

there's no one about. She then quietly moves towards the other side of the inn from the PCs' room nearest the furthest corner. Pausing again to listen, Kirsten descends until she reaches and enters her own lodging. Kirsten then removes her wig and changes her disguise so that she'll look like an older woman of means. She plans to remain in her room until she can safely depart when the hanging takes place.

### The Wait

The PCs have plenty of time to discuss their options. The idea of taking on such a dangerous mission might not be particularly appealing. On the other hand, it may be a means in which to play a greater role in the events currently shaping the Empire and its politics. If the PCs prove to be a craven lot, then this is the opportune time for them to run. If they decide on this course, the PCs run the risk that there might be other spies about – such as Hermann – who will report their cowardice to the Graf. The GM should allow the PCs to discuss their options through the night and into the morning. In the end, the PCs will (hopefully) continue to play the heroes and undertake the mission.

Shortly after dawn, a Black Fire coach departs with its passengers for the journey to Wurtbad. Gutless PCs seeking to flee from a life of danger and intrigue may attempt to book passage. The coach is full and no passenger is inclined to give up their seat for anything less than 100 GCs. The amount is absurdly high, but that's the way it is. A PC would have to successfully pass a **Bargain** test (+10 for *Charm*) in order to get a passenger to agree to a price of 80 GCs.

By late morning, a crowd begins to gather at the Hangman's Inn. Watching the execution of a criminal is considered one of the more exciting forms of entertainment for the townfolk of Talagraad. It is only exceeded in popularity by pit fighting, bear baiting, and a snotball match against the Hochlander rivals from Langwiese. Unlike the other three, a public hanging is considered a safe venue for the entire family.

Hearty jeers announce the arrival of the cart with a wretched-looking, bound man. The man's hair is matted and clothes stained from the fruits and

vegetables with which he has been pelted along his journey. The bruises on the man's face and neck serves as a testament that his treatment by the authorities was less than kind (and not wholly unexpected). A placard hangs from the prisoner's neck with the words "Robber" and "Murderer" written on it.

Two rough-looking men who led the prisoner to this point roughly drag the man onto the gallows and place the noose about his neck. Once they are done, the two men descend from the gallows leaving a man with a black hood standing next to the lever. A second man ascends the stairs to the top of the gallows where he unrolls the sealed parchment he carries. To the scattered cheers, the man announces to the crowd:

"Hear ye, hear ye. By the power of this warrant, signed by Her Highness, the Grand Duchess of Talabheim, the rampaging and merciless Bandit and Murderer known in these parts as the Wyrms has been sentence to death by hanging for his many crimes. Such offences include murder, rape, the destruction of property, theft, lewd acts, and the worship of forbidden gods. May he suffer at the end of the rope until the time the Mórr sends his ravens to pluck out the eyes of the Wyrms and takes his soul to whatever eternal punishment befits the criminal's heinous acts."

As the town crier rolls up the parchment, the Wyrms lets forth a stream of profanity questioning the parentage of the various officials, including the Grand Duchess, and raising questions as to the nature of their carnal tastes. The executioner only allows the Wyrms a few moments to utter his obscenities before pulling the lever that drops the trapdoor beneath the criminal's feet. When the tightening noose halts the Wyrms's fall, his legs convulse in what is known as "Mórr's Dance." The Wyrms dangles at the end of the rope as he is slowly throttled to death. No one from the crowd will rush forth to pull on the Wyrms's legs with the intent of breaking his neck and giving the highwayman a quick death. Some will jeer the dying man while others depart. A number of onlookers head to the Hangman's Inn for a pint before continuing on.

Hours pass until mid-afternoon when a man on a horse arrives from the north. The man is wearing a blue armband with a patch bearing the insignia of Middenheim on it. The courier enters the common room looking about. If he doesn't spy the PCs, he will approach Hermann and ask about them. The innkeeper directs the Middenheimer to the PCs.

The messenger walks to the PCs and introduces himself as Ernst Blücher, a courier in the service of Frederick Reuchlin, chancellor of Middenheim (and successor to Josef Sparsam).

He then opens his satchel and pulls out a rolled parchment bound with a blue ribbon and sealed with wax. Any PC with the *Heraldry* skill must pass an **Int+10** test to recognise the impression on the wax as belonging to the signet ring of the Chancellor of Middenheim. If the PCs begin to open the message in public, Ernst will politely suggest that they might wish to read it in private. He then announces he must depart and will request that one of the PCs make their mark on another paper the courier is carrying to acknowledge their receipt of the letter.

\*\*\*\*\*Handout #2\*\*\*\*\*

*Gentles,*

*I trust that this communiqué finds you in excellent health.*

*It is my duty to inform you that you must proceed to the city of Bergsburg. Once you have arrived, continue to the Bear's Bait in the Beilheim district of that city. Be there on 18 Pflugzeit by 9:00 P.M. One of my men, Captain Franz von Holzbeck, will contact you.*

*The watchword is discretion.*

*Your Eminence, Grand Master of the Knights Panther,*

*Hermann von Plauen*

Having passed through this way on their way to Kislev, the PCs can recall that the journey to Bergsburg from Talagraad would take about eight days on foot. The PCs could try to arrange for other means of travel, but these may be costlier than they could afford.

Should the PCs approach Hermann about coaches travelling to Bergsburg, the innkeeper suggests they inquire at the Bald Badger inn. The sprawling inn is located at the start of the road that leads to Talabheim and serves as the southern terminus for Hochland Crossing Coaches.

### **The Bald Badger**

The Hochland Crossing Coaches leases space at this inn. Should the PCs inquire about booking a trip, the innkeeper, Adolphus Pilzner, motions them towards Otto Kretchner, agent for the coaching line.

The overweight and jovial Otto engages strangers on news and rumours. If he is approached on the evening before the PCs plan to travel, he can arrange for four to sit within the coach while any others would have to make do with a ride on the top. The rate for each passenger is 7 GCs per day, payable in advance. The PCs may try to haggle with Otto, but they'll do no better than 5 GCs per person per day. Should the PCs try to arrange bookings on the morning they wish to travel, they will be out of luck.

Otto is one of the informants used by the Sons of Ulric to identify Ulricans of considerable ability for possible recruitment, as well as Sigmarite spies. One could say that Otto likes the dangerous life given that he is also an agent for the Denethal Society of Entrepreneurs, a fancy name for a group of "gentlemen" engaged in the

slaving trade along the Talabec. Otto keeps an eye out for lonely, young people to whom he willingly lends a sympathetic ear. His real intent is to ensure that the disappearance of any given person would go unnoticed. So assured, he then arranges with Adolphus to mix a sleeping draught in the prospective victim's drink before they call it a night. Adolphus' bouncers, Diehl and Johannes, then secretly move the drugged victim to a holding cell in the cellar until slavers come along to collect their

prize. In this scenario, Otto makes no attempt on the more heavily armed and capable PCs.

## Over the Hills and Through the Woods

The following chart assumes the PCs are travelling on foot at a reasonable pace. It is conceivable that the PCs might find some way to speed up their travel (remember, stealing horses is a capital offence and punishment is usually dealt at the end of a rope). GMs may wish to add an encounter or two in order to make the trip livelier.

Day	Events/Stopping Point
11 Pflugzeit	Arrival at village of Langwiese. <i>Grand Duke von Bildhofen, Grand Duke von Krieglitz, and Baron Nikse meet at a hunting lodge near Delberz to discuss strategy in likelihood of war.</i>
12 Pflugzeit	Arrival at village of Barwedel.
13 Pflugzeit	Arrival at village of Flaschfurt. <i>Meeting between the three Ulrican provincial rulers ends with an agreement to keep Graf Todbringer of Middenheim unaware of their plans and to block any subsequent attempt by the Graf to use his army in a manner opposed to their goals. Each returns to his respective province.</i>
14 Pflugzeit	Arrival at town of Heedenhof
15 Pflugzeit	Arrival at the coaching Inn of the Strutting Pheasant
16 Pflugzeit	Arrival at the coaching Inn of Hanged Goblin
17 Pflugzeit	Arrival at village of Garssen.
18 Pflugzeit	Arrival at Bergsburg. <i>The armies of Ostland and Talabecland are mustering along the border.</i>

## Hitching a Ride

In order to leave Talagraad for Bergsburg, the PCs must first cross the River Talabec. Tobias Fähremann has ferried people across the Talabec for some twenty years, though he looks like he's been doing this for twice as long (the loss of some teeth and foul breath contribute to this misconception). His sons, Ernst and Walter, help him pull the rope to get his passengers across as quickly as they can.

