncomfortable around the uncouth Baker, especially when he had other guests present. Heidi, however, was rather fond of her other "uncle", who had often brought her gifts as a child. As she began to socialise with other young people her own age, she would sometimes pay a visit to the bakery. She enjoyed the company of the rough young men there, more than the snobbish socialite's Luge introduced her to. Within a year, she was addicted to Mandrake Root.. Now she is completely dedicated to the Baker and would probably slit her own throat if he asked her to.

At the time, Pyek's interest in the girl was not as a tool against her uncle. His mind had not yet been overcome with Venomous Thoughts. The Beast Within, however, had just begun to manifest itself, and Heidi was one of his first victims. His sole purpose in destroying her mind was to see if he could. He has grown bored with her, however. Once her uncle is dead, he will discard her as well.

Heidi's role is simple. She has been instructed to leave one of her bedroom windows opened slightly on the night Pyek's assassins are due. Once they arrive, she will guide them to Luge, moving ahead of them and distracting any guards who get in the way. Should his assassins fail, she is to try and dispose of her uncle herself, then make her way to the bakery to report her success. The Baker will give one of the PCs a dose of Mandrake Root. Should she become troublesome, or object to anything they ask of her, she can be bribed with the root. She will do anything for her next dose.

Dealing with the Butcher will require a more direct approach. While Pyek has had Sigrid under observation for the past two months, the Butcher doesn't really have an organisation to be infiltrated. The Baker isn't worried, however. Through his knowledge of the smuggling routes throughout the city, he has discovered a potential entrance into Sigrid's home. In the centre of the floor of the hanging-room/surgery, there is a large drainage grate. Blood and other waste flows through this grate into a small drainage tunnel, which leads to the sewers. Pyek will suggest they use this to access the building, killing all of the inhabitants before they know what is happening.

Payment

If the Baker is killed by one of the other bands of assassin, the PCs may be worried about being paid for their services. Fortunately, one of Pyek's lieutenants, Ilsa, knows that he was planning on hiring some assassins and will believe them, should they seek their due compensation. Assuming they successfully killed both the Butcher and the Baker (something she was planning on doing anyway), she will be more than happy to pay them the agreed pay (she knows how much the Baker was willing to give them). She likes having a group of dangerous killers-for-hire around and has no intention of antagonising them unnecessarily. She may have need of their services in future, after all.

Ilsa

Appearance

A thin, dark haired beauty, Ilsa hails from Sylvania. She left that accursed province after the death of her husband ten years ago. A devoted Sigmarite, she attends services at least once a week. She always dresses in black, never wears any jewellery and has pale, almost completely white skin. Paranoid players may suspect her to be a vampire, especially as she does most of her business at night, but this is not the case (unless the GM wants it to be). She is one of the Baker's most trusted lieutenants, mostly organising the distribution of his drugs, but she has realised that it is only a matter of time before he turns on her. She is using the Butcher to strike at Pyek indirectly. She will avoid the Bakery on the night of the attack. Should the Baker die, she will have to get rid of the Butcher, to insure no one learns of her treachery. She will also probably have to have some of the Baker's other henchmen killed, to secure her own position. As a woman, she may face challenges from her own men, so she will need some loyal muscle to enforce her will. Basically, she may be future source of employment for the PCs.

Career: Steward (ex-Rogue, ex-Valet). Ilsa need only spend 100xp to enter the Crime Lord Career.

Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
44	44	41	42	48	75*	60*	66*
A	W	SB	TB	M	Mag	IP	FP
1	15	4	4	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Law), Blather, Charm, Command, Common Knowledge (the Empire), Evaluate, Gossip, Haggle, Intimidate, Perception, Performer (Actor), Read/Write, Ride, Search, Secret Language (Thieves' Tongue), Secret Signs (Thief), Speak Riskier +10%, Trade (Merchant)

Talents: Coolheaded, Dealmaker, Etiquette, Public Speaking, Savvy, Seasoned Traveller, Sixth Sense, Streetwise, Suave, Super Numerate

Armour: None

Weapons: 2 Daggers, usually hidden beneath the long sleeve's of her dress

Trappings: Best Craftsmanship dress, always black. Ilsa claims that she is still in mourning for her lost husband, dead these ten years, though she has taken other lovers in that time.

Luge Konleuchter, aka “the Candlestick Maker”

Luge Konleuchter’s mother died in childbirth. His father left him with Luge’s uncle, an innkeeper in Altdorf. Despite his uncle’s best efforts, Luge was always getting in trouble. He was a lazy child and grew up to be a lazy young man, always looking for an easy way to make money. One night he tried cheating a rather large Middenheimer at cards. This was to teach Luge a valuable lesson: big doesn’t necessarily mean stupid. The ensuing bar brawl was too much for his uncle and he kicked him out for good. Luge met Janna and Pyek soon afterwards. He soon had them getting into all kinds of trouble, his get rich quick schemes inevitably costing them dearly. When Sigrid joined the group, he brought with him a dose of common sense and caution, which countered Luge’s wild enthusiasm.

Luge was always the face of the group. Whether it was with an unruly peasant mob, an angry city gang or a disgruntled nobleman out for blood, Luge could talk his way out of anything... except his family. He happened to be in Altdorf when his uncle’s inn burnt down, taking his uncle with it. His uncle’s daughter, Heidi, was left without anyone to take care of her. For the first time in his life, Luge felt a sense of responsibility. When the others suggested settling down, he agreed, taking his niece with him. His silver tongue has since served him well. He established himself as a fence, but created a legitimate business to cover his activities. Initially he set himself as a pawn broker, but later spotted an opportunity to expand his business. He hired a pair of carpenters and a smith and started selling their wares - expensive furniture, wooden sculptures, candlesticks and candelabra. His products soon became very popular amongst the wealthy merchants of the city.

The Candlestick Maker is a far cry from the impetuous young rogue who left his uncle’s inn. Having finally acquired the wealth he craved in his youth, he is loath to lose it. This has made him far more conservative. The success of his legitimate business pleases him and he has begun to see his criminal connections as a threat to his livelihood. Luge realised some time ago that Pyek was taking his own drugs and as he became more and more irrational and paranoid, he turned to Sigrid for help. The Butcher was unsympathetic, however, and told him that it was none of their business. Worried, Luge decided to keep an eye on both of them. When he learnt that the Baker was planning on having him killed, he decided to hire assassins of his own. Assuming that Sigrid will side with the Baker, he intends to eliminate both. Unfortunately he is unaware of the threat within his own household. His niece, Heidi, is completely addicted to Mandrake Root, which the Baker has been more than willing to provide her.

Ironically, it was Luge’s criminal associations and shady past that made him the success he is today. Almost all of the wealthy merchants and lesser nobility know his ‘secret.’ They find it both amusing and intriguing. They like spending time with someone they see as a dangerous criminal while also recognising the potential value of knowing someone with contacts in the underworld. Were Luge to ever realise how well known his past is, he would initially be quite flustered and embarrassed. He would soon realise, however, that this means that he has far more freedom than he thought he did. He can continue with his legitimate business while expanding his influence amongst the criminal gangs. He

could soon become one of the most powerful men in the city... assuming he survives this night, of course.

Introducing the Candlestick Maker

Just as adventurers often find themselves in need of a good doctor, they often find themselves in possession of some quite valuable items, which they acquired by questionable means. Someone may point them in Luge's direction, should they be looking for a good fence. Especially if they are trying to sell valuable household goods - silverware, candlesticks, furniture...

Like the Baker, Luge also has strong connections to the underworld and therefore an easy contact for criminal PCs to make. However, he also has a lot of friends amongst the merchants and lesser nobles of the city. He therefore might approach PCs of more reputable classes (anything from a Tradesman to a Noble). There are also a number of smaller assignments, that he could ask the PCs to deal with, before tasking them with the big job.

Rightful Owner: When Luge first went into business in the city, he established a pawn shop, as a front for his fencing activities. He rarely dabbles in the pawn business anymore, his craft shop being far more successful. However, a few weeks ago a young Dwarf asked him to pawn his shield. He was very insistent that he would return to buy it back within 30 days, the amount of time Luge keeps something before putting it up for sale. However, yesterday evening, another Dwarf walked into the shop. He claimed that the shield rightfully belonged to his clan, the Goldhammers. The other Dwarf had stolen it. He is offering to buy it back now, though not at its full worth. If he is not given it now, he claims that Luge's entire family will be placed in the Goldhammer book of grudges. Luge would like the PCs to find out what they can about the two Dwarfs, what the history of the shield is and if its possible to get rid of it without making matters worse.

Stolen Property: People come to Luge with all sorts of things. Recently, a new gang of thieves he hadn't dealt with before sold him some silverware and some candlesticks. He recognised the candlesticks instantly, as they were from his own shop! He had them made especially for a friend of his, a Wizard of the Grey Order. Approaching his friend, he learnt that he had recently been robbed, but had been too embarrassed to report it to the authorities. While he was grateful for the return of the candlesticks, he was far more concerned with the theft of a number of books from his library. Luge would like the PCs to try to track down this mysterious band of thieves and retrieve the books. This may be more complicated than it seems, however, as the thieves are members of a strange cult. And the Wizard may not have been entirely honest, when he described the nature of the books...

Forgeddaboudit: Two of Luge's tradesman, Heinrich and Albert, were recently beaten to a pulp. They claim to have no idea who was responsible. Luge assumes that the Butcher or the Baker are responsible. In fact, they had nothing to do with it. Heinrich and Albert don't want their boss to know that they owe a great deal of money to a gang of Tilean

fight promoters. They recently went to see an underground pit fight and bet far more money than they could afford, on a losing prospect. The Tileans want their money, one way or another. Heinrich is planning on robbing the Candlestick Maker's shop (hoping to blame it on the Baker). Young Albert, on the other hand, is too honest for that. Instead, he hopes to pay off his debt by working for the Tileans... in the pit. In his bruised and beaten condition, he isn't likely to survive his first fight.

Luge Konleuchter

Appearance

The whip-thin, rakish young cad of Luge's youth is long gone. In his place is a short, portly man in his early fifties. He sports a well trimmed, stylish beard in the fashion popular amongst the wealthy merchants of the city. His pink, bald scalp is often hidden beneath a feathered cap and he usually wears gaudy clothes, chosen more for their expense than appearance. He is especially fond of blues, yellows and purples... and lace, lots and lots of lace. An unkind young noblewoman once described him as a walking carnival tent.

Career: Fence (ex-Burgher, ex-Charlatan, ex-Rogue)

Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
43	44	32	41	44	52*	44	64*
A	W	SB	TB	M	Mag	IP	FP
2	14	3	4	4	0	1	0

Skills: Blather, Charm, Common Knowledge (Bretonnia), Common Knowledge (The Empire), Disguise, Drive, Evaluate +20%, Gamble, Gossip +10%, Haggle +20%, Perception, Performer (Storyteller), Read/Write, Search, Secret Language (Thieves' Tongue), Sleight of Hand, Speak Language (Breton), Speak Language (Reikspiel) +10%

Talents: Acute Hearing, Flee!, Dealmaker, Mimic, Public Speaking, Schemer, Seasoned Traveller, Savvy, Sixth Sense, Streetwise, Suave, Super Numerate

Armour: None

Weapons: Dagger, Crossbow

Trappings: Best Craftsmanship clothes, purse with 25gc, 15s

Working for the Candlestick Maker

Pyek and Sigrid believe that Luge is a greedy money-counter, who would easily stab either of them in the back for a few gold crowns. This may have been true, back in their adventuring days, but Luge has changed since he settled down. What he desires now is not wealth, but respect and stability. Luge wishes to be seen as a valued and admired tradesman. His greatest accomplishment would be to see his niece marry into a nice merchant family, or even into the nobility. His greatest fear is that his criminal past and connections will become widely known, shaming him in front of the whole community and destroying his legitimate business. He knows that a few of the other merchants

already know his secret (a friend of his asked him to help solve some difficulties he was having with a small gang). However, he would never have seriously considered having his two former friends killed if he did not believe they were planning to kill him first.

Luge will describe himself as a man forced into a corner. His two former friends are jealous of his wealth and refuse to let him move on with his life. While, as a younger man, he did occasionally conduct some less than completely legal activities, he is long past that. He is now a successful and respected business man. The Butcher and the Baker refuse to let him leave the criminal world behind, however, and now threaten to kill him. The Baker has already begun to seek out assassins. He has no choice, he has to kill them first.

Should the players decide to try and secure a negotiated settlement between some of the trio, they will have to convince Luge that the others are neither a threat to his life or his business. Of the three, the Candlestick Maker is the likeliest to agree to peacefully going their separate ways. If the other two agree to leave him be, he will be willing to forget the events of this night. However, if any of his staff have been killed, or if Heidi is injured or dead, he will be furious. He will demand Pyek and Sigrid's heads. The same is true if he discovers that Heidi is addicted to Mandrake Root.

While it may be possible to reach an agreement with the Butcher, securing the same with the Baker isn't likely. Pyek's paranoia is such that he would assume it is a trick. However, if the Baker is in a difficult position, or if his assassins have already been foiled, the characters might force an agreement on him - one that he will betray as soon as he can find another band of hired killers.

Luge has had little success in discovering information about the plans of the other two. He still believes that Pyek and Sigrid are working together. He knows that the Baker is planning on having him killed, but doesn't know that his assassins are also supposed to eliminate Sigrid, or that Sigrid has hired killers of his own. He also hasn't realised that they are poised to strike at him tonight. He has moved three of his men into his home to provide added protection. Every night, he locks himself in his study, ready with a loaded crossbow. Heidi is ordered to lock herself in her room and stay there. He hopes that the attackers will ignore her as long as she doesn't get in the way. Luge considered having her sent away, but she refused to leave. In the end, he decided that it would be best to keep her nearby, in case the Baker decided to strike at her as well. At least she will have some protection at home.

The Candlestick Maker doesn't have a great deal of advice to provide the characters. He suggests using a simple con to gain access to the Butcher's - pretend to be injured. The Butcher is used to receiving late night visits from injured thugs and locals. Luge doesn't know that Sigrid is on his guard, so assumes that a simple ruse will allow the assassins to gain entrance to the building and that they will then be able to make short work of their target. Luge does know about the other inhabitants of the Butcher's, his apprentice Sara and his dog, Mentag. He has no interest in harming Sara and he assumes that Mentag will be chained up in the front room, but he will inform the PCs about them. While he would

prefer that Sara remain unharmed, he won't make a point of it.

Using a similar ruse to gain access to the Bakery will be risky. He advises the PCs that they could try to demand an audience with the Baker, using some pretence. However, his increasing paranoia will assuredly cause him to view such a demand with suspicion. He will be prepared for an attack and will make sure he has a number of his men nearby to provide assistance. Luge instead suggests that stealth and speed would be more advisable. During the night, most of the Baker's men will either be on guard outside the front of the building, or else sleeping in the bunk rooms. The only other entrance is at the back, at the docks, but that is kept solidly locked whenever not in use. However, Luge knows of another way in. The Warehouse next door to the Bakery was partially damaged in a fire three weeks ago, and is currently undergoing repairs. During the night it is unguarded. Luge suggests that the PCs sneak inside. They should then be able to make their way to the roof, from which they can jump across to the roof of the bakery. Once there, they can make their way into Pyek's office, on the top floor. They can break in, kill him, then escape the same way they came in.

Payment

If the Candlestick Maker doesn't survive the night, the PCs may have some difficulty securing their pay. None of his staff will be willing to listen to any claims they might make regarding any money owed to them. Of course, if the PCs find his corpse in his study, they could always search the room for his safe, taking the money that is rightfully owed to them. However, the watch are probably on their way, so they will have to hurry... If the PCs come to some kind of negotiated settlement with the Butcher or the Baker, that leaves Luge and his family safe, he will still pay the characters, though he will try to negotiate down their salary. He will make an opposed Hagggle test with one of the PCs. If he wins, he reduces their pay by 10% for every degree of success.