Tobias charges 10 shillings per person for a one-way trip across the river. If the PCs are travelling by coach, their fare on Tobias' ferry is already covered. Despite the fact that neither he nor his sons are very talkative, Tobias does hear a great deal and will likely

divulge whatever rumours he has heard for a price (he's cheap as he will talk for about 4 shillings). Given his trade, Tobias knows all the rumours listed above for Ostland and Talabecland as well as those described below for Hochland.

Tobias offloads his passenger near a circular temple on the north bank. Though the shape and the construction of the structure suggest it is dedicated to Taal, the temple is actually dedicated to Karog, god of the river in these parts. Tobias or one of his sons will make an offering to the deity before they return to Talagraad.

The news/rumors at this stage of the journey are as follow:

**Hochland:**

- *Ludenhof is taking over Hochland. He'll get the young Tussen-Hochen girl Simone, and I doubt he will wait until the mother dies before he takes final control.*
- *No wonder! He has had some hold on the old Baroness for years. Some say that he compromised her - arranged for her to be seduced by a young rake and then threatened to expose her indiscretion if she did not give in to his demands.*
- *Beware when travelling the Old Forest Road to Bergsburg. A number of woodsmen from the villages on the route have mysteriously disappeared.*
- *Ludenhof has stripped many of the villages of their menfolk for the army he's raising. I bet the women left behind are feeling a bit lonely, if you get my drift.*
- *I hear the Ostlanders have rebuilt the Struhelspan Bridge north of Hergig. I guess those scum plan on raiding eastern Hochland next.*
- *Things are going downhill fast. Last year's summer harvest was bad enough, but the weather has all but ruined the winter wheat. Looks like lean times will continue into high summer.*
- *Some of the remote farms have suffered from raids mounted by two-legged beasts in the Drak Wald. I tell you, things are getting worse from one year to the next.*

**Looking for a Few Good Men**

This encounter can either be staged outside "The Nimble Frog" in the village of Langwiese or "The Sleeping Giant" in Heedenhof. Both are coaching inns owned by Hochland Crossing Coaches line.

As the PCs arrive at the coaching inn – either on foot or by coach – after a day's journey, they will notice four soldiers wearing livery with a white cross and quartered in red and green standing around a man seated at a table

outside the inn. The seated man is wearing full plate over a dark green slashed tunic and a wide brim hat topped with several large red and green feathers. A ragged queue of six or seven village men, mostly in the late teens and early twenties, stand before the table, providing their names so that the seated man can enter them into his ledger. An armband of red and green, wooden shield, and axe are provided to each enlistee. They are then instructed to place their belongings and equipment on one of three wagons in the back of the inn, as they will be leaving for the east in the morning.

One of the liveried men notices the PCs and calls to the male members, "You there. Today is your lucky day. Count Ludenhof of Hergig is looking for volunteers to join his growing army. So get you to the back of the queue. We're sure that you'd not want to disappoint the Count." Simply refusing to join may cause the PCs some problems with the soldiers, but nothing that should erupt into violence – unless they threaten the authority of the Count's men in some fashion. Given their need to reach Bergsburg, the PCs should be disinclined to do anything that could jeopardize their mission.

If the PCs bring forth their medallion identifying them as Knights Panther, they will arouse the attention and curiosity of Baron Konrad von Heeden, the man in the plate and feathered hat. "You don't look like Knights Panther," the Baron comments. "How do we know you aren't bandits who stole those medallions?" Von Heeden has no intention of arresting the PCs, but he is interested in testing their meddle. If the PCs respond in any fashion that suggest timidity or unease, the Baron becomes suspicious and assumes they are impersonating Knights Panther. He will inform the proper authorities of these criminals, which will certainly result in the PCs becoming wanted for one crime or another. Should the PCs be firm in whatever response they give, von Heeden will simply smile and forget the incident. There is no need for the PCs to show von Heeden the letter they received from the Grand Master.

### At the Gates

When the PCs arrive at the southern (Sudentor) gates of Bergsburg, they notice there is a long queue of persons and wagons waiting to enter the city. As is typical for Imperial cities and large towns, anyone entering the city is assessed a gate tax of 1 GC per leg. A fair number of travellers actually have papers or medallions that exempt them from the gate tax, including priests and agents of recognised cults (Sigmar, Ulric, Taal, Verena, Mórr, and Shallya), members of several specific guilds (such as the Merchants'), nobility, licensed coaching lines including their passengers, and any person granted special privilege in the name of the provincial ruling family (in this case, the Tussen-Hochens).

Not only do the scribes and excisemen assigned to this duty have to verify the status of the exempt individuals and the manifests of the coaches, but they must also record and collect the taxes from those who must pay. A team of four to six guards enforce the law as well as collect any illegal weapons and armour.



Generally, visitors are only allowed one hand weapon and dagger; everything else is confiscated (unless the individual has specific authorization given by the proper city authority). Those who possess such are given a receipt for their weapons, which they can collect once they leave the city.

The PCs may try to use their Knights Panther medallion in order to gain an exemption from the gate tax. They will not succeed in accomplishing that goal, but they will be allowed to openly wear a mail shirt with the stipulation that the medallion is also worn openly. This condition should give the PCs pause to determine if they wish to declare their status for all to see.

While waiting in line, the PCs should be able to hear some of the following gossip:

- *Ludenhof will surely take Bergsburg down the path of ruin with his warmongering ways [such talk is treasonous].*
- *I've heard that he's planning on building a road linking Garssen to Krudenwald.*
- *I'd wager that the aldermen in Krudenwald have lined the pockets of the Count so he'd favour their town over Bergsburg.*
- *A seer was rumoured to have prophesised that pestilence will be the fate for Bergsburg and the rest of Hochland.*
- *Gossip has it that the old Baroness was suffering from dementia when she agreed to the Count's terms [such talk is treasonous]*
- *War is coming. The Count will make sure that the wicked Ostlanders will not raid the folk in the east.*
- *Several farmsteads owned by Sigmarites have been burnt down in the Drakwasser valley near the borderlands with Middenland.*

If the PCs ask about the Beilheim district, the guards at the gates (for consideration of a few shillings) provide directions and tell the PCs that it's a place where many men-at-arms and soldiers call home. The taverns are loud and harsh, but there isn't much about which capable individuals need to concern themselves. The incidence of crime is quite low and the streets fairly safe. Should any PC wear Sigmarite symbols openly, the guards politely suggest that such be placed under a tunic or concealed some other place. There are a number of Ulricans in

the district who are blaming the recent troubles on Sigmarite agitation.

**[GM Note:** The background information on Bergsburg used in this scenario comes from the Bergsburg Project ([www.Bergsburg.darcore.net](http://www.Bergsburg.darcore.net)). We strongly urge GMs to look over the site and add whatever elements necessary to make this segment of the scenario more enjoyable for your players].

## Thrown to the Wolves

What the guards don't mention to the PCs is that the Beilheim district harbours the closest thing to religious radicalism one finds in normally tolerant Bergsburg. Many of those residing the district are men-at-arms that believe Bergsburg should be (forcibly, if necessary) part of the Ulrican alliance to counter the spread of the insidious influence of the cult of Sigmar. Many are also highly troubled by the massacre at Bösel and plan to join Count Ludenhof's army.

## A Night at the Bear's Bait

Located off the Ruhigerstrasse, the Bear's Bait (number 5 on the map below) is a large hall-like inn that provides for its loud and generally obnoxious clientele of men-at-arms, mercenaries, soldiers and a number of Watchmen. The food here is little better than gruel and the ale barely passable. The straw on the floor used to soak up the vile liquid wastes of the night before is cleaned out every morning by the local muckrakers and replaced with new straw from the Threshers' Guild.

The main attraction of the Bear's Bait is the converted beer cellar where the owner, who simply goes by the name "Kudo," runs a pit-fighting racket. Admission is only by invitation, so the twin bouncers – Ansel and Erich Hauptmann – are kept quite busy keeping out the uninvited. Those who persist in entering the restricted pit-fighting area usually get beaten until unconscious and, if they're lucky, left outside in the street where others can urinate (or worse) on them.