The Other One

Janna Anikasdottir

Janna is the final member of the adventuring group that Sigrid, Pyek and Luge used travel with. When they others settled down and set up their businesses, she settled down and started drinking. While not an alcoholic by any means, she has spent the last few years moving from tavern to tavern, spending all the gold she earned adventuring. She drinks not because she has to, but because she has nothing better to do. She isn't ready to settle down with some fine Dwarven male, but she doesn't want to leave her old buddies behind. Now that her gold has almost run out, she has started pestering the others, trying to convince them to join her on another adventure. She doesn't understand why they aren't talking to one another - to her mind, none of them have done anything warranting a grudge (yes, their grievances are so petty and irrational, not even a Dwarf would recognise them as valid).

Janna needn't be present in the adventure at all, especially if it is being run as a once off. If you are introducing the Butcher, the Baker and the Candlestick Maker over the course of a few sessions, however, Janna can be a good source of information on their background. The PCs might be surprised to see her over at Luge's house for dinner one evening, visiting the Butcher the next morning and sharing a drink with the Baker that night. She will gladly reminisce about "the good ol' days, like when Pyek got his head stuck down that Ogre's throat... well, seemed like a good idea at the time..." She may try to convince the players to do what they can to heal the rift between the former friends.

If two, or all three, of her former companions are murdered, she will blame herself (she clearly should have knocked some sense into the three of them). She will take the slayer oath, shaving off most of her hair, before leaving to seek a great death in battle. However, if she learns the identities of those who killed her friends, she may decide to go after them first...

Janna Anikasdottir

Appearance

If it weren't for her lack of facial hair, Janna might be mistaken for a male Dwarf. Rarely found without her armour on, her long, blonde hair is partially hidden beneath a heavy helmet, but her long braids hang down her back, as far as her waist. Usually slightly ruddy faced, due to her near constant consumption of alcohol. Her ready smile and inability to say a bad word about anyone seems to disprove the theory that all Dwarfs are grim and dour (perhaps its only the men?). The loss of friends or family will dispel her good humour, however.

Career: Sergeant, (ex-Tomb Robber, ex-Shieldbreaker)

Race: Dwarf

WS	BS	S	T	Ag	Int	WP	Fel
A	W	SB	TB	M	Mag	IP	FP
61	37	40	54	32	42	45*	39
2	18	4	4	3	0	1	0

Skills: Common Knowledge (Dwarfs), Common Knowledge (the Empire), Concealment, Dodge Blow, Evaluate, Navigation, Outdoor Survival, Perception +10%, Pick Lock, Read/Write, Scale Sheer Surface +10%, Search, Shadowing, Silent Move, Speak Language (Khazilid), Speak Language (Reikspiel), Trade (Smith)

Talents: Acute Hearing, Coolheaded, Dwarfcraft, Grudge-born Fury, Night Vision, Orientation, Resistance to Magic, Sixth-Sense, Stout-Hearted, Strike Mighty Blow, Strike to Injure, Strike to Stun, Sturdy, Trapfinder, Tunnel Rat

Armour: Full Mail Armour, Helmet

Armour Points: Head 5, Arms 3, Body 3, Legs 3

Weapons: Hand Weapon (Axe), Shield, Crossbow with 10 bolts

Trappings: Grappling Hook, 10 Yards of Rope, Water Skin, Crowbar, Lantern, Lamp Oil, 2 Sacks, Tankard of Beer

The Competition

The Twin Blades

Despite their name, these two elven assassins are not twins. They aren't even related. Aelwin and Calan know little of each other's past, maintaining a purely professional relationship. They met while travelling separately through the Empire. They found they shared a distaste for human company and a willingness to do anything to further their own interests. They decided to enter a business partnership, hiring out their services, first as mercenaries, later purely as assassins.

Aelwin is a Wood Elf from the Drakwald Forest. Her blonde hair frames a face that would be breathtakingly beautiful, but for a series of thin scars that crisscross her cheeks. Her long locks hide the fact that both of her ears have been cut away. This was the work of a band of mutants, who captured her when she was still a young child. Her kinsmen rescued her before she was slain, but she has harboured a resentment of mutants and the humans who spawn them ever since. She wears studded leather armour beneath a long, dark green cloak. She keeps her Elfbow with her at all times. Aelwin prefers to strike at her targets from a distance, using her mastery with a bow to devastating effect.

Calan is actually a Dark Elf. He was part of a raiding party that was ambushed by a group of adventurers while on a slave raid. Though he managed to escape, he was cut off from his ship and forced to flee inland. That was four years ago. Although he has not given up hope that he might one day escape to Naggaroth, for now he is content to get paid for slaughtering humans. Aelwin assumes that he is a High Elf - though she probably wouldn't care if she found out the truth. Calan has realised that he is attracted to her, but she feels nothing towards him. Calan wears a suit of black leather armour, that he had specially crafted for him. In combat, he wields a longsword he took from the body of a Kislev Nobleman, whom he killed whilst he slept. He holds a main gauche in his left hand.

When outnumbered, Calan will try to keep himself between his opponents and Aelwin, making Guarded Attacks. Aelwin will make full use of her Sharpshooter Talent to pick off opponents in melee with him. Once the odds are more even, Calan will go on the offensive. If any of their opponents display magical powers, Aelwin will target them and Calan will begin to make Swift Attacks, in an attempt to defeat their enemies before they can use spells against them. If forced into melee, Aelwin will enter a Defensive Stance, unless she thinks her opponent is seriously wounded (Heavily Wounded or Critically Wounded characters), or not a good combatant (if he fails to hit her two turns in a row).

The Twin Blades are accomplished killers. If the PCs have taken serious injuries at some point in the adventure, the Blades could cut through them with ease. The Blades are survivors first and foremost, however. They rely on stealth and surprise to overcome their enemies. The PCs should outnumber them and they will retreat rather than face serious opposition. They may also have faced some opposition before encountering the PCs (facing the Butcher in combat, fighting the Baker's guards, butchering the Candlestick

Makers men), so the GM may wish to reduce their Wounds, to represent some injuries they have suffered.

Aelwin

Career: Assassin (ex-Targeteer, ex-Hunter)

Race: Elf

WS	BS	S	T	Ag	Int	WP	Fel
27	82*	32	41	70*	39	41*	39
A	W	SB	TB	M	Mag	IP	FP
2	17*	3	4	5	0	4	0

Skills: Common Knowledge (Elves), Common Knowledge (the Empire), Concealment, Follow Trail, Gossip, Outdoor Survival, Perception, Prepare Poison, Search, Secret Signs (Ranger), Speak Language (Eltharin), Speak Language (Reikspiel), Silent Move, Sleight of Hand, Swim

Talents: Coolheaded*, Excellent Vision, Hardy*, Lightning Reflexes*, Marksman*, Mighty Shot, Night Vision, Rover, Rapid Reload, Sharpshooter, Specialist Weapon Group (Longbow), Specialist Weapon Group (Throwing), Sure Shot

Armour: Studded Leather

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

Weapons: Elven Bow, sword, dagger

Trappings: Antitoxin Kit, Net, Grappling Hook, 10 yards of Rope, 2 doses of Black Lotus Poison

Calan

Career: Veteran (ex-Mercenary, ex-Corsair)

Race: Elf

WS	BS	S	T	Ag	Int	WP	Fel
57*	43	39	36	63*	31	40*	30
A	W	SB	TB	M	Mag	IP	FP
2	15	3	3	5	0	2	0

Skills: Common Knowledge (Elves), Common Knowledge (Kislev), Dodge Blow +10%, Gamble, Haggle, Intimidate, Navigation, Outdoor Survival, Perception, Ride, Row, Sail, Scale Sheer Surface, Search, Secret Language (Battle Tongue), Speak Language (Eltharin), Swim, Torture

Talents: Coolheaded*, Excellent Vision, Lightning Reflexes*, Night Vision, Quick Draw, Specialist Weapon Group (Crossbow), Specialist Weapon Group (Parrying), Strike Mighty Blow, Strike to Stun, Warrior Born

Armour: Best Craftsmanship Full leather armour

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

Weapons: Best Craftsmanship Sword (+ 5% to WS not included in stat profile above), Main Gauche

Trappings: 2 Healing Draughts, Bottle of Bretonnian Wine

The Estalian Warriors

The Estalian Warriors are a band of ruthless mercenaries, deadly swordsmen known for their skill at arms and sharp wits. Led by the great Diego Salmundi, known throughout Estalia for his many affairs with the most beautiful women of his homeland, the Warriors have decided to make their presence known in the Empire. Only recently arrived in the city, they intend to demonstrate their amazing courage and talent for carnage by hiring themselves out to the highest bidder. Once they have confirmed their reputation, they will approach a noble of some wealth and importance, perhaps an Elector, or even the Emperor himself, and offer their services as bodyguards.

Everything in the above paragraph is a lie. The Warriors are not from Estalia. Two are from Ostland, one is from Marienburg and the last is from the Moot. None are particularly good with a sword. Their leader is not Diego Salmundi, or even Dietrich Salmann (the man pretending to be Diego Salmundi), though Dietrich has had affairs with many women (generally those foolish enough to believe the promises and lies of a smooth-tongued cad).

The Warriors were originally the Travelling Troubadours of Talebheim (though even that was a lie, none of them are from the city of Taal, they just liked the alliteration). A band of travelling entertainers, they arrived in the city down on their luck, with barely a brass penny between them. Eventually they were forced to look for work. As it happened, a paranoid nobleman from a nearby town was looking for some bodyguards for his eldest daughter, as she was travelling to and from the city. Desperate, the Troubadours took the job. They claimed to be former soldiers, recently retired from his Imperial Majesty's armed forces. They spent two months babysitting a spoilt young lady and received a fat purse of gold for their troubles. Pleased with their success, the group's leader, a Halfling by the name of Bertie Acorn, convinced them that there was some serious money to be made in the high-class mercenary business. He figured that 99% of the job was show. A wealthy merchant doesn't expect to have to actually *use* his bodyguards. Their job is to scare away thieves and to demonstrate that you're wealthy enough to employ them. As long as they avoided any real trouble, they'd be fine. Some of the other Troubadours were unsure, but they didn't have any choice. It was this, or get *real* jobs...

The Estalian Warriors were the result. Bertie (correctly) assumed that a flashy, notorious band of mercenaries would attract a higher paying (and less intelligent) type of employer. Each member of the troupe has spent hours practicing with their weapons... juggling daggers, slashing the air dramatically while shouting "Defend yourself, bandit scum!" and flicking whips to produce a satisfying 'CRACK!'. They hope that if they do run into trouble, a demonstration of their 'skills' will frighten away any opposition. Unfortunately, they have been rather too successful in exaggerating their reputation. When the Butcher, the Baker and the Candlestick Maker went looking for hired swords, they were bound to be approached by one of them. Diego agreed to the job before clearing it with Bertie, the amount being offered too high for him to resist. Bertie has since realised that they might be in over their heads, but is willing to give it a shot. If it works, they'll be well paid and their reputation will get a huge boost. If things go

wrong... Bertie is more than willing to leave the rest of the others to their fate, grabbing the Warriors' lock box, with all their savings, before leaving down on the first riverboat available.

The Warriors are less than subtle. They have been trying to build their reputation in the city since they arrived. They dress in blue and yellow outfits, in an exaggerated Estalian style. They each have a dark blue cloak, knee high black leather boots, striped breeches and tunics under leather jerkins. Most of them have feathered caps, though "Diego" wears a mail coif with an especially extravagant feather sticking out the top (see the picture of the Estalian Diestro on page 38 of the WFRP Rulebook for inspiration, Diego is especially fond of striking that pose).

If the Warriors are faced with serious opposition (for example, the PCs), they will go into their intimidation routine. They are especially vulnerable at this time. They have practiced it so much, that if it is disrupted with an attack, they will panic. They will not be able to dodge or parry and Bertie will have to make a Command test, screaming "Warriors, attack, for Estalia and HONOUR!", or they will all panic and flee. Note that as Bertie doesn't have the Command skill, his test will be at half Fellowship.

First, Diego (actually, his real name is Dietrich Salmann, from Wolfenbuttel) will step forward. Flourishing his sword (again, that picture is good if you want to show the PCs what he is doing), he shouts (in a ham Estalian accent) "Fools! You face no mere band of sell-swords, but the *Estalian* Warriors! Dare you face the greatest swordsman the world has ever seen!?!". At this point he gives his sword another little flourish. "Perhaps you care to test your strength against Marmaeda, the Bear of the Abaskos?" Magnus grunts and thuds his hammer against the floor menacingly. "Maybe you would like a taste of Sereena's whip?" Silvia cracks her whip in the PCs direction. "Or do you think you can avoid the blades of Bertrand, deadliest knife-thrower in Bilbali and three-times Annual Sartosan Dart Championship Master?" Bertie juggles three daggers in the air.

If Dietrich is allowed to finish his little speech, the PCs will have to make a WP test opposed by his Performer (Actor) skill. The difficulty of this test will depend on whether they have heard of the Estalian Warriors. Have them make a Routine (+10%) Gossip test. If they succeed, the WP test is Challenging (-10%). If they fail, they've never heard of them and the WP test is Routine (+10%). If the players lose the roll, they suffer a -10% to WS and BS on their first round of combat.

The Warriors will not fight to the death. Far from it. Should even one of their number drop to Heavily or Critically Wounded, he or she will flee from the fight. At this point Bertie will have to make another Command check (Very Hard (-30%)) if one of their number has been killed: "Get back in the fight, you cowards!" If he fails, the rest of the Warriors will follow their fleeing comrade, or surrender if running isn't an option. In the event of a surrender, their bad Estalian accents will disappear as they beg for their lives. If Bertie makes the Fel check, he will make a quiet, but quick, getaway while they others distract their opponents for one more turn. Once they realise he has done a runner, they will follow.

The Warriors haven't really trained to fight together. If things get rough, each will take one opponent and fight as an individual. Bertie will stay as far back as possible, using his knife throwing Talents to good effect. Diego/Dietrich will charge towards anyone armed with a sword, preferably one who is well dressed (he has begun to believe his own act a little too much). He will make All Out Attacks. The other two are not nearly as confident. Marmaeda/Magnus will approach more cautiously, striking at anyone who tries to get around behind Dietrich. He will make All Out attacks if facing a single opponent, entering a Defensive Stance if pressed by multiple opponents, or after he has taken a single hit. Sereena/Silvia will lash out at an unengaged opponent. She will try to entangle one with her whip. However, she won't really know what to do after that. If she manages to entangle someone, she will drop her whip, pull out her dagger and enter a defensive stance. Note that Diego, Marmaeda and Sereena don't have the required Specialist Weapon Talents for their weapons and so will suffer a -20% penalty to their WS/BS tests.

If the Warriors surrender, they won't hesitate to give up their employer. Clever PCs may be able to use that to their advantage later on.

Diego Salmundi (Dietrich Salmann)

Diego was a failed actor and poet in Wolfenburg. Before he joined the Troubadours, he was making a few clanks a day, reading pieces of poetry or a few lines from a play to passers-by (most paid him to shut up). He became the groups spokesman and promotion manager, as they discovered that he had a flair for over-the-top drama (he liked shouting at the top of his lungs, especially about his own acting skills). He has had some experience in a fight, as he often gets into tussles with irate husbands, usually after being caught having another kind of tussle, with their wives.

Career: Entertainer

Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
42	34	33	31	44*	27	32	46*
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	4	0	0	0

Skills: Animal Care, Blather, Charm, Common Knowledge (the Empire) +10%, Gossip +10%, Perception, Performer (Actor), Performer (Storyteller), Speak Language (Reikspiel) +10%

Talents: Lightning Reflexes, Mimic, Public Speaking, Suave

Armour: Leather Jerkin, Leather Skullcap, Mail Coif (with a really big feather in it)

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

Weapons: Rapier

Trappings: Good Craftsmanship Clothes, Scraps of parchment with snatches of bad poetry in his own writing ("I wandered lonely as a Griffon, until I found and ate a pigeon"), 22gc, 38s, 12p

Magnus Kohl (Marmaeda, the Bear of the Abaskos)

Magnus grew up in a travelling carnival. As a boy, he helped take care of the animals and other menial tasks around the camp. As he grew older, he learnt a few other tricks, such as fire eating, but as he filled out, it was obvious that he would make a good strongman. He used to attract crowds to the show, standing outside the main tent, bare from the waist up and spitting gouts of flame. During the Storm of Chaos, however, the carnival was ambushed by a band of beastmen. His family and friends were butchered and he barely escaped with his life. Silvia was the only other member of the carnival to survive. He joined the Troubadours in an effort to recapture some of what he has lost. He doesn't really feel like he belongs, however, and he is the one most opposed to their current activities.