There are a few empty tables mostly in the centre of the common room when the PCs arrive. Those who wish to keep their

conversations as private as possible have already taken many of those along the sides and in the corners. Looking about, the PCs will easily note there are no non-humans (Dwarfs, Elves, or Halflings) in the Bear's Bait. The more extreme Ulricans who frequent the inn do not take kindly to non-humans, especially Dwarfs, due to their association with the cult of Sigmar. If there are such PCs in the group, they will get their share of dirty looks. So long as they ignore the stares, non-human PCs are left alone, though they will be glared at from time to time. Should the PC in question react with a threat or ill-mannered retort, then there is a chance they will provoke a brawl (at the GM's discretion). On the other hand, too meek a response may also cause a brawl to erupt.

Given the attention and scrutiny newcomers tend to receive, PCs with the *Sixth Sense* skill will feel the a number of different people gazing at them for varying lengths of time. As a result, the PCs are not able to pinpoint any particular individual observing them.

If they mind themselves and do not outwardly wear any Sigmarite symbols, the PCs will likely be left alone. The clientele at the Bear's Bait respect privacy as much as they are wary of new faces. The PCs should also keep their Knights Panther medallion hidden if they do not want those warriors who do recognise the device to question them about Graf Boris' inaction in the face of Sigmarite aggression.

Sometime after 9 PM when it looks clear that the PCs are not bringing attention to themselves (or sometime well after they have done so) in the crowded common room, a rough-looking, large man with a grizzled beard and the stench of stale ale ambles to their table. "I've been watching you for some time," he says in a low voice. "You look as if you're waiting for someone. Am I correct?"

There is no correct answer here as Captain Franz von Holzbeck does recognise the PCs from the description he was given. He pulls up a chair – from another table if none available at the PCs' table – and sits down without waiting for the PCs to invite him to do so. "I'll make

this quick,” he says in a low voice. “I have some information to deliver to you, but this is not the place to do so. In about an hour or so, head towards the west wall and turn north on the Mauerweg once you get there. Continue on your way until you reach Jacobstrasse. Just north of that is an old well in a courtyard amid blossoming trees. It’s called Mimm’s Well. I’ll meet you there. Don’t leave until fifteen minutes or so after I do. You’ll get there before I do, as I need to make sure you’re not followed. Remember, the watchword is discretion.” Without waiting for reaction from the PCs or answering any hastily asked questions, the large man departs the Bear’s Bait.

### To The Well

The GM should make the trip to Mimm’s Well as easy or as difficult as he chooses. There isn’t anyone in town looking for the PCs at this stage, but there’s no reason why the GM should let the PCs know this.

As the Watch frequent the Bear’s Bait, there are a number in the immediate vicinity. They will be observant to any “strange” behaviour on the PCs part and, should any occur, intently study the PCs just to be safe. The PCs may take this behaviour in any manner they see fit. Those with the *Sixth Sense* skill should feel particular unease, but this should pass the further away they get from the Bear’s Bait.

Numerous shops (all closed for the night) line the alleys near the courtyard. The smell of cut wood and prepared fur permeate the area. The well is found in the centre of the courtyard. The surroundings are only lit by the light of the clear night (if the PCs arrive at 19 Pflugzeit, Mannslieb will be high in the sky, three days before reaching full moon), which casts long shadows from the trees and neighbouring buildings. Various charms hang from the branches of the surrounding trees. If the PCs inspect the well, they will notice elaborate carvings decorate the surface of its stone walls. PCs with the *Theology* skill must pass an **Int** test to conclude that the well and its settings have religious significance. If the PC in question has spent considerable time

studying the religion of the Norse, then a second and successful **Int** test is needed to recognise the area as a shrine to Mimm, a lesser northern deity rumoured to have the ability to see the future.

The PCs do not have long to wait. The large man from the Bear’s Bait arrives from the opposite direction of where the PCs entered the courtyard.

In a quiet voice, the man says, “My apologies for the change in location. My name is Captain Franz von Holzbeck and, despite my appearance, I am your comrade-in-arms. I am pleased to report no one has followed you or, more importantly, me to this place.”

“As with you, my first responsibility is the protection of Graf Boris and his family. I have been on a special assignment here in Bergsburg for the past seven months trying to uncover information about a group of fanatics who seek to remove Graf Boris from his birthright. You have been sent here to take what little I have learned about the Sons of Ulric and do whatever you can to uncover and, if need be, disrupt their objectives. In the course of your activities, you will also need to learn who their patrons are. I suspect there are powerful nobles and ranking priests behind the Sons who would profit from the fall of the Todbringers.”

“As you may have heard, the Sons of Ulric attempted to assassinate the Grand Theogonist on the Altdorf-Middenheim Road two autumns ago. They failed and have since stirred up trouble among the rural nobility and frightened the peasantry from their work. Their activities generally occur in eastern Middenland and western Hochland. I suspect these are diversions that hide their true intentions.”

“In any event, I have learned that an associate or agent of the Sons of Ulric resides in Bergsburg; a rather interesting choice to establish a residence. Perhaps the Sons believe they could be easily concealed from their enemies in a city of Shallya. The accomplice’s name is Wolfgang Blitzen, a zealot whose anti-Sigmarite beliefs are ideally matched to the

Sons'. Do not underestimate the man. He's a savage fighter and unrelenting foe. You can generally find him at the Wolf's Head tavern, which is on the main street in the Der Rachof, connecting Ruhigerstrasse to Jacobstrasse. You should easily recognise Wolfgang. He's a large man with wild, unkempt dirty blond hair and beard. He stands at six foot four inches and weighs about 250 pounds. He also has a scar across the left side of his face from forehead to cheek. The wound cost him his left eye."

"Before I depart, there are three things I should tell you. First, from this point forward, I do not know you, have never seen you before, and we did not have this conversation. Second, hide your medallions in a safe place. The Knights Panther do not condone such activity as you may engage in and will disavow any knowledge of you should you get caught or be killed. Finally, if the Sons learn you are associated with the Knights Panther, your lives are forfeit. They see the Knights, and Graf Boris, as appeasers to the Sigmarite powers in the Reikland."

"Now I ask that you delay your departure for five minutes after I've left. If you need a place to stay in Bergsburg, may I suggest the Gold Nugget Inn? Hugo Zungenbrecher runs the establishment. It's reasonably priced and the food and ale good. I recommend the Drakwasser Lager."

"One last thing. If you are in desperate straits and have nowhere else to turn, go to the Middenheim House in the Rolandsbrucke district. Just travel towards the Löwentor Gate on Middenweg and turn right onto Frostigweg. The House is across from the Temple of Ulric to its right as you face the temple doors. Ask for Baron Eduard von Münsterberg and show your medallion. He'll provide what you need or arrange for it. Keep in mind you should only go to him if things are dire as your presence may compromise his mission."

"May Ulric and Sigmar protect you in this endeavour."

With that, von Holzbeck departs in the same direction from which he arrived at the courtyard.

### **Sidebar: The Sons of Ulric**

This fanatical Ulrican organisation is dedicated to perpetrating the doctrine of the Sigmarian Heresy and destruction of the cult of Sigmar. In its place, the Sons of Ulric would see the resurgence of the other religious cults from the north and the reduction of the religious influences from the southern Old World (Myrmidia, Ranald, Shallya, and Verena). In their misbegotten view, the Teutogmen nation would comprise all lands north of the Stir and east of the Reik. In addition, the Sons consider themselves the mortal descendants of Ulric himself and thus born to lead the mighty Teutogmen nation.

The Sons of Ulric have come to an understanding that time is of the essence to achieve their goals before the prophesised coming of the Everwinter. According to Ulrican legend, the Final Battle of Reckoning will commence after the Eternal Flame of Ulric is extinguished and the entire world become enshrouded in a winter of no end. At that time, the race of Men will rise together to oppose the forces arrayed against Humanity, whilst Ulric leads his brother Taal and their sons (Manann and Mórr) to battle against the Ruinous Powers. In this final battle, the warriors of old whose spirits had been trusted to Mórr's care will also rise and take up arms to aid Humanity at its darkest hour.

While there's little doubt of their fanaticism, the Sons of Ulric are not as highly organised as they lead the authorities to believe. They are also allied with the Cult of the Howling One, whose main operations are conducted in Ostland.