Career: Entertainer (Strongman)

Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
28	30	43*	41*	41	30	35	32
A	W	SB	TB	M	Mag	IP	FP
1	16*	4	4	4	0	2	0

Skills: Animal Care, Animal Training, Charm, Common Knowledge (the Empire) +10%, Evaluate, Gossip, Perception, Performer (Fire Eater), Performer (Juggler), Speak Language (Reikspiel),

Talents: Hardy, Very Resilient, Very Strong, Wrestling

Armour: Studded Leather Jerkin

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

Weapons: Great Weapon (Massive Hammer)

Trappings: Good Craftsmanship Clothing, Silver Locket with picture of his parents in it (10gp), 67gc, 32s, 7p (Magnus has been saving as much of his pay as possible, he'd like to be able to open his own show some day).

Silvia Klapwijk (Sereena)

Silvia's family joined the carnival when she was ten years old. They owed a great deal of gold to a money lender in Marienburg and joined the circus to escape. Silvia was put to work, doing odd jobs around the camp. When she was a little older she was taught to dance, soon joining the carnival's troupe of dancing girls. She was only 18 when the beastmen killed almost everyone she knew and loved, including her two year old daughter and her husband. She stayed with Magnus because she didn't know what else to do. Later, when he joined the Travelling Troubadours of Talabheim, she went along with him, for the same reason. She is still searching for some kind of meaning to her life. If this latest job goes poorly, she may either snap out of her listless depression, or just snap entirely.

Career: Vagabond

Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
37	42	31	33	40	48*	26	36
A	W	SB	TB	M	Mag	IP	FP
1	14	3	3	4	0	3	0

Skills: Common Knowledge (Kislev), Common Knowledge (the Empire), Haggle, Heal, Gossip, Navigation, Outdoor Survival, Perception, Performer (Dancer), Secret Language (Thieves Tongue), Silent Move, Speak Reikspiel,

Talents: Acute Hearing, Orientation, Rover, Savvy, Seasoned Traveller

Armour: Leather Jack, Leather Skullcap

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

Weapons: Whip, Dagger

Trappings: Good Craftsmanship Clothes, Silver Earrings (35gc), 2 silver bracelets (16gc each), 12gc, 20s, 10p

Silvia's jewellery is part of her costume. Bertie insists on keeping them in the troupe's lock-box when they aren't in use.

Bertie Acorn (Bertrand)

Bertie was part of a two-man travelling show. He and his partner, a human named Kriesler, would put on little street shows, entertaining crowds for a few pennies and shillings. Bertie would act as a clown, suffering through a series of pantomime punches, kicks and wedgies from Kriesler, who would run rings about the small Halfling. Eventually, Kriesler would collapse, laughing, into a chair, at which point Bertie would run up to him and tie him down before he had a chance to get up again. This was when the real show would begin. Bertie would take out a set of knives, juggling them in the air. He would then proceed to throw them at his partner, just missing his ears, hands and legs. Unfortunately, their last show went awry. Just as he was about to fling his last dagger, a drunken member of the crowd stumbled into him, throwing off his aim. The knife pierced Kriesler's throat. The frantic efforts of the spectators to save him only made matters worse and he soon bled to death. Some of the crowd thought that perhaps the Halfling's pantomime anger was no show, but when they turned to find him, he was already gone.

Bertie formed the Troubadours soon after, finding it too difficult to make any gold on his own. While the Troubadours had some potential, he feels that there's some real money to be made in the fancy-mercenary business. He's actually considering ditching the Estalian Warriors, taking their savings and hiring some real fighters. Dress them up proper and teach them to speak with a funny accent and he can start making Karls hand over fist.

Career: Charlatan (ex-Entertainer)

Race: Halfling

WS	BS	S	T	Ag	Int	WP	Fel
20	53	21	31	59	35	39	38
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	1*

Skills: Academic Knowledge (Genealogy/Heraldry), Animal Care, Charm, Common Knowledge (Halflings), Common Knowledge (the Empire), Evaluate, Gossip, Perception, Performer (Clown), Performer (Juggler), Sleight of Hand, Speak Language (Halfling), Speak Language (Reikspiel) +10%, Trade (Cook)

Talents: Flee!, Lightning Reflexes, Lucky, Night Vision, Resistance to Chaos, Schemer, Sharpshooter, Specialist Weapon Group (Sling), Specialist Weapon Group (Throwing),

Armour: Full Leather

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

Weapons: 6 Throwing Daggers

Trappings: Good Craftsmanship Clothing, Healing Draught, 20gc, 20s, 20p, 2 keys. These open the Warriors' strongbox, which is back at their inn. They are staying in the Blue Goblin, a small, but expensive, establishment. One key opens the lock, the second disarms the poison needle trap inside (Hard (-20%) Agility Test to avoid, covered in Black Lotus. The box contains the groups savings: 211gc, 310s.

Note that Bertie has one Fortune Point, granted to him by his Luck Talent. He will use it, if necessary, to get himself out of trouble.

The Job

The nature of the adventure will vary greatly, depending on who hires the adventurers. Each of their prospective employers - and victims - have different personalities and goals. The players also have to deal with their rival assassins. And the players may start to question their actions - or whether there's more money to be made working for one of their targets.

Each of their employers has been observing their opponents for some time. Each has suggestions or some help to offer their assassins. These options are not necessarily the best, or safest, methods for accomplishing their objectives. Players may be able to come up with better plans themselves.

The other two bands of assassins are the Estalian Warriors and the Twin Blades. For simplicity's sake, rather than determine which band is hired by which target, assume that the first target the PCs choose to hit has hired the Twin Blades and is in turn also being targeted by the Estalian Warriors. So, if the players are working for the Baker and decide to attack the Candlestick Maker first, then they will run into the Estalian Warriors at his house, as they are making their own attack. Meanwhile the Twin Blades, working for Luge, will be dealing with the Butcher. If, instead, the players decided to attack the Butcher first, then the Estalian Warriors will have been hired by Luge, and the Twin Blades will be attacking his house instead. This makes things simpler (and the players need never know!).

The Butcher's

The Butcher's home and place of business is a two story building. It sits alone on a street corner, beside a slaughterhouse, from which Sigrid gets his meat. A sign hanging over the street displays a meat cleaver and a cow's head. The rear half of the building doesn't have any windows and the rear courtyard is completely fenced off. A gate in the courtyard leads to the slaughter yard. The building is in one of the poorer areas of the city. Beggars are a far more common sight than watchmen in this area.

The rear of the building is taken up by the hanging room, where the meat is stored. This is also where the Butcher performs his surgery. Beef carcasses hang from the ceiling. A large table sits in the centre of the room, usually covered in slabs of meat and entrails, when it is not occupied by a patient. The floor is granite and slopes slightly down, towards a large drain that runs through the centre of the room. A side door leads to an alley, another into the main house. A large water trough sits beside the door to the shop. The Butcher and Sara use it to clean their tools, after working (whether on beef or man).

Drinking from the trough would not be advisable.

The side, courtyard and hanging room door are all locked and bolted, as is the front door. Each has a Toughness of 7 and 8 Wounds. Alternatively, a Hard (-20%) Strength test, or Very Hard (-30%) for the Courtyard door, will allow the door to be broken open (reduce the difficulty by one degree if the PCs have a crowbar). Breaking down or attacking a door will certainly be heard by the Butcher and Sara.

The shop room is to the front of the building. This is where the butcher sells his wares. A low counter split's the room in half. Between the shop room and the hanging room are the kitchen and the preparation room, where the meat is prepared for sale. His guard dog, Mentag, sleeps in the shop room, chained to the floor.

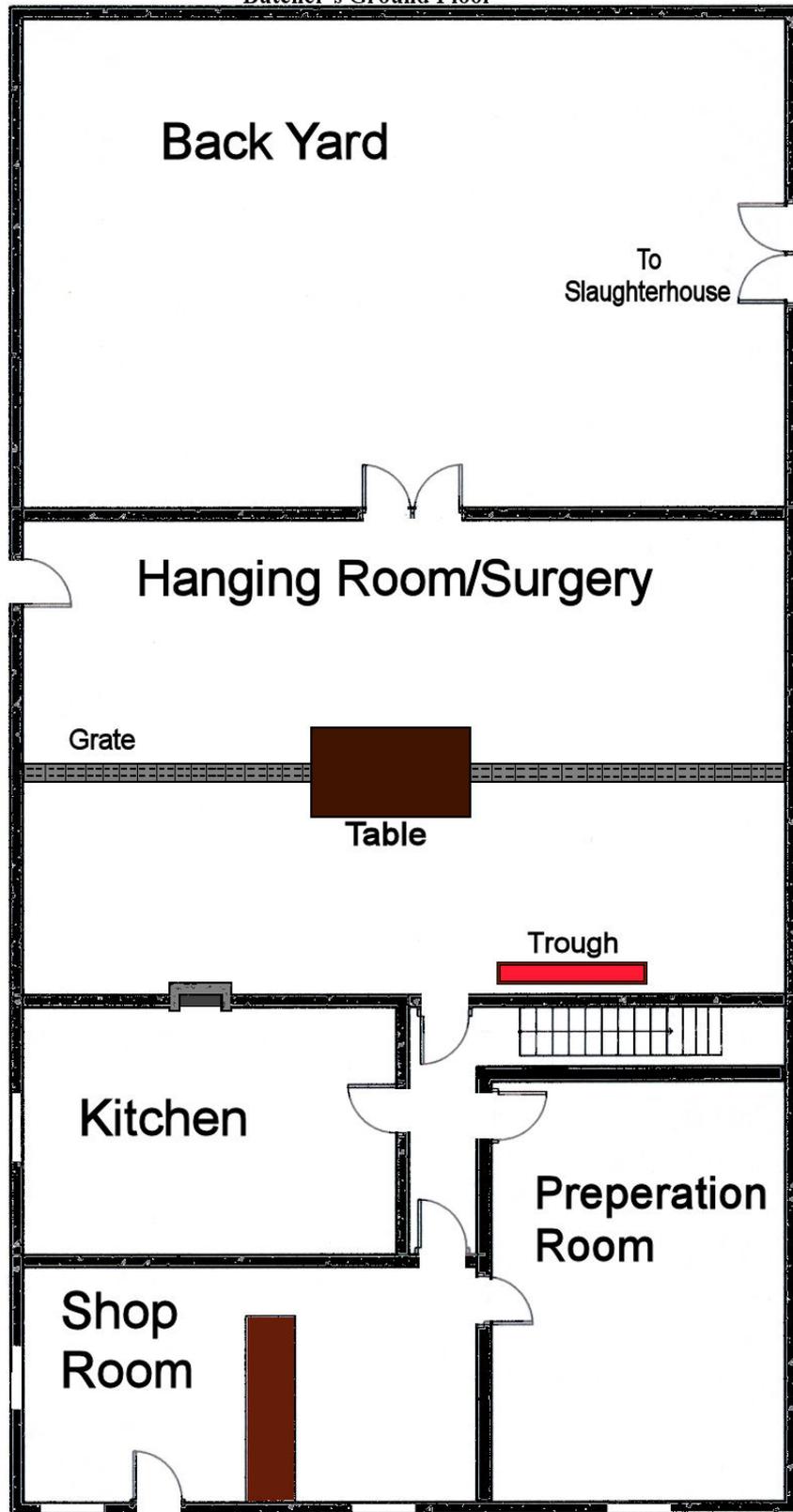
There are three rooms upstairs. The first belongs to Sara, the Butcher's apprentice. It is small and cramped, barely big enough for her small bed. Her only possessions are a few sets of poor quality clothing. The second room is the Butcher's. It contains his bed, a wardrobe, an armour stand and a small table. The Butcher keeps his armour, some healing draughts and some poison here (see the Attack, below).

The Butcher's study contains a small desk, behind which are some shelves, upon which can be seen some books and a large number of scrolls. The books are *Herbs and their applications in cooking* (glued, printed, worth 65gc, grants +10% bonus to Trade (Cook) tests made, if a ready supply of herbs is available), *Biologis Humanatus* (stitched, printed, written in Classical, worth 120gc. Allows the reader to with the Heal skill to learn the Surgery Talent at a cost of 100xp, if he makes a Very Hard (-30%) Int test), *Liber Morrtus* (the book of Morr, written in Classical, an illuminated text on the rites and strictures of the Cult of Morr, worth 300gc and grants the reader a +10% bonus to Academic Knowledge (Theology) tests regarding the Cult of Morr) and *An Illustrated Guide to the Biology of Horses* (glued, printed, worth 75gc, may grant a bonus to Heal

tests on horses, at the GMs discretion). The scrolls mostly contain hand drawn illustrations of vivisected cattle and other animals. These are the Butcher's notes, describing his experiments upon the carcasses of various animals. Some of them also describe his early attempts to perfect the Henbell Jars (see the Attack, below). Someone with the Prepare Poison skill could use the notes to duplicate his efforts. It requires a Prepare Poison test (Challenging -10&) without the notes, Easy (+20%) with. The required materials are Henbell Poison (see the Old World Armoury), some lantern oil and some glass bottles(3s each). Beneath the desk lie an Antitoxin Kit and a leather case containing Trade Tools (Physician) (worth 50gc). A drawer in the desk contains 200gc in a leather purse (partial pay for the Butcher's assassins). Removing the drawer completely (or a Hard (-20%) Search test reveals that a tightly wound scroll has been attached to the back of the drawer. These scrolls include descriptions of Sigrid's recent studies of human bodies. Bringing these to the attention of the Cult of Morr will earn a reward of 50gc. Alternatively, there are numerous physicians who would pay twice that for them. Unscrupulous PCs could sell the notes to a doctor, then informing the Cult of Morr that they believe the physician is examining cadavers. If the Cult finds the notes, they will reward the PCs with 50gc (and the physician will be executed).

Four Henbell jars sit beside the banisters, next to the stairs. There is a box of 20 Best Craftsmanship Matches (worth 10p each) and a candle lying nearby. In the event of an attack, Sara will use these on anyone coming up the stairs (see the Attack, below).

Butcher's Ground Floor



Butcher's 1st floor



The Attack

In terms of security, the Butcher's is the easiest to break into. If they want to, the characters can probably break down the door and march in. The Butcher lives in one of the poorest areas of the city. The watch occasionally patrol the area, but they aren't likely to come by before dawn. However, the players might decided that stealth or trickery would be preferable, possibly using one of the methods suggested by either the Baker or the Candlestick Maker. Getting in isn't really the problem, overcoming the Butcher is.

With Ilsa providing him with information, Sigrid knows that an attack is imminent, though he doesn't know exactly what night it will be coming. He has been preparing for some time. He has stopped accepting patients at night and is generally quite careful in his movements. He and Sara take turns on watch, sleeping for a few hours at a time. He has also been preparing some... surprises, should he have to host any uninvited guests. He has been developing various poisons, in preparation for this night.

Henbell Jars: The Butcher occasionally uses Henbell to put his patients to sleep. He has also considered its potential application as a weapon. Inspired by an encounter with a Skaven censor bearer many years ago, he developed a method of spreading Henbell as a gas. Its not very effective, but its better than nothing. They are little more than bags of Henbell, soaked in oil and stuffed in a jar. A small wick sticks out of the top, to be lit before throwing it at an enemy. Lighting the wick takes one round. When thrown, the

wielder makes a BS test as normal. However, if the attack roll misses, roll a 1d10. On a 1, the Henbell Jar fails to break and the flame sputters out. On a 10, the jar cracks from the heat, spilling the noxious gas over the wielder and anyone within 2 yards. On a 2-9, the jar scatters. Consult the chart below and roll another 1d10, this is how many yards the jar travels in the indicated direction.

2	3	4
5	Target	6
7	8	9

Hopefully the target will be hit and will breath in the Henbell. Unfortunately, the Henbell will probably be too diluted to knock them out, or even make them dizzy, but the rank smell might be enough to make them nauseous. Anyone within 2 yards of the target of the Henbell jar must make a Routine (+10%) Toughness test, or be nauseous (-10% to WS, BS and Ag). If they fail by 3 degrees of failure, they will also become drowsy and delirious in 1d10 rounds. They will effectively be stinking drunk (see page 115 of the core rulebook). The gas will hang around for another round, before dissipating (though the vile smell will remain for a few hours). Anyone remaining in the area of affect, or moving through it, will have to make the Toughness test again. Sigrid and Sara will use the Henbell Jars to fill the area at the base of the stairs with gas, trying to trap attackers there for as long as possible.

Placing a rag over your nose and mouth makes the Toughness test Easy (+20%). The Butcher will have already done so, possibly prompting the PCs to do the same. He will also have taken the added precaution of soaking the rag in vinegar, which helps block the smell of the Henbell and making his Toughness tests Very Easy (+30%).

Spider Spittle: A little something Sigrid picked up in his adventuring days, he will apply it to his blade just before battle. There is only enough for one successful hit, after which it will have wiped off. Note that this will be the case whether the hit caused damage or not. An opponent wounded by an envenomed blade must make a Challenging (-10%) Toughness test or take 1 Wound and be paralyzed for a number of rounds equal to 2d10 - TB.

Dried Mad Cap Mushrooms: Sigrid has a few of these left over from his adventuring days. He knows well what the affect of these fungi are and won't take them unless he is desperate. If forced to take them, he will proceed to make All Out Attacks, until he has taken down all of his opponents, or he is dead. Unfortunately, these mushrooms have been sitting in a desk drawer for the past few years and aren't as fresh as he's like. While they are as potent as ever, anyone taking one must make a Routine (+10%) Toughness test, or proceed to be violently ill for the next 2 rounds (-20% to WS, BS and Ag, can only take half actions). They will then suffer terrible stomach pains (-10% to WS, BS and Ag) for the next 1d10 - TB rounds. For the effects of Mad Cap Mushrooms, see page 122, of the WFRP Rulebook.

Healing Draughts and Healing Poultice: Sigrid keeps three bottles of Healing Draught and a Healing Poultice in his room. He will try to retreat before being Heavily Wounded, slamming the door in his opponents faces. He will then drink the Healing Draughts, giving one to Sara if necessary. If he is Heavily Wounded, he will try to apply the Healing Poultice.

For more information on Henbell and Spider Spittle, see page 72 and 73 of the Old World Armoury.

The Butcher keeps the Henbell jars at the top of the stairs. He keeps the Spider Spittle in a small vial, on his bedside table. If an attack should begin, he will throw on his armour (one round to put on the leather, two to throw on the mail and the helmet). He will then apply the Spider Spittle to one of the Meat Cleavers, before going to make his stand by the stairs. If forced back to his room, he will lock the door and drag the bed in front of it, before beginning to tend to his Wounds (Healing Draughts if Lightly Wounded, a Healing Poultice if Heavily Wounded. While doing so, he will pretend to try to negotiate with the attackers, stalling for time. He will hope that the Henbell will start to take effect, further incapacitating them while he heals. If sorely pressed, he will eat the Madcap Mushrooms.

If the PCs try the front door, they will find it locked and bolted. If they start banging on the door and calling for attention, the Butcher's guard dog, Mentag, will start barking and snarling. If they persist, Sara (the Butcher's apprentice) will come downstairs. She will stand at the back of the shop, answering their questions from the back of the shoproom. She will stall for time for as long as she can. Meanwhile, Sigrid will put on his armour and prepare his weapons. If the PCs try to break down the door, or if they try to get in any other way, Sara will unchain Mentag and retreat upstairs. Once the attackers reach the foot of the stairs, Mentag will be released and Sara will begin throwing Henbell Jars. The Butcher will stand at the top of the stairs, a meat cleaver in each hand. He will use a Delay Action every round, waiting for one of the attackers to begin climbing the stairs. Only one person can attack up the stairs at a time and his attacks will be Challenging (-10%). However, a second attacker could try to climb the banisters up onto the landing. Doing requires a Very Easy (+30%) Scale Sheer Surface test, but Sara will gain a free attack against him. She will probably try to hit him with a lit Henbell Jar. Normal WS test to hit, SB -3 Damage. There is no chance of misfire, but Sara will also be exposed to the

gas. Also, roll a 1d10. On a 10, the target takes begins to catch fire (Damage 1). He must make an Agility test each round to put it out. If he fails to put it out after two rounds, he begins blazing - he loses 1d10 Wounds every round (with no reduction for toughness or Armour) until the fire is extinguished.

If the Butcher has taken 6 or more Wounds, Sara has used all the Henbell Jars, or if the attackers are beginning to climb the banisters, the Butcher will call a retreat to his room. He will then treat his Wounds as describes above, before taking the Mad Cap Mushrooms.

The attackers could also try to sneak in, perhaps via the drain in the hanging room. Finding the drain's outlet in the sewer is automatic if the Baker has told them of it, if the characters are searching for it, without his directions, then they will need to make an Easy (+20%) Search test. Finding it is the easy part. Convincing themselves that crawling inside is worth it is the hard part. The drain is about a foot high and barely wide enough for a human to squeeze through. Its almost 20' from the sewer tunnel to the hanging room. The grate is used to drain blood, entrails, excrement (both human and animal) and anything else the Butcher needs to throw out. Anyone crawling through it must make a Routine (+10%) WP test, or gain 1 Insanity Point. 3 Degrees of Failure will result in the character panicking and begin to climb back out. If he can't (for example, if someone is crawling in behind him), he will start to scream and shout, possibly alerting Mentag (have him make a Challenging (-10%) Perception test. Remember to include his Keen Senses Talent!). Forcing open the grate will require a Routine (+10%) test. If this test is failed, the character can simply try again, but will have to make another WP test to avoid panicking, with the same consequences as above.

Once in the hanging room, they will have to get into the main house. This will probably require them to break down the door, certainly alerting the Butcher. However, rather than risk going downstairs to get Mentag, Sara will wait upstairs, preparing the Henbell Jars. If the PCs are fast enough, they may be able to get inside before the Butcher can fully prepare for them. He will be forced to rush out to meet them at the head of the stairs. Otherwise, he will proceed as above.

Sara

Sara is a short, pretty young woman. She keeps her blonde hair cut short, in a ragged, boyish mess. Her mother died when she was still a child. Her father was a useless alcoholic. When she was seventeen, her father was killed in a pub brawl. When her younger brother and sister fell ill with the galloping trots, she took them to the Butcher. She didn't have any money to pay him, so she offered to be his servant, cleaning up his home and performing any other... services... he might require of her. He quickly realised that she had a keen mind and was a fast learner. He decided to make her his apprentice, teaching her what he could of medicine and surgery.

Career: Barber-Surgeon

Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
28	33	29	30	31	39*	36*	41*
A	W	SB	TB	M	Mag	IP	FP
1	10	2	3	4	0	0	0

Skills: Charm, Common Knowledge (the Empire), Drive, Gossip, Haggle, Heal, Perception, Read/Write, Speak Language (Reikspiel) +10%, Trade (Apothecary)

Talents: Coolheaded, Resistance to Disease, Savvy, Suave, Surgery

Armour: None

Weapons: Henbell Jars, dagger

Mentag

Named after a mercenary Ogre Sigrid met during his adventuring days, he raised Mentag since he was a pup. Totally loyal to Sigrid and Sara, he will fight to the death to defend them. He will make All Out Attacks every round, not stopping until all of his opponents are down, have fled the building, or have killed him. At night, he is usually kept chained, in the shop. During the day he can usually be found in the back yard.

Race: Dog. Really, really big dog

WS	BS	S	T	Ag	Int	WP	Fel
30	0	41	31	25	15	30	0
A	W	SB	TB	M	Mag	IP	FP
1	9	4	3	6	0	0	0

Skills: Follow Trail, Perception +20%, Swim

Talents: Flee!, Keen Senses, Natural Weapons

Armour: None

The Estalian Warriors

If the PCs are working for the Baker, then the Estalian Warriors won't know about the sewer entrance. Unable to think of anything better, they will pretend that one of their number is injured and is in need of medical attention. This won't work, as the Butcher won't let anyone after dark. Instead, he and Sara will begin to prepare for an attack. Rather than push his luck, Bertie will decide to fall back. Sara and the Butcher will wait for ten minutes, then assume that the Warriors were legitimate and try to go back to sleep. If the PCs are observing the Butchery, they might observe this exchange.

After their initial approach fails, Bertie will stop to consider his next course of action. While they failed to get in, their first encounter convinces him that the Butcher, Sara and the dog are the only ones in the building. This encourages him to initiate a frontal attack. Magnus will smash down the door, then Diego will go inside, slashing at Mentag. The others will quickly follow.

The exact timing of this is up to the GM. If the PCs are coming in through the drain, they will meet the Warriors as they are coming in through the front door. The PCs will be caught between the Butcher and the Warriors. If the players decide to just knock down either the front or the side door, the Estalian Warriors will see them. Realising that they are there for the same reason as the Warriors, Bertie will decide to wait and see what happens. If the PCs come back out, the Warriors will confront them, trying to convince them to throw down their weapons, before attacking. If they can kill the PCs, then the Warriors will be able to take the credit for killing the Butcher. If the PCs don't emerge after ten minutes, Bertie will assume they failed, but hopes that they might have been able to injure or incapacitate the Butcher, or at least the dog. The PCs may find a band of brightly coloured fools waiting for them downstairs, after they finish looting the Butcher's study.

If the PCs are working for the Candlestick Maker, then the Warriors will gain entrance to the Butcher's through the drain entrance. A few minutes after the PCs have confronted the Butcher, the door to the hanging room will slam open, caving in under the force of Magnus's hammer. The players will be confronted by a rather bedraggled band. Diego's attempt to intimidate the characters will be Very Hard (-30%), due to their dishevelled and forlorn appearance. They will probably flee, if the PCs are in any shape to put up a fight.

The Twin Blades

If the players decide to deal with the Butcher second, then by the time they get there, the Twin Blades will have already begun their attack. Alternatively, if the PCs are working for the Butcher and haven't defeated the Twin Blades already, they will encounter them when they return for their pay. The Blades didn't bother with subtlety, they just smashed down the front door. Mentag lies dead on the shop floor, an arrow through his side. Sigrid and Sara have been driven back to his room and Calan is currently trying to break the

door down. The stench of Henbell fills the building and Calan is suffering some effects (he feels nauseous, suffering -10% to his WS, BS and Ag). Aelwin will be covering the stairs She will be ready to shoot the first person to come into sight. Surprised by the PCs appearance, Aelwin will call a retreat. The two elves will fall back to Sigrid's study. They will break the window overlooking the alley and make their escape.

The Butcher will have used the time to take his healing draughts (assume he is back on full Wounds). He will also apply the Spider Spittle poison to one of his Meat Cleavers (he didn't have time earlier). Sara is heavily injured (on 1 Wound). One of Aelwin's arrows caught her in the leg. He will be confused by the arrival of the PCs (assuming he is their target, not their employer) . They may be able to convince him that they are members of the watch (or use some other pretence). If they try to do so, have them make a Challenging (-10%) Charm test. If they succeed, he will open the door, though with his weapon at the ready. He won't be surprised by at attack and will be in a Defensive Stance (-20% to hit). Alternatively, if the PCs want to negotiate, now would be the time.

Negotiation

The PCs may attempt to negotiate with the Butcher at some point. If forced back to his room, he will attempt to negotiate to stall for time. He will offer them gold if they promise to leave, but will have no intention of giving it to them unless he knows that his own assassins have been defeated (the Estalian Warriors or the Twin Blades), or if he is sorely pressed. The PCs may offer to betray their employer, in exchange for better pay, but he won't be able to pay them any more than they are already earning. If the players try to convince him to end his grievances with either the Candlestick Maker or the Baker, they will find him disinclined to listen to reason while he's trapped in his room, with a large number of armed men on the other side of the door. However, if they agree to back off, perhaps leaving one of their number to negotiate, he will be willing to listen.

The Bakery

The Baker imports all of his legitimate ingredients directly from towns and villages just outside the city. They are delivered to the rear of the bakery, via a small dock. Next to the dock is a large storage area, filled with stacks of crates. Hidden in the centre of this warehouse is the Baker's main drug sorting centre. During the day there are usually at least a dozen young gang members here, sifting through the shipments of flour for the small packages of drugs the Baker has smuggled in. At least two of the Baker's own men watch them at all times. One is armed with a loaded crossbow, the other with a club. There will also be two men here at night, though if there is a special delivery, one of them will go to watch over the unloading of the goods.

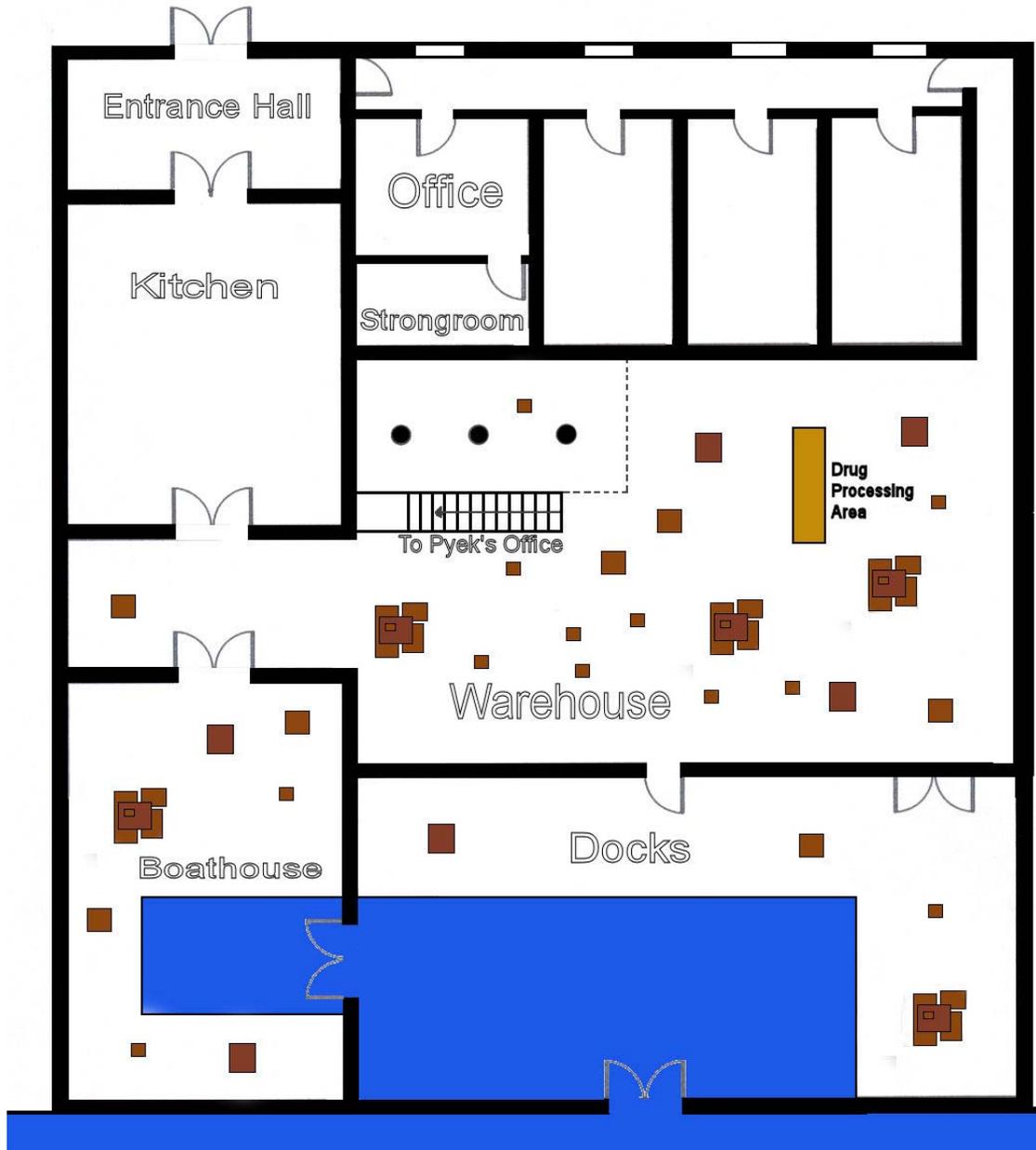
A set of wooden stairs leads up to the Baker's personal office, which hangs out over the warehouse, supported by three large pillars. A large, upholstered chair sits behind an oaken desk, upon which sits a bronze candlestick with gold filigree (65gc). A lounge sits to the right. The furniture and candlestick were a gift from Konleuchter, back when they were still on speaking terms. Opposite the lounge are a set of large, shuttered windows that overlook the drug processing area. The Baker keeps a loaded pistol in his desk drawer, he is quite fond of using it to execute traitors brought before him (perceptive PCs might notice dried blood stains on the floor, in front of the desk). Another drawer holds four pouches containing 100gc each (payment for the assassins he has sent out to kill the Butcher and the Candlestick Maker). A third drawer, which is locked (the Baker has the key), contains a pipe and three doses of Refined Black Lotus powder (worth 20gc each). A door behind his desk leads to his bedroom, a large, mostly empty bedroom. There is a small bed, covered in moth-eaten, threadbare blankets. A small writing desk sits in the far corner. Careful examination reveals a small amount of dark dust on the desk. Pyek has taken to preparing his Black Lotus leaf here. A large, open chest sits at the foot of the bed, clothing thrown haphazardly inside or on the ground nearby. Hidden at the bottom of the chest is a small box, where Pyek keeps a small amount of gold (10gc). However, his real stash is kept in the mattress of his bed. A Hard (-20%) Search test will reveal that the centre of the mattress has been cut out. Stuffed inside is a gold necklace, with a red garnet gemstone (360gc), a small box containing 200gc and a small leather bag, holding five pearls (100gc each). This is the Baker's 'stash', a collection of small, highly valuable goods. If he ever feels the need to flee, he can grab them and run.