## **Enter the Wolf's Den**

In this section, the PCs must find a way to disrupt plans made by the Sons of Ulric in alliance with the Cult of the Howling Ones. They must be prevented from achieving their deadly agenda. Moreover, the PCs must uncover those individuals whose own scheme is to use the fanatical Ultricans to achieve their own ambitions. In the course of their efforts, the PCs must take advantage of whatever opportunities arise to either cripple or destroy the two organisations. Failure to achieve their objectives could well place the PCs themselves in jeopardy.

Bergsburg may seem to be an odd place for the Sons of Ulric to have a presence. The reality is that the city's rulers and officials possess Shallyan tendencies. These make them blind to the possibility that a violent, extremist group like the Sons could use the city as a means of recruiting and deploying those who share their beliefs.

### **What to Do?**

The PCs may consider several options in order to achieve their appointed task. This assumes they have not packed their bags and fled to the safety of the southern provinces.

One option is to infiltrate the Sons of Ulric. This course is particularly tricky if any of the PCs are Dwarfs, Elves, or Sigmarite Priests. The Sons of Ulric detest non-humans and see them as members of dying races that conspire to profit off humanity. In addition, the Sons of Ulric are naturally suspicious of newcomers seeking to join their ranks. Thus, such individuals may have to prove their worthiness to join the Sons' cause. This may entail demonstrating that they, too, are willing to kill suspected Sigmarites.

As a second course of action, the PCs could pass themselves off as an allied group, like the Cult of the Howling One. Elf PCs, if they can come across as devout believers in Taal (or any of his aspects, such as Karog, Torothal, or Kurnous) and opposed to the inclusion of Sigmar in the old

pantheon, might be able to pull this off. Dwarfs and Sigmarite PCs would still have difficulties. Moreover, the Sons would still demand proof of the PCs' dedication to the cause as in the first option.

A third possibility would have some of the PCs join the Sons or form an allied group while those who would have had difficulties remain behind in an alternative capacity. In addition to the issue of prerequisite proof detailed above, this course would cause considerable GM headaches and slow play.

The PCs might consider finding a means to compromise Wolfgang Blitzen in order to compel the Sons of Ulric agent to talk to them. This might involve some sort of blackmail, which would be tricky to manage as such is not too likely to work on a dedicated fanatic. In any event, the PCs would have to do a lot of investigation and analysis to have any chance of success with this approach.

With some assistance, the PCs could rescue the Sons' agent from an assault (Wolfgang is sure to have enemies) or kidnap attempt. A grateful Wolfgang might then be used to gain information and subsequently left as a traitor to the cause, further covering the PCs' tracks. To make the kidnap "real," the PCs would need to find and dupe Sigmarite templars, or someone similar, into trying to take Wolfgang. This could be a delicate and dangerous game to play. The PCs could use one of his or her own to play the part of the Sigmarite agent, but this carries great risk unless the PCs are prepared to kill Wolfgang once he has served his purpose.

The PCs could choose to take a more direct approach. One which comes to mind is that they could rough up Wolfgang in order to make him talk. This could be a bit dangerous given Wolfgang's size and fighting ability. A safer approach might be for the PCs to set up a tail and follow the target to learn his routines and contacts. In this manner, the PCs could determine where Wolfgang likely resides and

break in to search for some clues – such as the meeting place of Sons of Ulric – while he is absent. The question here for the PCs to determine is whether there would be any records of such or Wolfgang would only have received that information verbally.

The PCs could also kidnap or assassinate Wolfgang, then set a watch to see if anyone comes looking for him. The risk there is that the person checking on the agent might not be affiliated with the Sons.

The GM may have to modify the information in this section to tailor it to whatever actions the PCs undertake.

### At the Sign of the Gold Nugget

The Gold Nugget Inn (number 3 on the Beilheim map) is located on the Der Klein Dampf, across the street from the Verenstadt district. Once the PCs enter the establishment, they notice some of the clientele look – and smell – as if they have just come from the surrounding hills after weeks in the wilderness. These patrons have shaggy beards and wear old, worn-out clothing. Other customers are a mix of locals and out-of-towners. PCs passing an **Observe** test will notice the furniture is nailed to the floor.

Room rates are standard at the Gold Nugget. A private room for up to 4 people costs 30 shillings a night and a stay in the common room is 2 shillings per person per night. Food ranges from 3 to 7 shillings per meal. A pint of Drakwasser Lager costs 1/4 and is quite good in comparison with the watered down version normally available for 9 pennies a pint.

If the PCs linger about the common room, they might hear some of the following rumours:

- *Some important dwarfs from the mountains far away have arrived in town:*
  1. *They are planning a conquest with the dwarfs in the dwarfen chapel.*
  2. *They have come to assist us against those damn Sigmarite aggressors. As we speak, they are meeting with the officers at the castle*

3. *They are having secret meetings with the Baroness. She is looking awfully distressed these weeks.*
- *Count Ludenhof and his men-at-arms are on their way to town:*
    1. *He is coming to take the Baroness' throne. About time! – We need a strong man to protect us from the Sigmarites.*
    2. *Shallya have mercy on us – the war in the east is finding its way to Bergsburg now.*
    3. *The count has some hold on Baroness Hildegarde. He will not leave town empty handed!*
  - *My niece works up at the castle. She says that Lady Simone has stayed in bed for a week now, even though the doctors claim she is not sick. I wonder what is wrong.*
  - *There have been a few cases of a mysterious new illness down in Helmsberg. Sufferers erupt in a bright red rash across their face and chest and feel extremely enervated. A couple of Shallyan priests have been down there to investigate.*
  - *(from an academic source) The Temple of Verena has lost a couple priceless volumes of military history - I'd not read them but apparently they dealt with the Hochland nobility's battles over the centuries.*
  - *The town militia is mustering! Chances are they will join the rest of our army to fight the cursed Sigmarites in Ostland.*
  - *The local Sigmarites have been keeping a low profile since Father Mueller of the Sigmarite church was assaulted last week by Ulrican thugs.*
  - *Someone burned a couple of books in the Temple of Verena library! Can you believe it? That's blasphemy, isn't it?*
  - *They fished a massive dead rat out of the Drakwasser. It had got tangled on the chains of the Kettenschrack. Apparently it had webbed feet.*

So long as the PCs don't bring any trouble back to the inn, they will be allowed to stay here as long as they like.

## On the Hunt

The Wolf's Head tavern (unmarked on the map) is a smoky and dimly lit tavern frequented by many of those take their strength from their veneration of Ulric. This establishment is a place frequented by those who offer dangerous employment and those in search of it. Mercenaries are hired for services which might include the army being raised by Count Ludenhof or guard duty for merchants travelling the Old Forest Road between Talabheim and Middenheim

The barkeep is a large man in his forties named Uhler Schwartzmann. The fare at the Wolf's Head is passable at best. The house special, Black Oak Bitter, is a heavy drink and quite strong, which Uhler sells at 2 shillings a pint.

Uhler Schwartzmann is a former mercenary sergeant whose muscles have turned to fat over the years. If asked about Wolfgang Blitzen, Uhler will look suspiciously at the PCs and ask, "Who wants to know?" A bribe of at least 2 GCs would be in order if the PCs don't want Uhler to inform Wolfgang of their interest.

Wolfgang has a reputation in the Wolf's Head of being a ferocious fighter, strong in his anti-Sigmar beliefs, and very temperamental. His size and looks could give one the faulty impression that the large warrior lacks intelligence.

The PCs may decide to discreetly observe the Wolf's Head tavern so as to learn of Wolfgang's routine and track him back to where he lives. Wolfgang generally arrives at the tavern in the mid-afternoon and stays until an hour or two before midnight. Given his size, Wolfgang has little fear of any unpleasant encounters with which others might be concerned. When at the Wolf's Head, Wolfgang sits at the table furthest away from the fireplace. During his time there, a number of people pay Wolfgang a visit to exchange information and, in some cases, reminisce. PCs with the *Acute Hearing* and *Lip Reading* skills may pick up on some of these conversations.

Over a few days of "eavesdropping," the PCs will get a sense that Wolfgang has a keen interest in any news concerning battles between Talabecland and Ostland as well as movement of Count Ludenhof's troops to the borders with Ostland. Wolfgang is also particularly concerned about raids on some of the isolated farmsteads in eastern and southern Middenland and the "word" circulating among the Ulricans in Bergsburg.