From the warehouse you can enter the kitchens, where the actual baking takes place. Staff work the kitchens day and night. During the daylight hours, they bake bread. The night shift prepares some of the Baker's drugs for the local market. They usually mix some of the drugs with flour or other substances, to reduce their lethality and increase the amount they can sell.

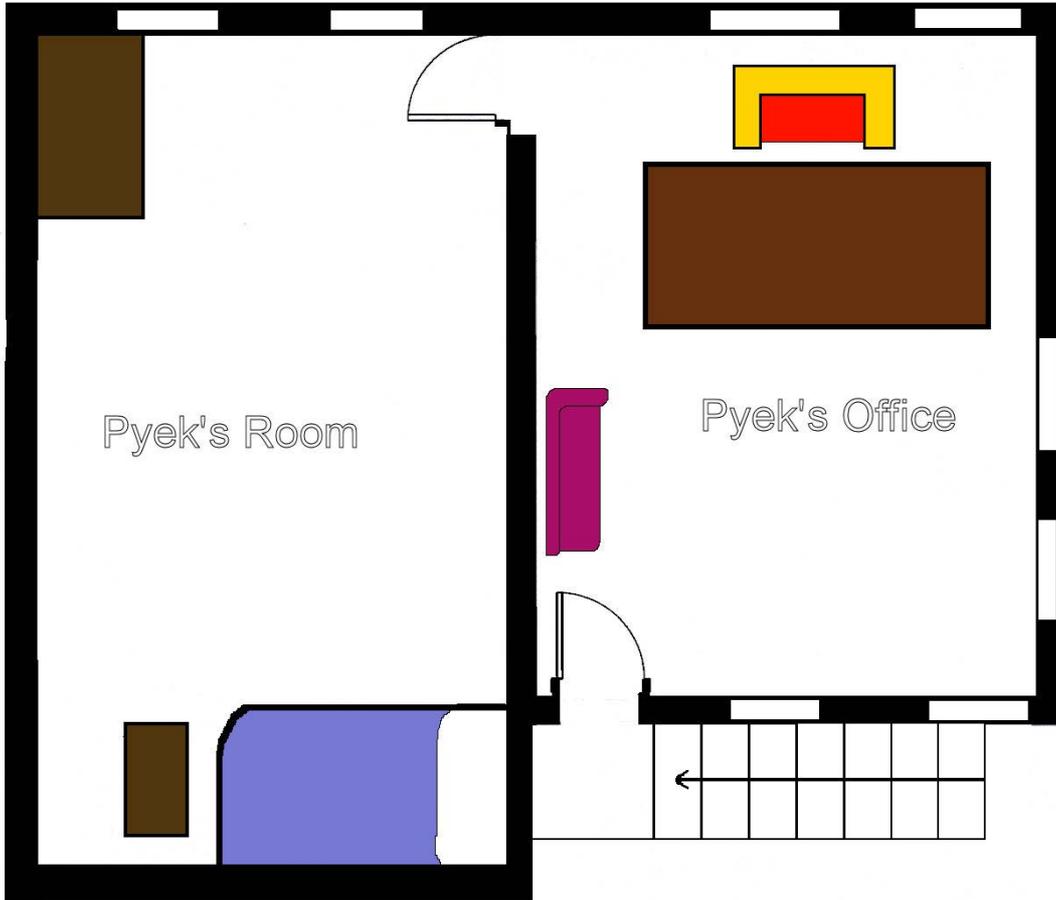
The front rooms of the building are mostly taken up with cots and beds. A few of the Baker's staff stay here, but they are mostly occupied by some of his gang members. A cramped office space sits next to the main entrance hall, behind which there lies a strong room. A small amount of money is kept here at all times (no more than 30gc, usually). Every Festag, the Baker's staff are paid. The amount held in the strong room goes up to

50gc in the morning, dropping to 20gc in the evening, after staff have been paid.

The Bakery Ground Floor



The Bakery 1st Floor



The Attack

There are two obvious entrances to the Bakery; the front door and the docks to the rear. Going through the front door is unwise, unless the players can think of a good ruse or distraction to get past the guards. There will be 3 thugs on watch in the entrance hall, with another 6-8 gang members in the rooms nearby and another thug and a few servants working in the kitchens. While the servants will avoid combat if possible, the sheer number of gang members should be able to overwhelm, or at least drive off, the PCs, should they attempt to fight their way through. They will begin to arrive at a rate of two every round once a fight begins. The men in the warehouse will also be alerted, though the Baker will call them to him. They will be waiting for the characters in Pyek's office.

If the players ask for an audience with the Baker, they will be refused. The Baker is in no mood to meet with visitors this night and will refuse to see anyone, until his assassins have returned with news of his enemies' demise. If the PCs persist, they might be able to convince the guards to let them in (Charm test vs. guard's WP), but they will be accompanied by four guards at all times, weapons at the ready. They will be ordered to leave their own weapons by the front door, but won't be searched for hidden ones. They will be taken as far as the warehouse, where one of the other thugs present will go up to the office to tell the Baker that they are there. They will be able to hear him shouting and raving at his henchman, threatening to cut out his liver and give it to him. The somewhat pale-faced thug will return and escort the PCs back out again.

Approaching from the rear is possible, but difficult. The back entrance can be reached only by boat, or by swimming. The gate to the dock is always closed when not in use. A thin rope hangs next to the watergate, pulling it rings a bell to attract attention. Doing so will result in four guards, all armed with crossbows, coming to the gate to see who is there, unless they are expecting a delivery. If they are expecting a consignment of goods, three men will come to open the gate and help unload the boat (see below for details). The PCs could swim or row to the back wall, then climb over. They could then gain access to the warehouse. Opening one of the doors to the warehouse from the docks may attract the attention of one of the guards (roll a Perception test vs. the character's Silent Move).

Once inside the warehouse, getting to the stairs to the Baker's office will be easy, assuming the alarm hasn't been raised. There are crates stacked haphazardly everywhere and the guards aren't particularly attentive. If the PCs do anything that the guards might notice, have them make Perception tests vs. Very Easy (+30%) Concealment or Silent Move Tests. If the PCs decide to attack the guards, have them make the same test. If they fail, they will be surprised. If the PCs can take them out in one round, then they won't have time to raise the alarm.

Getting up the stairs without being seen will be very difficult, as they are clearly visible from most of the warehouse. If the guards haven't been taken out yet, have them make a Routine (+10%) test to spot the characters as they climb the stairs. If they spot them, they will rush to the Baker's defence, shouting for help. Other thugs will arrive from the

kitchen and the front rooms two rounds later, at a rate of two every round.

Another option (one that the Candlestick Maker will suggest to them) is to gain access to the roof of the building. They can do this by either climbing up the side of the building, or jumping from the roof of the neighbouring warehouse. Climbing will be difficult, as it would require at least five successful Scale Sheer Surface tests to reach the roof. If one character can get there and drop a rope down, the others can climb up, without the need for tests.

The warehouse next door suffered from a fire a few weeks ago. The Baker (wrongly) assumes one of his rivals was responsible, trying to intimidate him (it was actually started accidentally, by a small coven of Slaanesh cultists, who were playing with candles and got a little carried away). During the day there are too many people passing by for the PCs to get inside without attracting attention, but at night it shouldn't be a problem. However, a beggar by the name of Ol' Gloves Eichmann moved into the building, after the fire. If they startle him, he is likely to kick up a fuss, possibly attracting the attention of the guards in front of the Bakery.

Ol' Gloves Eichmann

Career: Bone Picker

Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
24	23	29	38	35	22	27	31
A	W	SB	TB	M	Mag	IP	FP
1	13	2	3	4	0	4	0

Skills: Animal Care, Common Knowledge (the Empire) +10%, Drive, Evaluate, Gossip +10%, Haggle, Perception, Search, Speak Language (Reikspiel)

Talents: Acute Hearing, Mimic, Resistance to Disease, Streetwise,

Armour: None

Weapons: Poor Quality Hand Weapon (it's a stick)

Trappings: Pair of gloves, cart for transporting junk, junk, sacks with more junk in them, silver necklace worth 60gc (Challenging (-10%) Search check to find). If asked, he claims he found it on the street.

Gaining access to the stairs shouldn't be a problem, as long as the characters are careful. The stairs are mostly intact. You might want to give the characters a scare or two ("the stairs creak ominously beneath your weight"), but as long as they take their time they should be fine. If they are running (say, in an effort to catch Ol' Gloves, or because they are trying to escape the Baker's men), then they will have to make an Agility test to avoid falling through some floorboards. They will fall 3 yards to the floor below (Damage 3 fall).

The distance between the two buildings is only four yards. The PCs can get a running

jump along the flat roof of the warehouse. However, if they have to come back via the same route, they will have to make a jump from the Bakery to the warehouse. This will be more difficult, as the sloped roof and tiles makes a running jump difficult. Any player trying to do so must make an Agility test or slip. If they fail the test by three degrees of failure, they may fall off the roof (another Agility test to catch hold of themselves before they go over the edge). Falling from the roof will be a Damage 9 fall (Fate Points may be in order!).

The Butcher's contact has let him know about a group of smugglers, who are bringing a consignment of drugs into the Bakery tonight. The PCs could try to take their place, allowing them to gain entrance through the rear of the warehouse. The smugglers are waiting just outside the city, in an abandoned farmhouse, just by the river. They have dragged their two row boats behind the house, out of sight from the shore. One of them is on watch at all times, but they work at night and spend most of the evening trying to get some sleep. If the PCs can catch them unawares, they should be able to deal with them quickly.

The Smugglers

Career: Smuggler

Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
31	31	31	31	31	36*	31	36*
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: Common Knowledge (the Empire), Drive, Evaluate, Gossip, Haggle, Perception, Row, Search, Silent Move, Speak Language (Reikspiel), Speak Language (Thieves' Tongue), Secret Signs (Thieves), Swim

Talents: Savvy, Streetwise, Suave

Armour: Leather Jack

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

Weapons: Hand Weapon (axes or swords)

Trappings: Two Rowing Boats, 1 week's rations, eight large sacks of flour. Hidden in the flour are smaller sacks of unprocessed Mandrake Root. This has yet to be prepared for use. A Very Easy (+20%) Trade (Apothecary) or Trade (Herbalist) will allow for the creation of 25 doses of the drug. In its current state, the delivery could be sold, to an interested buyer, for 100gc (subject to the results of a haggle test).

The Smugglers will surrender if they are caught napping, or if one or more of their number is Critically Wounded or killed.

Upon arriving at the Bakery, they need only ring the bell to gain entrance to the dock. Three gang members will meet them (two from the front rooms, one from the warehouse). They will direct the PCs into the boat house. The lighting in the boat house

is poor, so they may not notice anything amiss, at least until the PCs begin to get out of the boat. However, as they are entering the boat house, one of the thugs will call out to them in the Thieves' Tongue ("You got any Hugs 'n Kisses?" Translation: You got the drugs?). If none of the PCs give a satisfactory response, in Thieves' Tongue ("Yeah, we got the Hopping Pot." Translation: Yes, we have the lot), the guards will be suspicious and won't be surprised when they get out of the boat. The PCs will have one round to take them out quietly. If they fail, the remaining guard in the warehouse will raise the alarm. More thugs will arrive from the kitchen and the front rooms two rounds later, at a rate of two a round.

Assuming they can get to the Baker, they shouldn't have too much trouble finishing him off. His body has been already been ravaged by the Black Lotus and after sending out his own assassins, he decided to celebrate with another dose. If they manage to get to his office without raising the alarm, he will start hollering and shouting, grabbing his pistol from its drawer and shooting wildly (note: he doesn't have Specialist Weapon (Gunpowder), so in his current condition he couldn't hit the broad side of a Steam Tank). The Guards in the warehouse will reach the top of the stairs in two turns, the other thugs will arrive two turns later, at a rate of two every turn.

The Baker's Boys

Career: Tradesman

Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
38	28	39*	38*	36*	29	28	27
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	0	0	0

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

Talents: Disarm, Lightning Reflexes, Quick Draw, Strike to Stun, Very Resilient, Very Strong, Wrestling

Armour: Mail Shirt, Leather Jerkin

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

Weapons: Knuckle-Dusters, Hand Weapon (clubs, swords, axes, mace)

The Estalian Warriors

If the PCs are working for the Butcher, then the Estalian Warriors have been told about the Warehouse next door to the Bakery. After taking one look at the height of the Bakery, they decided against it. Instead, they stand down the street, watching the building, quite clueless as to what to do. If the PCs are watching the building, they will spot the odd looking foursome on a Very Easy (+20%) Perception test.

If the players do anything to draw the attention of the guards at the door (for example, launching an attack from the rear of the building, or via the rooftop), the Warriors will

spot their chance. They will quickly charge into the building... and straight into trouble. Half the thugs in the front rooms will turn around and attack them. This will delay these thugs for three rounds (after which the Warriors will flee), possibly giving the characters time to defeat their other opponents, kill the Baker and flee.

The Warriors may spot the players leaving the Bakery. They will assume (rightly) that they were there for the same reason as the Warriors. Bertie will decide to try to kill the PCs. With them out of the way, the Warriors will be able to take credit for the kill, getting their pay and enhancing their reputation. The Warriors will confront the players and put on their little show, in an effort to convince the party to throw down their weapons, then attack.

If the Warriors are working for the Butcher, then they know about the drug shipment. They manage to surprise the smugglers and convince them to surrender. With their confidence boosted, they head into the Bakery. Silvia knows enough thieves' tongue to get them into the boat house, but things go down hill from there, very quickly. The Warriors soon find themselves facing half a dozen irate thugs, none of whom are impressed by their little performance. This may provide the PCs with a useful distraction. While the Warriors are being beaten senseless, the players might be able to eliminate the Baker without attracting too much notice.

The Twin Blades

If the players are working for the Butcher and choose to deal with the Baker second, then by the time they get there, the Twin Blades have already finished the job. Using the advice Luge gave them, they broke into Pyek's bedroom from the roof. They then entered his office and killed him, before he had a chance to react. The PCs will walk in on them, just as Calan is wiping the blood from his sword on Pyek's tunic. Assuming that the PCs are employees of the Baker, Aelwin will shoot at them with her bow (she has a shot trained on the door, ready to hit the first person through. Treat as an Aimed shot (+10%)). They will then attempt to retreat through the bedroom and out onto the roof. Unfortunately, this is also the PCs' best avenue of escape, unless they've dealt with all the guards downstairs. Oddly enough, both parties will be trying to make as little noise as possible. Any round on which someone takes an action, have him make a Silent Move test. If he fails, the guards in the warehouse hear the commotion and come running up the stairs. Once they are on the roof, the Silent Move test becomes Hard (-20%), due to the difficulty of fighting on the tiles. If they fail, the guards by the front entrance will hear the commotion. Some thugs will head for the Baker's office while others will try to cut off anyone escaping via the warehouse.