In addition, careful observation by the PCs reveals that Wolfgang has several contracts with which he regularly exchanges information. The timing of these meetings varies from one day to the next.

### Wolfgang Blitzen, Member - The Sons of Ulric

It is widely known in the tavern that Wolfgang was once a member of the Teutognen Guard until an altercation with a senior officer resulted in his dismissal from the Order and departure from Middenheim. Wolfgang arrived in Bergsburg around six months ago and has been a regular at the Wolf's Head ever since. He has become a recruiter to the various Ulrican mercenary groups that operate out of Bergsburg – even those whose existence are not known to the city's authorities – as well as someone who has cultivated connections with other Ulricans looking for someone to hire for various jobs.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	68	30	6*	6	15	64	3	52	56	57	55	57	51

**Skills:** Consume Alcohol, Disarm, Dodge Blow, Heraldry, Read/Write (Reikspiel), Ride-Horse, Scroll Lore, Secret Language-Battle, Secret Language- Classical, Secret Signs-Templar, Sixth Sense, Specialist Weapon- Two-Handed, Strike Mighty Blow, Street Fighter, Strike to Injure, Strike to Stun, Theology, Very Strong\*

**Equipment:** Sword, Wolf Head medallion around neck, writing kit, wolf's head signet ring, paper, sealing wax, and purse (32 GCs, 12 shillings, 8 pennies)

One such contact is a short and stocky man (5 ft 5in, 160 lbs) named **Günter Carstens** who stops by to have a drink or two with Wolfgang. They either exchange news and gossip or Günter brings someone new to introduce to Wolfgang. He does not know of Wolfgang's affiliation with the Sons. He does know the large man likes to meet any new arrivals from the Ulrican provinces, especially those looking for work and who share Wolfgang's hatred of Sigmarites. Wolfgang is a man who seems to be able to find suitable work for these newcomers.

Günter believes that Wolfgang is somehow connected with someone in the hierarchy of the cult of Ulric and an agent for several Ulrican mercenary companies. Soon after the introductions, Günter departs so Wolfgang can carry on with the new acquaintance. If the PCs manoeuvre themselves to listen to these conversations, they learn that Wolfgang's

inquiries seem to be like those of a recruiter.

The individuals Günter brings are looking for a letter of introduction so they can find employment among the various Ulrican interests in Bergsburg. The job seeker answers Wolfgang's question so Herr Blitzen can determine the best fit for the stranger. Once he's satisfied, Wolfgang writes a letter of introduction and seals it with wax. He then instructs the newcomer on where to take the letter and wishes him the best. The receiver of the letter is expected to at least buy Wolfgang a pint in thanks.



**Günter Carstens, Mercenary**

Günter arrived from Talabheim a year ago and has made Bergsburg his base of operations. He met Wolfgang when the latter arrived from Middenheim. Günter is not an Ulrican extremist though he tends to believe some of the Sigmarite conspiracy theories that Wolfgang fervently embraces. Still, the two are good friends.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	41	4	3	8	42	2	31	41	32	41	32	31

**Skills:** Disarm, Dodge Blow, Drive Cart, Secret Language-Battle, Strike Mighty Blow, Strike to Stun

**Equipment:** Sword, and purse (6 GCs, 10 shillings, 8 pennies)

Another of Wolfgang's regular contacts is **Torsten Gauss**, an Ulrican member of Bergsburg's garrison who also happened to be working at the southern gates when the PCs arrived earlier on 19 Pflugzeit. If the PCs showed their Knights Panther medallions then, Torsten (5 ft 9 in, 154 lbs) will inform Wolfgang of the Knights Panther presence at his first opportunity. Otherwise Torsten will have no recollection of any of them. While Torsten is not familiar with Wolfgang's ties to the Sons, he knows the man is a former

member of the Teutognen Guard in Middenheim and has a great dislike for the Knights Panther.

GMs may have Torsten meet with Wolfgang when the PCs are first in the Wolf's Head observing Wolfgang. When Torsten enters the Wolf's Head, he generally has a couple of pints with Wolfgang while discussing anything of interest he or his fellows have seen entering or departing from the city.



**Torsten Gauss, Soldier**

A native Hochlander, Torsten came to Bergsburg three years ago from Heedenhof. He joined the garrison soon after arriving and settled in the Beilheim district. Living in this district exposed Torsten to anti-Sigmarite sentiment and he has since become a devout follower of the “old” religion (Ulric, Taal, Rhya, Manann, and Mórr). Torsten became one of Wolfgang’s contacts and confidantes after spending some time with his neighbour. Torsten is constantly on the lookout for any Knights Panther as Wolfgang has convinced him that he suspects members of that Order seek to remove him for some unspecified past deeds.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	41	3	3	8	42	2	31	41	32	31	32	31

**Skills:** Animal Care, Disarm, Dodge Blow, Secret Language-Battle, Street Fighting, Strike Mighty Blow

**Equipment:** Sword, and purse (7 GCs, 8 shillings, 6 pennies)

**Markus Staudinger** is the last of Wolfgang’s regular contacts. Markus knows of the former Teutognen Guard’s ties to the Sons of Ulric and is an ardent supporter. Roughly the same height and weight as Torsten, Markus is a Watch Sergeant of the Beilheim district. Markus’ arrival tends to portend that something is going to happen to someone. Should Wolfgang receive news that someone for whom he has provided an introductory letter is causing problems of some sort, he will instruct Markus to express his “displeasure” to the individual in question. Depending upon the specific problem, such “expressions” could range from a simple warning to an extensive

beating. In a few cases, the troublesome individual simply “disappears.” In essence, Markus and his men provide whatever discipline Wolfgang deems necessary to maintain a sense of responsibility to his fellow Ulricans

His willingness to do violence on behalf of Wolfgang also means Markus will arrange for some misfortune to occur to Wolfgang’s enemies (the large man has a few from his days in Middenheim). Should Wolfgang discover the PCs, Markus has a number of Watchmen he specifically recruited for his patrol who will do whatever he orders.

**Markus Staudinger, Beilheim Watch Sergeant**

A native Bergsburger from a staunch Ulric family, Markus has become disenchanted with the “weaklings” that Ar-Ulric sends to run the temple in the city. Markus is a rather sadistic man who enjoys causing problems for any Sigmarites and Shallyans venturing into his turf in Der Rachof. Respecting strength, Markus befriended the powerful Wolfgang soon after the latter’s arrival.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	53	51	4	4	10	52	2	41	43	42	41	42	41

**Skills:** Consume Alcohol, Gamble, Read/Write (Reikspiel), Secret Language-Battle, Street Fighter, Strike Mighty Blow, Strike to Stun

**Equipment:** Leather Jack (0/1AP body/arms), Sword, Club, Lantern, and purse (12 GCs, 15 shillings, 7 pennies)

**Markus' Special Unit of 1D6+4 Watchmen (ex-Pit Fighters)**

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Dex</b>	<b>Ld</b>	<b>Int</b>	<b>Cl</b>	<b>WP</b>	<b>Fel</b>
4	53	41	4	4	8	42	2	41	31	30	41	32	31

**Skills:** Disarm, Dodge Blow, Specialist Weapon- Fist, Specialist Weapon- Parrying, Specialist Weapon- Two-Handed, Strike Mighty Blow, Strike to Stun

**Equipment:** Leather Jack (0/1AP body/arms), Sword, Club, Knuckledusters (**WS-10, S-1**), Lantern, and purse (2 GCs, 12 shillings, 10 pennies)

Assuming that the PCs do not intervene, the following provides activities for Wolfgang, the Sons of Ulric's and related entities over the

course of the next 18 days (obviously, the GM may need to alter the events above in reaction to any effort put forth by the PCs):