If the players are working for the Candlestick Maker and choose to deal with the Baker second, then by the time they get there, the Twin Blades will have been and gone. Instead of dealing with the smugglers, they decided on a simpler plan. They swam to the rear of the Bakery, climbing the wall to the dock. Once inside, they killed the two thugs in the warehouse and hid their bodies, before climbing the stairs to the Baker's office. They killed him quickly, then escaped the way they came. If the players enter via the roof, they

will find him sitting in his 'throne', an arrow piercing his stomach and his skull. If they manage to sneak in via some other route, they will find the warehouse unusually vacant. They will have five rounds to search his office and room if they wish. After that, they will hear shouts of consternation downstairs. The real smugglers have arrived. When no one answered when they rang the bell at the rear entrance, one of them went around to the front. The thugs there went to investigate and have just found the bodies of their friends. It will take them two more rounds to rush upstairs, hopefully giving the PCs enough time to escape.

If the players are working for the Baker and haven't defeated the Twin Blades previously, they will encounter them as they report the results of their two missions. The Blades will calmly enter his office while the PCs are talking to him and attack. After making an initial attack on the Baker, Calan will fight on the defensive, keeping himself between Aelwin and the PCs. Meanwhile, Aelwin will target the Baker, firing past Calan. The Baker (who has been smoking Black Lotus Leaf while the players were away) will panic, struggling to open the drawer of his desk to get his pistol. The Baker's thugs will begin to arrive within three rounds. The Twin Blades will retreat at this point, or if either of them has been Heavily Wounded.

Negotiation

Negotiating with the Baker is almost impossible, as he is completely insane and wasted on Black Lotus. Trying to convince him that either the Butcher or the Candlestick Maker mean him no harm will only enrage him. The unauthorised appearance of the PCs in his office will likely enrage him. Should the PCs somehow get a chance to talk with him, he will agree to almost anything they ask, with the full intention of breaking any promises or agreements he makes later. If they ask for money, he will give them the coin in his desk drawer, but won't tell them about the items hidden in his mattress, unless they press him further and with a knife at his throat.

The Candlestick Maker's Townhouse

The Candlestick maker lives in a townhouse, in a fairly well off area of the city. His neighbours are successful merchants, educated scholars and government functionaries. Luge moved here after his shop became a success. He spends less and less time there, as it is in a poorer district of the city. In order to cater to his wealthier clients, he has converted the front room of his house into a showroom, where he keeps numerous examples of his wares on display. His servants provide them with refreshments while they discuss furniture or candelabra designs, in a far more comfortable setting than is available at the shop. However, he still has to return there regularly, both to keep an eye on his staff and to deal with the less legitimate side of his business. Thieves wishing to fence their goods are never permitted to enter his home. He has made it known to the criminal community what hours he is available for business.

Worried about the possibility of an attack, Luge sends all of his servants home after dark. He has also asked three of his tradesmen to stay in the house, to provide some extra

security. All they know is that their boss is in some kind of trouble. All three are loyal men, but they've been staying at Luge's house for three nights now and nothing has happened. They aren't as attentive as they should be. On the night of the attack, they will have been drinking for a few hours and won't be too much of a threat. However, they might prove a dangerous distraction, tilting the balance of any fight against the attackers. They spend their time in the kitchen, drinking and sharing jokes and stories. Anyone approaching the rear of the building will be able to hear them clearly, as will anyone inside any part of the building. Because of the racket they are making, any Perception tests they have to make will be Challenging (-10%), with a further -10% penalty for every floor between them and the source of the noise.

Luge's Men

Career: Tradesmen

Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
32	31	36	35	38	41*	34	31
A	W	SB	TB	M	Mag	IP	FP
1	13*	3	3	4	0	0	0

Skills: Common Knowledge (the Empire), Drive, Evaluate, Gossip +10%, Haggle, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (the Empire), Trade (Carpenter), Trade (Goldsmith)

Talents: Dealmaker, Hardy, Savvy, Super Numerate

Armour: Leather Jerkin

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

Weapons: Swords

Note: Luge's Men have been drinking for some time now. While no where near Stinking Drunk, they are a bit tipsy. Reduce their WS, BS, Ag and Int by 10%.

The house is well appointed. The walls have dark wood panelling, with small portraits and landscapes tastefully hung throughout the building. Each has a heavily elaborate frame, carefully carved by Luge's craftsmen. Ornate lanterns and candlesticks can be found throughout the building, providing ample lighting. There are a large number of valuables throughout the house - pictures (and their frames), candelabra, the wine in the cellar - together they are worth quite a bit of gold. However, stopping to carry all this will slow down the adventurers. They are also bulky and tend to clatter as the PCs move about. The players may decide to take some of the more valuable items as they head towards the Candlestick Maker. Once they kill him, they won't have very much time to gather up loot, unless they were very quiet. If there was any fighting or shouting at all, the neighbours will have summoned the watch. They will arrive just after Luge's death and begin banging on the front door. The PCs will have to make themselves scarce, or face an irate watch patrol (use the stats for Town Guards, on page 235 of the Corebook). Rather than detail every item of loot, some rough estimates are provided below.

The basement is a single large room, directly beneath the kitchen. One exit leads to the backyard, up a small set of stairs. The other leads to the servant's stairs, next to the kitchen. There are a number of bottles of fine wines and brandy here. Total value 100s.

The ground floor consists of the front showroom, a spacious entrance hall and staircase, a cloakroom, a laundry room, a kitchen and a pantry. A servant's staircase leads from the kitchen to the next floor and to the basement below. The pictures, candlesticks and lanterns found in the entrance hall and the front rooms are worth a total of 60gc. There is some high quality silverware kept in a locked drawer in the kitchen, worth 30gc. The furniture in the showroom is worth 300gc, but has an encumbrance of 1200 (the sight of the PCs hefting a couch through the streets, at night, may result in some awkward questions from the watch).

The 1st floor consists of the library, a guest bedroom and a small shrine to Handrich, God of commerce. The washroom is also on this floor, by the servants staircase. The shrine to Handrich contains two gold candlesticks. Each has the image of a gold coin, clasped in two hands, embossed just below the candle. They are worth 32gc each. At the GM's discretion, stealing from a shrine to Handrich, God of trade, may result in a minor curse being levied upon the characters. They will suffer a -10% penalty to all Haggle attempts, until they make restitution (make a donation to a temple of Handrich, equal to twice the value of the items stolen from the shrine. Alternatively, undertake some action to facilitate trade in the Empire, such as wiping out a group of bandits, escort a merchant convoy on a long and dangerous expedition, or establishing an investment bank). The Library contains twelve books (an impressive collection). They cover a wide selection of topics, including history, theology and drama (two plays, written by Detlef Sierck). Luge has barely glanced at any of them. They are meant for show, to impress his fellow merchants. They are all glued and printed, worth a total of 900gc, enc 420.

The 2nd floor includes the sitting room, where Luge sometimes hosts guests. This is the largest room of the house, taking up the entire front of the building. Large windows overlook the street and allow light in. Heidi's bedroom is at the rear of the house. Its smaller windows overlook the back yard. There is a bathroom by the servant's staircase, near a small room containing a small fireplace. Servants reheat water here for the tub. The sitting room contains the most valuable items - fine paintings, silver candelabra with gold filigree, a very large rug, imported all the way from Ind. The paintings and candelabra are worth 180gc in total. The rug is worth 525gc, but is heavy and very awkward to move (encumbrance 100).

Luge's bedroom and study are on the top floor, along with a large shrine to Ranald, God of rogues and luck.

Luge's study includes a drinks cabinet, where he keeps three bottles of Bretonnian brandy (13s each). A large portrait of Luge hangs behind his large, wooden desk (player's who have seen the Baker's desk will recognise the resemblance - they were made by the same carpenter, though Luge's has some 'extras' included in the design). Finding a buyer for

the portrait would be difficult, though if they are working for the Baker, he would pay 50gc for it (he'd think it a fitting trophy). Otherwise, they might be able to sell it for 16gc. It has an enc of 50 (too large to fit into a bag, somewhat awkward to carry around). A mattress and some blankets lie on the floor, beside the desk. The Candlestick Maker has been sleeping here for the past few nights, feeling more secure here than in his own room. He keeps a loaded crossbow on his desk, a sword by his mattress and his door locked at night.

There are two silver-inlaid candlesticks on Luge's desk. One is worth 6gc. The other is actually a disguised lever. Pulling it will set off a trap. A panel that runs along the front of the desk, facing the door, drops down, revealing four heavy crossbows. Select any four characters that are in the room, but not behind or beside the desk. Each has a 35% chance of taking a Damage 5 hit (50% left leg, 50% right leg, unless the character is a Halfling, in which case determine damage as normal). Resetting the trap requires crawling under the desk and rewinding the crossbows. This takes 3 full rounds per crossbow. The Candlestick Maker will use these trap against any attackers, as long as they aren't using Heidi as a hostage (see the Attack, below). If the trap lever is broken free, it will be worth 5gc. A silver letter opener sits on the desk, worth 2gc. Hidden behind Luge's portrait is a small safe. Finding it requires a Search test. Opening it without the key is a Hard (-20%) Pick Lock test, or a Very Hard (-30%) Strength test to force it open. Alternatively it could be smashed open. It has a TB of 9 and can take 20 Wounds before being broken open. Doing so will create enough noise to wake everyone on the street. The key is lying on the desk, next to the letter opener. Inside the safe are four pouches, each containing 100gc (Luge intends to pay his assassins with this money). However, there is also a hidden panel at the back of the safe (Routine (+10%) test to find, if a PC says he is carefully searching the safe). Behind the panel can be found another pouch, this one containing 200gc.

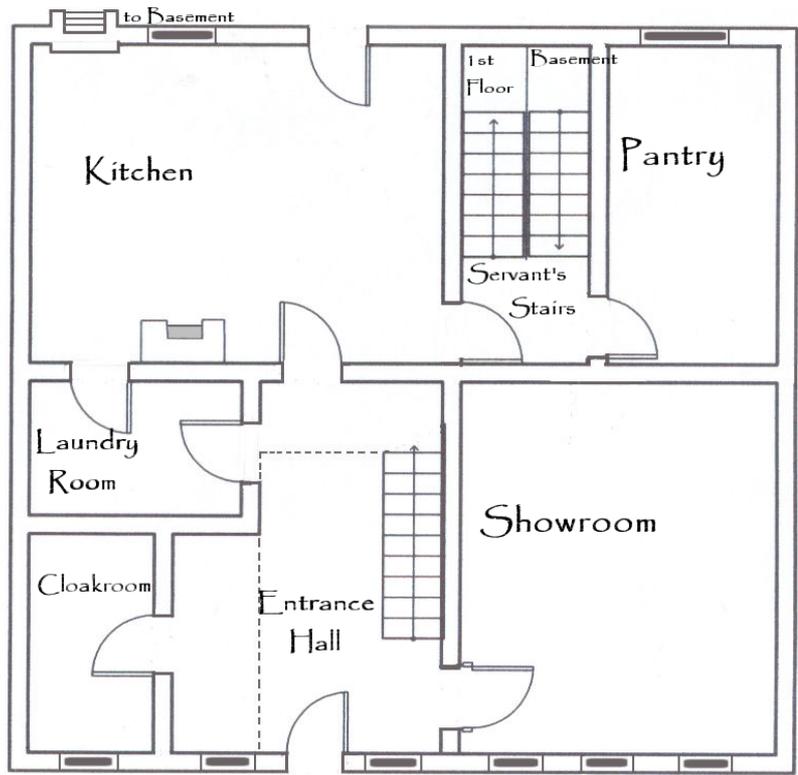
Luge's bedroom contains a large, four poster bed, a wardrobe and a chest full of clothes. The clothing is mostly high quality (consider it to be 6 sets of Best Craftsmanship clothing, worth 10gc each). A decorated lantern, resting on a nightstand by the bed, is worth 12gc.

The shrine of Ranald does not seem to have anything of real value. There is a small bronze tray, set upon a small table in the middle of the room. The tray contains 12p. The tray itself is actually made of gold, covered in a thin sheet of bronze. Anyone making an Average Trade (Goldsmith) or Trade (Smith) will notice this. The tray is worth 12gc. Whether they realise its real value or not, anyone stealing the tray may receive a small blessing from Ranald. He gains one extra fortune point, which may be spent this session. If it is not spent, it will be gone by the next session (if your session ends just after they rob the shrine... well, that's just bad luck...).

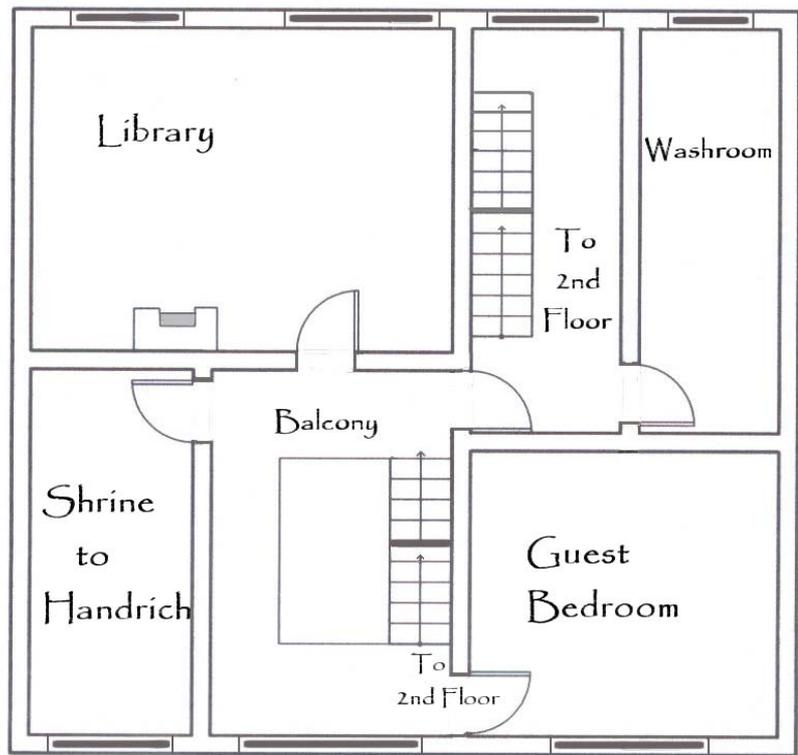
The backyard is small and cobbled. It is just large enough for a wagon to park. Deliveries are made here. A shallow set of stairs leads to the yard entrance to the basement. PCs who succeed a Challenging (-10%) Perception test notice that one of the windows on the 2nd floor (Heidi's room) is ever so slightly ajar. It overlooks the wall between the

backyard and the alley that runs alongside the house. A PC could easily scale the wall and probably climb in the window.

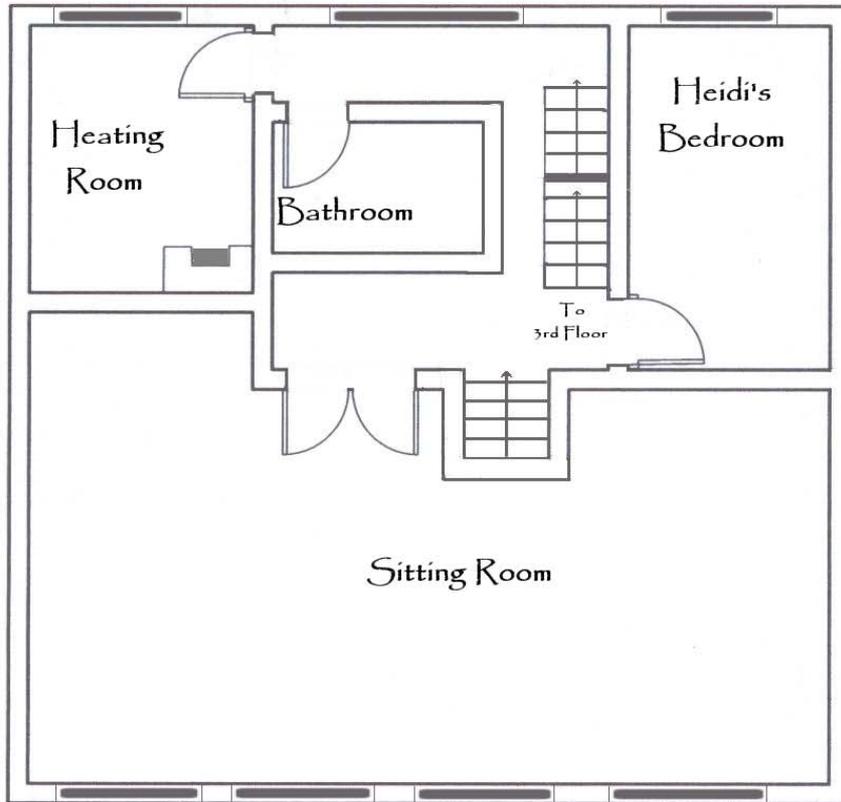
Carrying all of the above loot will probably slow the characters down considerably. Rather than trying to determine the encumbrance value of everything, you can assume that the PCs can split the items from one floor between them without being slowed down. Taking the items from a second floor will reduce their Movement rate by -1. The books in the library can be split up amongst different characters, but count as a 'floor' in themselves. Taking the rug in the sitting room will slow a character by -1, or by -2 if he is carrying other loot. Carrying the furniture from the showroom probably isn't practical. If the PCs decide to try it anyway, it will require the entire party and reduce their movement by -3 and won't be possible at all if they are trying to escape with other loot. They will certainly be stopped by the watch and thrown in jail, unless they concoct a very convincing story, or have devised a good escape plan (a covered wagon would make this so much easier...).