<b>Day</b>	<b>Events</b>
19 Pflugzeit	While his army is mustering at Hergig, Count Ludenhof arrives and meets with the Tussen-Hochens in Bergsburg. He is engaged to the Hochland heiress and appointed Grossmarschall of Hochland.
20 Pflugzeit	With much ceremony, Count Ludenhof departs from Bergsburg in the late morning.
21 Pflugzeit	Leberecht Eucken, lieutenant of the Ulrican renegade priest Chedwic Wanner, and member of the anti-Sigmarite Cult of the Howling One, arrives in Bergsburg in the late afternoon. Meeting him at the southern gate, Torsten Gauss arranges a meeting between Leberecht and Wolfgang for the next day.
22 Pflugzeit	Leberecht and Wolfgang meet at the Wolf's Head Tavern at dusk.
23 Pflugzeit	Leberecht departs in the early morning. The erstwhile Ulrican Witch-Hunter Bernd Küster arrives in Bergsburg. He sends word that night via an unsuspecting courier to Wolfgang in order to set up a meeting for the next day at the Heads of Ulric on the Mauerweg.
24 Pflugzeit	Bernd meets with Wolfgang.
25 Pflugzeit	A young and newly arrived Ulrican priest from Middenheim, Justus von Heyse, is murdered just before midnight. His murderer carved the symbol of a twin-tailed comet on the dead man's chest. The wolf's head symbol on the robes is cut away and any religious tokens removed. Torsten allows Bernd to leave through the southern gate shortly after the murder.
26 Pflugzeit	Bells toll at the Temple of Ulric for the slain priest and accusations against the Temple of Sigmar fly. The Temple of Verena offers to mediate in the dispute. Cult of the Howling One leaves their campsite just south of the river from Garssen and makes its way towards Heedenhof. Bernd accompanies the cult as liaison of the Sons of Ulric.
27 Pflugzeit	Wolfgang receives message via an Ulrican sympathiser from the Sons of Ulric leader in Middenheim to accompany the united band of extremists so as to oversee their activities. Before departing, Wolfgang meets with Markus to go over recent events and leaves his contract with a message for Middenheim to send the next day.

Day	Events
28 Pflugzeit	Markus arranges for a courier to take Wolfgang's message to Middenheim.
29 Pflugzeit	Cult of the Howling One meets the Sons of Ulric led by Reinhardt von Kutenholz at a clearing just south of Heedenhof. Final plans are made to strike a blow against the hated Sigmarites.
30 Pflugzeit	The fanatical Ulrican alliance arrives north of Flaschfurt sometime after sunset and sets camp. Wolfgang arrives in the village several hours later.
31 Pflugzeit	Wolfgang meets with the extremist band that morning and informs Reinhardt von Kutenholz of the change in plans. Reinhardt has been summoned to return to Middenheim. The band then departs, using a little-used pathway connecting the villages of Flaschfurt and Lüthorst.
32 Pflugzeit	Reinhardt departs at first light east towards the village of Berwedel rather than northward towards Bergsburg and Middenheim. <i>Count Ludenhof arrives with his entourage at Hergig. The Count dispatches a message to Grand Duke von Krieglitz informing him of the Count's appointment over Hochland's armies and inquiring about any orders from his liege.</i>
33 Pflugzeit	Reinhardt arrives in Langwiese in the late afternoon. Meets his Purple Hand contact, Gebhard Bergius, to exchange information. Later that night, Reinhardt murders Gebhard.
1 Sigmarzeit	An hour before dawn, Reinhardt departs Langwiese and rides to west on the road to Middenheim. The alliance of the Sons and the Howling Ones reach Tussenhof early in the morning. They are deployed along the river in ambush for the riverboats carrying the Ostland delegation en route to attend a meeting called by the Grand Theogonist in Altdorf <i>Grand Duke von Krieglitz receives Count Ludenhof's message and sends a military delegation to Hergig to co-ordinate the war effort against Ostland.</i>

### Tracking Large Prey

In the course of following Wolfgang, the PCs may decide to track the big man to his residence in Der Rachof section of Beilheim. After spending the evening at the Wolf's Head, Wolfgang makes his way in a north-western direction towards his ground floor, one-room flat in a nearby tenement. He generally carries a flask filled with Black Oak Bitter. Unless he plans to meet with either Torsten or Markus that night, Wolfgang turns in about an hour after he arrives.

Like clockwork, Wolfgang awakes at the first light of dawn. In about an hour, he departs from the flat and conducts whatever business he plans for the day before going to the Wolf's Head. At some point, before going to the tavern (and the timing differs from day to day), Wolfgang stops by the temple of Ulric in the Rolandsbrücke district where he will spend time in prayer.

Typically, Wolfgang ignores the clergy there as he despises each of them for being weaklings.

**[GM Note:** Priests of Ulric are typically assigned to Bergsburg if they have more of a moderate bent to their viewpoints or they are sent by cult officials as punishment for some previous offence. Examples of such NPCs can be found at [www.Bergsburg.darcare.net](http://www.Bergsburg.darcare.net).]

The PCs need to be careful trailing Wolfgang. Though he may look like he is unaware, Wolfgang has a good sense to know when he is being followed by any who do not take the simplest of precautions. For the PCs to be successful and undetected, they will have to be smart with their surveillance technique. An example would be a "tag team" approach wherein one PC follows Wolfgang for some time before giving way to another PC. Later, the PCs would compare their "notes" and start putting together a sense of Wolfgang's routines.

While Wolfgang sits in the Wolf's Head, his residence is unoccupied. PCs may take this opportunity to break into the large man's flat to see if they can find anything incriminating. The PCs would have to be rather cagey to have determined which of the flats belongs to Wolfgang. Assuming the PCs have successfully determined which door leads to Wolfgang's domicile, they will find the door locked (CR 15%). The PCs have to be careful to working quietly as many of Wolfgang's neighbours have a tendency to react poorly to strangers making noise in the hallways. They are also likely to inform Wolfgang of strange goings on outside his door.

Should the PCs manage to gain entrance without causing an alarm to be sounded, they will find the interior rather austere. The room is only furnished with a cot, two tables, two chairs, and a large chest at the foot of the cot. The chest is locked (CR 5%) and only contains Wolfgang's clothing. The smaller table is located next to the bed with a large bowl, towel, and pitcher of water for washing. The larger table and two chairs are situated next to the single shuttered window looking out onto an alleyway. On its top is a large candle in its holder, a small keg of ale (half empty), two tankards and a stack of paper.

PCs reviewing the writing on the papers note they represent a record – the names of people for whom Wolfgang found employment. There is nothing noteworthy about the names or the manner of employment where the individuals have been placed. Many have been employed by mercenary bands, while others among businesses in the Beilheim district. There are notations next to some of the individuals indicating that they have paid Wolfgang some compensation for his troubles on their behalf. A more thorough review of the documents indicate that Wolfgang receives an average total of 5GCs per week in gratitude and nothing in terms of fees for his placement efforts.

A successful **Search** test finds loose floorboards under the bed near the chamber pot. The PCs will find a locked strongbox (CR 15%) in this concealed place. Should they succeed in

opening it, the PCs find mundane correspondence between Wolfgang and the various mercenary groups and business to which he refers those looking for work. Most are agreements that stipulate the terms of the commissions paid to Herr Blitzen. At the bottom of the stack is correspondence from Middenheim. Most are inquiring about status of Wolfgang's activities. There is one that should spark special interest.

\*\*\*\*\*Handout #3\*\*\*\*\*

*Everything is proceeding as planned.*

*You should be contacted by one of Herr Wanner's men around 20 Pflugzeit. The Priest of Ulric from Ostland has agreed to the terms of alliance and will join us in our next strike against the Sigmarites.*

*You should also be receiving a visit from one of our more enthusiastic fellows around that same time. Beyond joining our new allies along with other of our fellows, he has a purpose in that spineless town to strike a blow against the appeasers in the cult. This should also send a message to the powerful in Middenheim that we consider those who have not come to see the evil of the Sigmarites as witless tools of that accursed cult.*

*One last thing: You'll need to arrange for the departure of this man. He is to join our new allies as they travel south.*

*May Ulric grant us strength in our holy war against the daemon-worshipping cult of Sigmar.*

### ***The Heir***

The seal on the correspondence bears an image of rampant wolf holding two axes, one in each



forepaw. On the left of the image is the letter “H” and on the right the letter “T.” PCs with the *Heraldry* skill will not be able to tell anything from the design (it is, in fact, a design that Helmut Todbringer has not yet registered. He is planning to do so once he comes to power).

### Sidebar: Helmut Todbringer

Related to both Graf Boris and Grand Theogonist Yorri XV (Jan Todbringer), Baron Helmut Todbringer leads the main faction of the Sons of Ulric. He is younger than the bastard Baron Heinrich and believes that he has the better claim to be successor to Graf Boris with the recent death of the Graf’s only legitimate child, Baron Stefan. In addition, Helmut is confident that he could best Baron Heinrich in single combat, which was the manner Ulrican families traditionally determined succession, although such practices went out of fashion a long time ago and is only used in the rarest of cases nowadays.

In Helmut’s view, Graf Boris accommodates the Sigmarites far too much. When Helmut comes to power, one of his first acts would be to execute Werner Stolz, High Capitular of Sigmar in Middenheim, and any who wish to come to the defence of such traitors. In this same vein, Jan Todbringer would also meet a traitor’s death. An earlier attempt (described in Carrion up the Reik in Hogshead’s version of “Power behind the Throne”) failed, but Helmut has those watching the Altdorf-Middenheim Road be particularly alert for another opportunity.

### Meeting of the Minds

**Leberecht Eucken** arrives at the Sudentor Gate in the mid-afternoon on 21 Pflugzeit. He has journeyed from the encampment the Cult of the Howling One is setting up by in a clearing south of the River Drakwasser near Garssen. He is greeted at the gate by Torsten Gauss and escorted to his pre-arranged lodging at the Golden Nugget Inn. Torsten briefly leaves Leberecht at the inn to get settled and heads to the Wolf’s Head to inform Wolfgang of Herr Eucken’s arrival. Wolfgang informs Torsten to relay a message to the visitor that the meeting between the two men will take place tomorrow at the Wolf’s Head around sunset so they can discuss “matters of importance.”

Wolfgang has decided to simply delay the meeting as precaution. He wants to make sure he is dealing with an actual contact from the Cult of the Howling Ones and not an impostor. Wolfgang also wants to see if the newly arrived liaison is able to comport himself for a day. To this end, he requests that Markus provide some sort of surveillance at the Golden Nugget and report anything out of the ordinary to him.

This situation may prove rather challenging for the PCs as well. They should easily be able to detect Markus’ men since there is nothing really subtle about the former pit fighters.

Markus’ men will rotate in shifts and those coming off their assignment update their replacements before heading directly to the Barracks and report their observations to Markus. The Watch Sergeant then determines if any of the information obtained is worth relying to Wolfgang. If so, Markus sends one of the Watch, not one of his own men, to summon Wolfgang for a meeting at the Wolf’s Head. Once the messenger leaves, Markus departs to meet with those watching the Golden Nugget to gather more current information.

Should any of his men be killed, Markus will do whatever he can to find and capture the perpetrator. Anyone suspected of committing the deed can expect to be tortured by Markus for both the information they may have and the Sergeant’s sadistic pleasure.

At the appointed time, Leberecht arrives with Torsten. After quick introductions, Torsten departs and Wolfgang orders two pints of ale, bread, and a large wedge of cheese to share with his guest. Meanwhile, Leberecht is casually looking about the tavern’s common room, seemingly noting the exits and sizing up the other patrons. The two men engage in idle chatter before moving on to real business. From time to time, Wolfgang will take a glance about the room to ensure no one is paying too much attention to the conversation. GMs should decide how much information the PCs are able to gather from eavesdropping (successfully passing periodic **Listen** tests for soft noise) or lip reading.

When he is convinced that he can do so safely, Wolfgang begins to lay out the plans to Leberecht. The erstwhile Teutogren Guard tells the Howling One cultist that Chedwic can expect to be joined by a Sons of Ulric war band in about seven days at the rendezvous point just south of Garssen. Leberecht advises that the Ulrican priest has already established his camp at the sight. Wolfgang nods his head before describing the plot, which would lead the allied war bands to the area around Tussenhof. Wolfgang explains they are to ambush a delegation of Sigmarite priests from Ostland passing through on their way to Altdorf. The scheme calls for all on board to be slain, including the Lector from Wolfenburg. His corpse will then be displayed on the boat before it is set adrift in the current to arrive in Altdorf days later.

At the conclusion of the meeting, Wolfgang suggests Leberecht accompany him to the Bear's Bait for a night's entertainment. After all, it is too late in the day for Chedwic's man to be departing Bergsburg. Leberecht agrees to stay for the night. He departs at dawn the next morning.

On 23 Pflugzeit, Wolfgang returns to his daily routine. Shortly after dark, a scrawny teen-age boy enters the Wolf's Head and approaches Wolfgang. "Sir? Beg pardon, but I have a note that I was told to deliver to you. The gentleman said you would have a couple of shillings for me." Wolfgang takes the sealed note from the lad and gives him five shillings. "Thank you, sir," the lad says before he stumbles out of the tavern in his excitement.

The note is from **Bernd Küster**, who recently arrived in Bergsburg. Knowing the Middenheim authorities want him, Bernd finds shelter in some of the safe houses recently abandoned by the Schwarzmantel due to pressing matters in the City of the White Wolf. The missive simply instructs Wolfgang to meet with Bernd at the Heads of Ulric on the Mauerweg an hour before dawn the next morning. After reading the note, Wolfgang walks to the hearth and tosses it into the fire and then resumes his routine.

A morning mist rises from the Drakwasser and covers the city on 24 Pflugzeit. Wolfgang departs

from his flat just before the appointed time and makes his way west on the Jacobstrasse. Distrusting the mist, Wolfgang is alert to any potential ambush or anyone trailing him. The Mauerweg rises up several flights of stairs on the rising gradient in the direction of Helmsberg Hill at the terminus of Jacobstrasse. At the top of Mauerweg, there are five stone wolf heads with gaping mouths staring out of the wall at waist height. Openings at the back of the mouths allow for messages to be dropped into the locked iron letterboxes. Only watch captains have access to these boxes, often retrieving information from informants.

Wolfgang ascends the stairs to meet a man dressed in black. The thickness of the air muffles the soft-spoken conversation between the two men. The PCs will have to get very lucky (or creative) to hear any part of the conversation. This should be reflected in a -10 modifier to **Listen** tests for soft sounds they may attempt. Should the PCs succeed, they will overhear that the man in black intends to send a message which the powers in Middenheim cannot possibly miss. In addition, he needs Wolfgang to arrange for his departure shortly after midnight on 25 Pflugzeit. Wolfgang tells the man in black he need only ask for Torsten Gauss at the Sudentor Gate and he will be permitted to leave.

The conversation between the two men is short and, once ended, the two depart in opposite directions. Wolfgang heads back towards his flat while the other man heads northward. Should the PCs pass an **Observe** test (-10 for the misty conditions, +10 *Excellent Vision*), they will catch a glimpse of the plate armour the man in black is wearing.

The PCs may decide to act decisively after either of the two meetings. They could well decide to waylay any of the three participants in order to disrupt whatever plans may be hatching. One downside to acting at this time is that the PCs would not have any information to take with them to Middenheim.

The following table is meant to be an aid for the GM to determine the effects on the course of events resulting from any actions the PCs may undertake:

		Effect on ...		
PC Action	Timing	Sons of Ulric	Cult of the Howling One	Other
Kill or capture Wolfgang	Before any meetings take place	Sends a signal to the Sons of Ulric that their main cell in Bergsburg has been uncovered.  All future activities in area halted. Planned ambush of Sigmarites too far along to be effected.	Cult does not learn of plans to ambush Sigmarite priests from Ostland. Return home.	Bernd's assassination of young Ulrican priest delayed for a few days until he can secure an escape route.
Kill Leberecht	Before meeting with Wolfgang	Wolfgang concludes that someone has uncovered the planned ambush and will use Bernd to pass along that fact to Reinhardt von Kutenholz	Chedwic may suspect treachery of some sort and will depart home with his followers before Bernd or Reinhardt reaches the rendezvous	Bernd carries out his plan, but will leave through Löwentor Gate in hopes of reaching Reinhardt.
	After meeting with Wolfgang	Bernd and Reinhardt surprised that the Cult of the Howling Ones are not at the agreed meeting place. They continue forward with their planned ambush	Chedwic may suspect treachery of some sort and will depart home with his followers before Bernd or Reinhardt reaches the rendezvous	
Capture Leberecht		Same effect as above, but with the added risk of exposure should Leberecht escape the PCs.		
Kill Bernd	Before meeting with Wolfgang	Wolfgang concerned that Bernd waylaid by possible enemies. He will depart from Bergsburg to alert Chedwic and Reinhardt	Chedwic undeterred by news of death from joining the ambush.	Assassination plot foiled.
	After meeting with Wolfgang	Wolfgang unaware of Bernd's fate unless PCs leave body where it can be quickly found.	Cult of the Howling One will be unconcerned that one of the Sons did not join them as planned and they move to the rendezvous site.	Assassination plot foiled.
Capture Bernd		Same effect as above, but with the added risk of exposure and possible death should Bernd escape the PCs.		