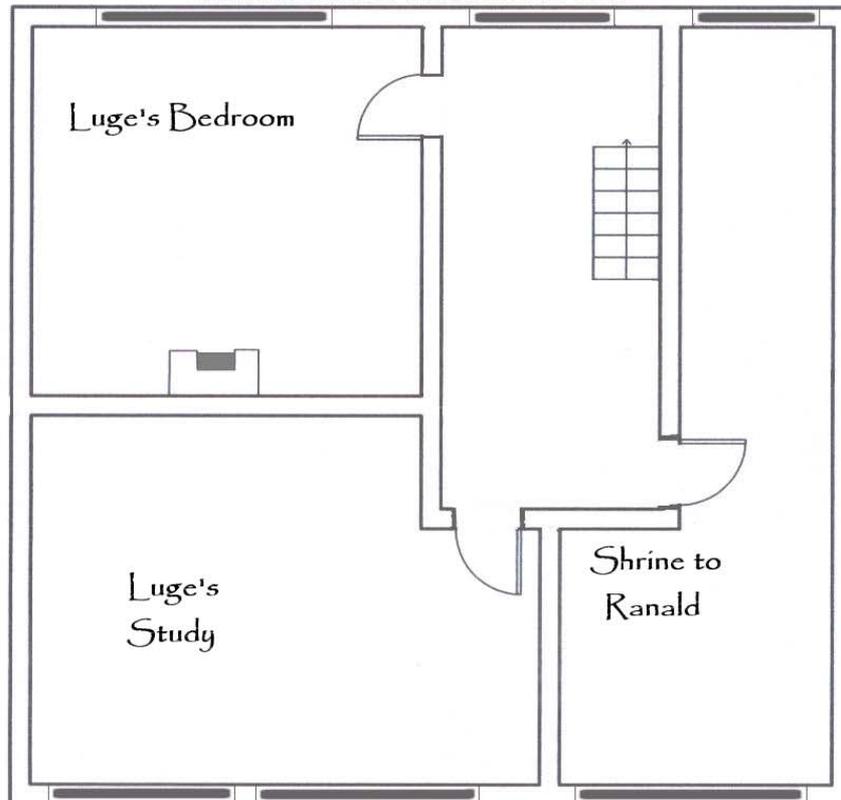
Candlestick Maker's Ground Floor



Candlestick Maker's 1st Floor



Candlestick Maker's 2nd and 3rd Floors



The Attack

If the players are working for the Butcher, then they should have a key to the basement. Sneaking by the Tradesmen in the kitchen shouldn't be difficult. If the PCs decide to attack them, they will achieve surprise on the first round. Any survivors will grab their weapons the next round, but will beg surrender if any of their number is down, or Critically Wounded. Luge will hear the sounds of combat from downstairs, or at least notice the fact that his men have stopped making a racket. He will therefore be ready for the attackers when they come through his door and is unlikely to fall for any ruse they might try to get him to open it (such as Heidi asking him to let her in).

Assuming the attackers make it to the top floor, they will find that the Candlestick Maker isn't in his room, or in the shrine to Ranald. He has locked himself into his study, as he has done since he learnt that the Baker was hiring assassins to kill him. If he realises that someone is outside of the study, he will begin to call for his men downstairs (have them make Challenging (-10%) Perception tests to hear him - there are a lot of floors between the kitchen and the study). The door to the study is well made, with a strong lock (T 8, 10 Wounds, Hard (-20%) Strength test to open). The Candlestick Maker will be waiting on the other side, behind his specially constructed desk. He will be ready to shoot the first attacker through the door. He will follow up by pulling the candlestick-lever on his desk. He won't do so if they are using Heidi as a hostage. He will try to wait until as many of the attackers are in the room as possible, then desperately lash out with his sword, adopting a Defensive Stance and screaming for his men at the top of his lungs.

If the PCs are working for the Baker, then they will have someone working for them on the inside, Luge's niece, Heidi. She will leave the window to her room slightly ajar. The PCs can climb up the courtyard wall where it joins the house, this will bring them almost level with the window. They will be able to hear the Tradesmen in the kitchen clearly. They can then make an Easy (+20%) Scale Sheer Surface test to climb inside. Failing by three degrees of failure will result in a fall. If a PC falls, the Tradesmen may notice, on a successful Perception test.

Heidi will be waiting for the attackers in her room. She will be sitting at the end of her bed, wearing her nightdress, a somewhat glazed look on her face. She has been indulging in the last of her Mandrake Root, in an attempt to calm her nerves. She will answer any questions the PCs ask her, to the best of her knowledge, though she won't volunteer any information unless specifically asked. She isn't the most attentive young woman at the best of times, however, so her knowledge isn't the greatest. Answers to some queries the PCs might have for her:

- *How many men are downstairs?* "Three or four."
- *Who are they/why are they there?* "They are men who work for Uncle Luge. Uncle has been worried about something for a while, so he asked some of them to stay at the house to help him."
- *Where is Luge?* "In his study."

- *Is the study locked?* “Yes.”
- *Why is he locked in the study?* He has locked himself in his study every night, for the past three nights. She doesn't really know why (her brain is too gone to actually connect her uncle's behaviour with what is happening this night).
- *Does he have any weapons with him?* She shrugs.
- *Will he open the door for her?* She shrugs. If the question is repeated, she says probably.
- *Where does he keep his money?* She has no idea. Whenever she asks him for money, he just takes it from his belt pouch (he keeps a few hundred gold coins in a safe in his study, which he might use to bribe the characters. The rest of his fortune is kept by a merchant banker).

Heidi

Career: Rogue

Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
23	31	17	16	24	16	7	34*
A	W	SB	TB	M	Mag	IP	FP
1	11	1	1	4	0	2	0

Skills: Blather, Charm, Common Knowledge (the Empire), Evaluate, Gamble, Gossip +10%, Perception, Performer (Storyteller), Search, Speak Language (Reikspiel)

Talents: Lucky, Public Speaking, Resistance to Poison, Streetwise, Suave

Armour: None

Trappings: Best Craftsmanship Nightie

Disorders: Mandrake Man

Note: Heidi's low stats are due to the long term effects of her Mandrake addiction. In addition, she can only take half actions while under the influence of the drug, though she gains a +20% bonus to Fear and Terror tests.

Heidi will avoid combat. She will be reluctant to perform any tasks, other than those given to her by the Baker - lead the assassins to her uncle's study, finish the job if they fail - but can easily be induced to do anything they ask, using the Mandrake Root the Baker gave them as a bribe.

The players may try to use Heidi to gain access to the Candlestick Maker's study. The poor man won't hesitate to open the door for her, trusting her implicitly. The PCs could probably kill him before he has a chance to realise what is happening. If, on the other hand, they use her as a hostage, demanding that he open the door, he will be far more calculating. No fool, he has years of experience in both adventuring and the criminal underworld. He will assume that as soon as they open the door, they will kill him and Heidi. He will say as much to the PCs. He will, however, be far more inclined to

negotiate.

Estalian Warriors

If the players are working for the Baker, then the Estalian Warriors will use the key to the basement, sneaking upstairs via the staircase. If the players are working for the Butcher, then the Warriors will arrive via Heidi's room. Either way, the party will encounter them as they are climbing the stairs to the top floor. The Warriors will instantly go into their intimidation routine, though Dietrich will perform the whole thing in a whisper. Anxious not to announce their presence to either Luge or the men downstairs, any ensuing combat will be fought in near silence. However, if Bertie realises that the PCs are there to kill Luge, he will agree to back off. "We're all after the same thing, right? Good luck to you..." They will pull back, most of them leaving the house to wait outside. Bertie will hide in one of the rooms downstairs, listening carefully to the PCs as they go upstairs. Once he hears them enter the study (either because they break down the door, or because he can hear them fighting with Luge), he will shout, as loud as he can, "Kill the Candlestick Maker! ATTACK, ATTACK!" The Tradesmen downstairs will come charging upstairs while Bertie ducks back into hiding. He will then sneak back outside to join the other Warriors. If the PCs emerge from the house, the Warriors will ambush them down the road, hoping to eliminate them and claim credit for Luge's death themselves.

The Twin Blades

If the players decided to attack the Candlestick Maker second, then the Twin Blades will already be on their way to killing him. Their plan of attack does not vary much, whether they are working for the Butcher or the Baker. They enter through the basement or Heidi's room. They start by attacking the Tradesmen, cutting them down in seconds. They take Heidi hostage (they don't care if she is working for the Baker or not - they can't be bothered coddling the girl and Pyek has made it clear he doesn't care what happens to her). They are hoping to use her to force Luge to open the door, then plan to kill them both. The PCs should be able to hear them trying to negotiate from downstairs. If they decide to wait and see what happens, Luge will eventually give in. He will agree to pay them all the money in his safe. He refuses to open the safe until they turn Heidi over to him, however. He hopes to draw them into the room, get Heidi safely behind the desk and then spring the desk trap on them. Unfortunately, the Blades don't give him the chance. As soon as he opens the door, Calan cuts him down, then Aelwin slits Heidi's throat. They then proceed downstairs, leaving through either Heidi's window, or the basement (depending on their employer - they leave the same way they arrived).

If the adventurers are working for the Candlestick Maker, then they may encounter the Twin Blades when they return for their pay, assuming they haven't already defeated them. As they discuss the matter with Luge, they will hear shouts of surprise and pain from the kitchen downstairs, followed quickly by silence. Realising instantly what is happening, Luge can think only of Heidi's safety. He will immediately order the PCs to rush downstairs and protect her, locking the door after them. Unfortunately, the elves

reach her before they do. Aelwin will be waiting to shoot the first PC coming down the stairs, then will retreat to the drug-addled youth's room, where Calan will be holding her at knife point. The players will have to negotiate for her release. Pointing out that the Blade's employer is already dead and so won't be paying them won't impress them very much. They will assume the PCs are lying. Even if the PCs can prove they're telling the truth, it'll just make them angry - though now their targets will be the adventurers, not Luge (probably not much of an improvement, from the PCs point of view). Either way, they won't cut Heidi's throat - yet. If conflict with the adventurers becomes inevitable, Calan will push her into one PC's way (average Ag test, or the PC will lose first round getting her out of the way). Aelwin will fire two arrows into the most heavily armoured PC, before Calan attacks them. He will try to keep himself between the PCs and Aelwin while she shoots at them, using her Sharpshooter Talent. The PCs best option is probably to try and draw the Blades out into the hallway, before combat begins. If they can attack them from multiple sides at once, Calan won't be able to defend Aelwin, forcing her to engage in melee.

Negotiation

Luge is a merchant and a conman at heart. He likes to resolve conflicts through diplomacy whenever possible. However, he is extremely unlikely to open the door to his study. Convincing him that either the Butcher or the Baker mean him no harm will be difficult, but if the PCs agree to leave the building, without harming anyone, he will be willing to let bygones be bygones. If the PCs take Heidi hostage, he may be willing to pay them to leave, giving them all the money in the safe. He reasons that if he has to pay his own assassins, he will simply get the money from elsewhere. If he hired the Twin Blades, however, they will be most upset if they return to find that he doesn't have their agreed fee ready. They will kill him, then proceed to steal some of the more valuable items from the house.

Conclusion

The GM will have to determine the conclusion to this adventure, depending on who survives the night.

If the PCs employer is dead, they may face some difficulties securing their pay. If one (or both) of their targets survived, then they may be the targets of revenge attacks. On the other hand, the Butcher and the Candlestick Maker may be on speaking terms again, or at least not trying to kill each other. If so, the PCs will probably have secured two influential allies, who may provide useful services (and serve as a source for future plot hooks) in future. If the PCs have killed both of their targets, they may have to deal with a very irate Janna Anikasdottir...

The Baker may live through the night, but he won't survive the month. The Black Lotus is killing him slowly and if it doesn't kill him, Ilsa will. She may need some help to do so, however, so she might have more work for them.

The Twin Blades may have survived. Neither is particularly interested in revenge (too unprofessional), but if someone wanted to eliminate the PCs, they would probably be willing to take the job.

The Estalian Warriors will probably try to find a less dangerous source of income, but if Bertie is still leading them, then they will probably end up trying another get-rich-quick scheme - one that is sure to lead to disaster. The PCs may be inadvertently drawn into their scam (in fact, Bertie would love to use the adventurers to his advantage, payback for foiling his last money-maker). If Bertie is no longer leading the Warriors, the survivors will have to make their own way in the world. The PCs might take pity on them, should they encounter them at a later date.

If Heidi survived, her addiction to Mandrake Root will continue to consume her. Without a ready supply of cheap drugs from the Baker, she will be forced to take more drastic actions to feed her addictions. If the Candlestick Maker is still alive and someone (such as the adventurers) makes him aware of her condition, he will send her to a Shallyan temple-asylum to be treated. He may ask the PCs to escort her there, with orders to keep a close eye on her. She will take any opportunity to escape, fleeing to the slums of the city, never to be seen again.

If Sara isn't killed, she will eventually become a successful physician. Whether with the Butcher's support, or on her own initiative, she secures enough gold to pay for a place in a University. She will easily secure her qualifications and become a legitimate member of the Physician's Guild, but she won't forget her roots. She will continue to provide medical services for the poor, much to the disgust of her fellow Leeches. She may need the help of a strong sword arm now and then, whether to help gain the funds for University, to help deal with some troublesome fellow students, or else to defend her clinic from other Guild members who dislike her undercutting her prices.

If Mentag survives the night, he will live to a ripe old age (for a dog). He will hook up

with a nice collie from down the road and they'll have many puppies, all of whom will grow up to be as big and mean as their dad.

Experience

How much experience to award is up to the GM, but some possible awards are below:

Killing first target - 50xp

Killing second target - 50xp

Defeating the Estalian Warriors: 15xp

Defeating the Estalian Warriors without taking any serious injuries: 30xp

Defeating the Twin Blades: 50xp

Employer is still alive at end of session: 100xp

PCs managed to secure peace between the Butcher and the Candlestick Maker: 150xp
(this replaces any xp that would have been earned for killing them).

The GM may like to award bonus xp for coming up with innovative ways of overcoming some of the obstacles the PCs have to face. 10 - 20xp per obstacle should suffice.

NPC Recap

The Butcher's

Sigrid Kinder

Career: Physician (ex-Tradesman, ex-Barber-Surgeon, ex-Mercenary, ex-Student)

Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
42	37	38	40*	44	51*	38	36
A	W	SB	TB	M	Mag	IP	FP
2	14	3	4	4	0	3	0

Skills: Academic Knowledge (Science), Academic Knowledge (Necromancy), Animal Care, Charm, Common Knowledge (Bretonnia), Common Knowledge (The Empire), Consume Alcohol, Dodge Blow, Drive, Evaluate, Gossip, Haggle, Heal +10%, Perception, Prepare Poison, Read/Write, Secret Language (Battle Tongue), Secret Language (Guild Tongue), Speak Language (Classical), Ride, Speak Language (Reikspiel) +10%, Speak Language (Breton), Swim, Trade (Apothecary), Trade (Butcher)

Talents: Linguistics, Quick Draw, Resistance to Disease, Savvy, Seasoned Traveller, Strike Mighty Blow, Strong-minded, Strike to Stun, Surgery, Very Resilient

Armour: Usually none, but he keeps an old Leather Jack, Mail Shirt and a Helmet in his room.

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

Weapons: Two Hand Weapons (Meat Cleavers), or daggers (surgical tools)

Trappings: 4 Henbell Jars (see below), 1 dose of Spider Spittle poison, Blood-stained Leather Apron, lots of meat. Bitter disposition.

Sara

Career: Barber-Surgeon

Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
28	33	29	30	31	39*	36*	41*
A	W	SB	TB	M	Mag	IP	FP
1	10	2	3	4	0	0	0

Skills: Charm, Common Knowledge (the Empire), Drive, Gossip, Haggle, Heal, Perception, Read/Write, Speak Language (Reikspiel) +10%, Trade (Apothecary)

Talents: Coolheaded, Resistance to Disease, Savvy, Suave, Surgery

Armour: None

Weapons: Henbell Jars, dagger

Mentag**Race:** Dog. Really, really big dog

WS	BS	S	T	Ag	Int	WP	Fel
30	0	41	31	25	15	30	0
A	W	SB	TB	M	Mag	IP	FP
1	9	4	3	6	0	0	0

Skills: Follow Trail, Perception +20%, Swim**Talents:** Flee!, Keen Senses, Natural Weapons**Armour:** None

The Baker's

Pyek Dembski

Career: Racketeer (ex-Foreman, ex-Smuggler, ex-Stevedore). For details of the Stevedore and Foreman careers, see the WFRP Companion, page 23.

Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
48*	33	20*	29*	21	16	22	24
A	W	SB	TB	M	Mag	IP	FP
2	16	2	2	4	0	7	0

Skills: Command, Common Knowledge (the Empire), Common Knowledge (the Wasteland), Consume Alcohol, Dodge Blow, Drive, Evaluate, Gossip +10%, Haggle, Perception, Performer (Singer), Row, Search, Secret Language (Guild Tongue), Secret Language (Thieves' Tongue), Secret Signs (Thief), Silent Move, Speak Language (Reikspiel), Swim +10%

Talents: Streetwise, Strike Mighty Blow, Strike to Stun, Sturdy, Very Resilient, Very Strong, Warrior Born

Armour: As the Baker has grown increasingly paranoid, he has taken to wearing Leather Armour beneath his clothing.

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

Weapons: Hand Weapon (Pyek usually has his favourite hand axe handy), dagger or shield (Pyek keeps a shield in his room).

Trappings: Good Quality Clothing, 3 doses of Black Lotus Leaf, pipe.

Derangements: The Beast Within, Venomous Thoughts, Refined Black Lotus Addiction

Ilsa**Career:** Steward (ex-Rogue, ex-Valet)**Race:** Human

WS	BS	S	T	Ag	Int	WP	Fel
44	44	41	42	48	75*	60*	66*
A	W	SB	TB	M	Mag	IP	FP
1	15	4	4	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Law), Blather, Charm, Command, Common Knowledge (the Empire), Evaluate, Gossip, Haggle, Intimidate, Perception, Performer (Actor), Read/Write, Ride, Search, Secret Language (Thieves' Tongue), Secret Signs (Thief), Speak Riskier +10%, Trade (Merchant)**Talents:** Coolheaded, Dealmaker, Etiquette, Public Speaking, Savvy, Seasoned Traveller, Sixth Sense, Streetwise, Suave, Super Numerate**Armour:** None**Weapons:** 2 Daggers, usually hidden beneath the long sleeve's of her dress**Trappings:** Best Craftsmanship dress, always black.**The Baker's Boys****Career:** Tradesmen**Race:** Human

WS	BS	S	T	Ag	Int	WP	Fel
38	28	39*	38*	36*	29	28	27
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	0	0	0

Skills: Common Knowledge (the Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Secret Language (Thieves' Tongue), Speak Language (Reikspiel)**Talents:** Disarm, Lightning Reflexes, Quick Draw, Strike to Stun, Very Resilient, Very Strong, Wrestling**Armour:** Mail Shirt, Leather Jerkin**Armour Points:** Head 0, Arms 0, Body 3, Legs 0**Weapons:** Knuckle-Dusters, Hand Weapon (clubs, swords, axes, mace)

Ol' Gloves Eichmann**Career:** Bone Picker**Race:** Human

WS	BS	S	T	Ag	Int	WP	Fel
24	23	29	38	35	22	27	31
A	W	SB	TB	M	Mag	IP	FP
1	13	2	3	4	0	4	0

Skills: Animal Care, Common Knowledge (the Empire) +10%, Drive, Evaluate, Gossip +10%, Haggle, Perception, Search, Speak Language (Reikspiel)**Talents:** Acute Hearing, Mimic, Resistance to Disease, Streetwise,**Armour:** None**Weapons:** Poor Quality Hand Weapon (it's a stick)**Trappings:** Pair of gloves, cart for transporting junk, junk, sacks with more junk in them, silver necklace worth 60gc (Challenging (-10%) Search check to find). If asked, he claims he found it on the street.**The Smugglers****Career:** Smuggler**Race:** Human

WS	BS	S	T	Ag	Int	WP	Fel
31	31	31	31	31	36*	31	36*
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: Common Knowledge (the Empire), Drive, Evaluate, Gossip, Haggle, Perception, Row, Search, Silent Move, Speak Language (Reikspiel), Speak Language (Thieves' Tongue), Secret Signs (Thieves), Swim**Talents:** Savvy, Streetwise, Suave**Armour:** Leather Jack**Armour Points:** Head 0, Arms 1, Body 1, Leg 0**Weapons:** Hand Weapon (axes or swords)**Trappings:** Two Rowing Boats, 1 week's rations, eight large sacks of flour. Hidden in the flour are smaller sacks of unprocessed Mandrake Root. This has yet to be prepared for use. A Very Easy (+20%) Trade (Apothecary) or Trade (Herbalist) will allow for the creation of 25 doses of the drug. In its current state, the delivery could be sold, to an interested buyer, for 100gc (subject to the results of a haggle test).

The Candlestick Maker's

Luge Konleuchter

Career: Fence (ex-Burgher, ex-Charlatan, ex-Rogue)

Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
43	44	32	41	44	52*	44	64*
A	W	SB	TB	M	Mag	IP	FP
2	14	3	4	4	0	1	0

Skills: Blather, Charm, Common Knowledge (Bretonnia), Common Knowledge (The Empire), Disguise, Drive, Evaluate +20%, Gamble, Gossip +10%, Haggle +20%, Perception, Performer (Storyteller), Read/Write, Search, Secret Language (Thieves' Tongue), Sleight of Hand, Speak Language (Breton), Speak Language (Reikspiel) +10%

Talents: Acute Hearing, Flee!, Dealmaker, Mimic, Public Speaking, Schemer, Seasoned Traveller, Savvy, Sixth Sense, Streetwise, Suave, Super Numerate

Armour: None

Weapons: Dagger, Crossbow

Trappings: Best Craftsmanship clothes, purse with 25gc, 15s

Heidi

Career: Rogue

Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
23	31	17	16	24	16	7	34*
A	W	SB	TB	M	Mag	IP	FP
1	11	1	1	4	0	2	0

Skills: Blather, Charm, Common Knowledge (the Empire), Evaluate, Gamble, Gossip +10%, Perception, Performer (Storyteller), Search, Speak Language (Reikspiel)

Talents: Lucky, Public Speaking, Resistance to Poison, Streetwise, Suave

Armour: None

Trappings: Best Craftsmanship Nightie

Disorders: Mandrake Man

Note: Heidi's low stats are due to the long term effects of her Mandrake addiction. In addition, she can only take half actions while under the influence of the drug, though she gains a +20% bonus to Fear and Terror tests.

Luge's Men**Career:** Tradesmen**Race:** Human

WS	BS	S	T	Ag	Int	WP	Fel
32	31	36	35	38	41*	34	31
A	W	SB	TB	M	Mag	IP	FP
1	13*	3	3	4	0	0	0

Skills: Common Knowledge (the Empire), Drive, Evaluate, Gossip +10%, Haggle, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (the Empire), Trade (Carpenter), Trade (Goldsmith)**Talents:** Dealmaker, Hardy, Savvy, Super Numerate**Armour:** Leather Jerkin**Armour Points:** Head 0, Arms 1, Body 1, Legs 1**Weapons:** Swords

Note: Luge's Men have been drinking for some time now. While no where near Stinking Drunk, they are a bit tipsy. Reduce their WS, BS, Ag and Int by 10%.

The Estalian Warriors

Diego Salmundi (Dietrich Salmann)

Career: Entertainer

Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
42	34	33	31	44*	27	32	46*
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	4	0	0	0

Skills: Animal Care, Blather, Charm, Common Knowledge (the Empire) +10%, Gossip +10%, Perception, Performer (Actor), Performer (Storyteller), Speak Language (Reikspiel) +10%

Talents: Lightning Reflexes, Mimic, Public Speaking, Suave

Armour: Leather Jerkin, Leather Skullcap, Mail Coif (with a really big feather in it)

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

Weapons: Rapier

Trappings: Good Craftsmanship Clothes, Scraps of parchment with snatches of bad poetry in his own writing (“I wandered lonely as a Griffon, until I found and ate a pigeon”), 22gc, 38s, 12p

Magnus Kohl (Marmaeda, the Bear of the Abaskos)

Career: Entertainer (Strongman)

Race: Human

WS	BS	S	T	Ag	Int	WP	Fel
28	30	43*	41*	41	30	35	32
A	W	SB	TB	M	Mag	IP	FP
1	16*	4	4	4	0	2	0

Skills: Animal Care, Animal Training, Charm, Common Knowledge (the Empire) +10%, Evaluate, Gossip, Perception, Performer (Fire Eater), Performer (Juggler), Speak Language (Reikspiel),

Talents: Hardy, Very Resilient, Very Strong, Wrestling

Armour: Studded Leather Jerkin

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

Weapons: Great Weapon (Massive Hammer)

Trappings: Good Craftsmanship Clothing, Silver Locket with picture of his parents in it (10gp), 67gc, 32s, 7p (Magnus has been saving as much of his pay as possible, he'd like to be able to open his own show some day).

Silvia Klapwijk (Sereena)**Career:** Vagabond**Race:** Human

WS	BS	S	T	Ag	Int	WP	Fel
37	42	31	33	40	48*	26	36
A	W	SB	TB	M	Mag	IP	FP
1	14	3	3	4	0	3	0

Skills: Common Knowledge (Kislev), Common Knowledge (the Empire), Haggle, Heal, Gossip, Navigation, Outdoor Survival, Perception, Performer (Dancer), Secret Language (Thieves Tongue), Silent Move, Speak Reikspiel,**Talents:** Acute Hearing, Orientation, Rover, Savvy, Seasoned Traveller**Armour:** Leather Jack, Leather Skullcap**Armour Points:** Head 0, Arms 1, Body 1, Legs 0**Weapons:** Whip, Dagger**Trappings:** Good Craftsmanship Clothes, Silver Earrings (35gc), 2 silver bracelets (16gc each), 12gc, 20s, 10p

Silvia's jewellery is part of her costume. Bertie insists on keeping them in the troupe's lock-box when they aren't in use.

Bertie Acorn (Bertrand)**Career:** Charlatan (ex-Entertainer)**Race:** Halfling

WS	BS	S	T	Ag	Int	WP	Fel
20	53	21	31	59	35	39	38
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	1*

Skills: Academic Knowledge (Genealogy/Heraldry), Animal Care, Charm, Common Knowledge (Halflings), Common Knowledge (the Empire), Evaluate, Gossip, Perception, Performer (Clown), Performer (Juggler), Sleight of Hand, Speak Language (Halfling), Speak Language (Reikspiel) +10%, Trade (Cook)**Talents:** Flee!, Lightning Reflexes, Lucky, Night Vision, Resistance to Chaos, Schemer, Sharpshooter, Specialist Weapon Group (Sling), Specialist Weapon Group (Throwing),**Armour:** Full Leather**Armour Points:** Head 1, Arms 1, Body 1, Legs 1**Weapons:** 6 Throwing Daggers**Trappings:** Good Craftsmanship Clothing, Healing Draught, 20gc, 20s, 20p, 2 keys. These open the Warriors' strongbox, which is back at their inn. They are staying in the Blue Goblin, a small, but expensive, establishment. One key opens the lock, the second disarms the poison needle trap inside (Hard (-20%) Agility Test to avoid, covered in Black Lotus. The box contains the groups savings: 211gc, 310s.

The Twin Blades

Aelwin

Career: Assassin (ex-Targeteer, ex-Hunter)

Race: Elf

WS	BS	S	T	Ag	Int	WP	Fel
27	82*	32	41	70*	39	41*	39
A	W	SB	TB	M	Mag	IP	FP
2	17*	3	4	5	0	4	0

Skills: Common Knowledge (Elves), Common Knowledge (the Empire), Concealment, Follow Trail, Gossip, Outdoor Survival, Perception, Prepare Poison, Search, Secret Signs (Ranger), Speak Language (Eltharin), Speak Language (Reikspiel), Silent Move, Sleight of Hand, Swim

Talents: Coolheaded*, Excellent Vision, Hardy*, Lightning Reflexes*, Marksman*, Mighty Shot, Night Vision, Rover, Rapid Reload, Sharpshooter, Specialist Weapon Group (Longbow), Specialist Weapon Group (Throwing), Sure Shot

Armour: Studded Leather

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

Weapons: Elven Bow, sword, dagger

Trappings: Antitoxin Kit, Net, Grappling Hook, 10 yards of Rope, 2 doses of Black Lotus Poison

Calan

Career: Veteran (ex-Mercenary, ex-Corsair)

Race: Elf

WS	BS	S	T	Ag	Int	WP	Fel
57*	43	39	36	63*	31	40*	30
A	W	SB	TB	M	Mag	IP	FP
2	15	3	3	5	0	2	0

Skills: Common Knowledge (Elves), Common Knowledge (Kislev), Dodge Blow +10%, Gamble, Haggle, Intimidate, Navigation, Outdoor Survival, Perception, Ride, Row, Sail, Scale Sheer Surface, Search, Secret Language (Battle Tongue), Speak Language (Eltharin), Swim, Torture

Talents: Coolheaded*, Excellent Vision, Lightning Reflexes*, Night Vision, Quick Draw, Specialist Weapon Group (Crossbow), Specialist Weapon Group (Parrying), Strike Mighty Blow, Strike to Stun, Warrior Born

Armour: Best Craftsmanship Full leather armour

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

Weapons: Best Craftsmanship Sword (+ 5% to WS not included in stat profile above), Main Gauche

Trappings: 2 Healing Draughts, Bottle of Bretonnian Wine

Janna Anikasdottir

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Career: Sergeant, (ex-Tomb Robber, ex-Shieldbreaker)

Race: Dwarf

WS	BS	S	T	Ag	Int	WP	Fel
61	37	40	54	32	42	45*	39
A	W	SB	TB	M	Mag	IP	FP
2	18	4	4	3	0	1	0

Skills: Common Knowledge (Dwarfs), Common Knowledge (the Empire), Concealment, Dodge Blow, Evaluate, Navigation, Outdoor Survival, Perception +10%, Pick Lock, Read/Write, Scale Sheer Surface +10%, Search, Shadowing, Silent Move, Speak Language (Khazilid), Speak Language (Reikspiel), Trade (Smith)

Talents: Acute Hearing, Coolheaded, Dwarfcraft, Grudge-born Fury, Night Vision, Orientation, Resistance to Magic, Sixth-Sense, Stout-Hearted, Strike Mighty Blow, Strike to Injure, Strike to Stun, Sturdy, Trapfinder, Tunnel Rat

Armour: Full Mail Armour, Helmet

Armour Points: Head 5, Arms 3, Body 3, Legs 3

Weapons: Hand Weapon (Axe), Shield, Crossbow with 10 bolts

Trappings: Grappling Hook, 10 Yards of Rope, Water Skin, Crowbar, Lantern, Lamp Oil, 2 Sacks, Tankard of Beer