The PCs may decide to follow Leberecht to the camp of the Howling Ones and deal with this group early on.

No matter how that battle fares, Chedwic will take his cultists back to Ostland since the joint effort with the Sons of Ulric had been compromised (by fault of the Sons, no doubt).

**Bernd Küster, Witch Hunter**

Bernd Küster is a zealous witch hunter from the Ulrican chapter in Middenheim. His views have become increasingly radical, which led Bernd to work closer with the Sons of Ulric. Bernd's actions have brought dismay to the Schwarzmantel as many of its agents worked with the Witch Hunter in the past. This familiarity has brought contempt as Bernd now sees the covert organisation as a tool of the compromising and corrupt Todbringer regime and will do everything in his power to thwart their efforts. For their part, the Schwarzmantel would settle for nothing less than the man's death, but are unwilling to compromise their own, over-stretched forces to achieve this end. Politics being what they are, the cult of Ulric has recently repealed Bernd's witch hunter status as the cult's hierarchy learned of his association the Sons of Ulric. Understanding his danger, Bernd quit Middenheim and his whereabouts have been unknown to the Middenheim authorities.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	63	61	4	4	12	62	3	50	54	42	45	76	38

**Skills:** Arcane Language-Magick, Cast Spells-Clerical 1, Charm Animal (Wolves), Marksmanship, Meditate, Public Speaking, Read/Write, Scroll Lore, Secret Language-Classical, Silent Move-Rural, Silent Move-Urban, Sixth Sense, Specialist Weapon-Crossbow Pistol, Specialist Weapon- Lasso, Specialist Weapon- Net, Specialist Weapon-Throwing Knives, Strike Mighty Blow, Theology

**Magic Points:** 9

**Spells:** Clear the Fog of Battle, Cure Light Wounds, Detect Magic, Hammerhand

**Equipment:** Sword, Full Plate Armour (2AP body), Crossbow Pistol (R 16/32/50, ES1, 1 round load, 1 to fire), Throwing Knives (R 4/8/20, ES C, 1 round), Silver Medallion of upright wolf holding a sword (symbol of the Ulrican witch-hunters), Rope-10 yards, sling bag of components, and purse (7 GCs, 8 shillings, 6 pennies)

**Leberecht Eucken, Lieutenant in the Cult of the Howling One (Mercenary Sergeant)**

One of Chedwic's earliest followers, Leberecht has proven to be the most loyal. He carries out the Ulrican priest's orders without question. This may include scouting ahead of the band to determine the effectiveness of a potential target's defences as well as conveying messages in less friendly environments. Leberecht can be best described as a cool professional who is driven to succeed at whatever he undertakes.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	54	52	4	4	10	51	2	40	45	42	43	45	41

**Skills:** Consume Alcohol, Disarm, Dodge Blow, Gamble, Secret Language-Battle, Strike Mighty Blow, Strike to Stun

**Equipment:** Sword, Helmet (1 AP head), Sleeved Mail Shirt (1 AP body), Shield (1 AP all over), Crossbow with ammunition, D20 GCs, D20 shillings, D20 pennies

## Sidebar: New Ulrican spell

### Clear the Fog of Battle

Spell Level: First

Magic Points: 2 MP to invoke, +1 MP per round after first

Range: Personal

Duration: Variable

Ingredients: a token passed through the eternal fire of an Ulrican temple. Must be renewed at the next holy day, either at a temple or in a bonfire consecrated by a priest of level 1 or higher.

Once invoked, the priest can see clearly out to a 12-yard radius through anything that obscures his vision, other than solid objects. In other words, the priest may see through fog, mist, rain, darkness, smoke, coloured vapours, falling snow, and like circumstances. Everything beyond the radius of the prayer, however, is completely obscured. This does not enable a priest to see through solid matter (e.g., boulders, armour, wooden walls, etc.). This is not a spell of Transparent Vision. If, however, the priest is completely immersed in a liquid, he may use this prayer to see out to the 12-yard radius.

A 3rd-level variation, costing 8 MP to invoke, allows the priest to see if he has lost sight in his eyes or had his eyes destroyed or removed.

### Murder in the Night

Justus von Heyse is a young Ulrican priest from Middenheim who arrived at the Temple of Ulric in Bergsburg about a fortnight ago. He is also the nephew of Ar-Ulric (son of his sister) and one in a number of the cult's newly ordained priests. The first in what will be a line of young priests to receive this assignment, Justus was sent to Bergsburg to further Ar-Ulric's hope that the tolerance embraced in this city could serve to further moderate the cult.

Knowing the young priest's relationship to the High Priest makes Justus the ideal target for assassination by the Sons of Ulric, particularly if they could frame the cult of Sigmar in the

process. From the Sons' deluded perspective, such a deed would serve as a warning to Ar-Ulric of the opposition to any accommodation for the Sigmarites. It could also serve to unite the unaligned Ulricans with those who are bringing the fight to the enemy. Bernd volunteered for this assignment as much for the warning against Ar-Ulric and his ilk of collaborators as a strike against the duplicitous Schwarzmantel (Bernd sees the Todbringer's agents behind the "moderation" and corruption of the Ulrican faith).

After his meeting with Wolfgang, Bernd spends time moving among the people of Bergsburg. PCs attempting to tail the witch-hunter find themselves taking a scenic tour of the city. The reasons for Bernd's wandering are two-fold: he is preparing possible escape routes in case things go awry and determining if he is being followed and by whom. From time to time, Bernd does something unexpected like quickly cut down a narrow alley of abruptly turnabout and retrace his steps for some distance. Unless the PCs are especially crafty, Bernd should easily find them out.

The PCs should have a rather difficult time divining Bernd's plans. If there's one flaw in Bernd's wanderings, it is his need to return to the vicinity of the Temple of Ulric so that he can finalise his plans. If he knows he is being followed, Bernd tries to offset this inclination by also walking past the Temple of Sigmar in the Verenstadt district. He does so a number of times in an attempt to make the PCs believe this is where the witch-hunter seeks his target.

Another factor that will cause the PCs grief: Bernd isn't going to do more this day than scout out the terrain. The murder of Justus von Heyse isn't going to happen until the following day, sometime just before midnight. This should give the PCs ample time to try to figure out what's going on.

Should the PCs persist in keeping up with the witch-hunter, Bernd decides by late afternoon of 25 Pflugzeit that he needs to shake the PCs. One means would be for Bernd to enter one of

the seedy brothels along the border of the Beilheim and Helmsberg districts, as if to indulge himself. Bernd then “drops” some coins on the floor behind him, causing a number of prostitutes to flood the narrow halls and providing the witch-hunter with sufficient cover to depart immediately through the back door. Another method might include sitting in a rough tavern for a time before hiring a number of thugs to “persuade” the PCs to go elsewhere and using that cover to leave unhindered.

Once Bernd frees himself of the PCs, he returns to the Rolandsbrucke district and finds a spot where he can watch the Temple of Ulric unseen. As a former priest of Ulric, Bernd knows the nightly routine for a young priest, as well as the Temple Guards, and waits for his opportunity. Close to midnight, Bernd quietly enters the Temple of Ulric and finds young Justus alone tending to the eternal flame of Ulric. A quick thrust of the dagger into the neck from behind silences the young priest forever. Without emotion, Bernd mutilates the corpse by carving a symbol of the twin-tailed comet on its chest. He then departs out an unguarded side door, knowing that the body will be discovered within the hour.

By the time Bernd reaches the Sudentor Gate, the bells of the Ulric temple ring out. The witch-hunter finds Torsten at the gate urging him to leave through the opened gate quickly before the order comes to seal the city. Moments after the gate is closed, a messenger arrives with the orders from the Garrison Captain to keep the gates closed fast until further notice.

By morning, the news about the murder of the young priest has spread throughout Bergsburg. There are rumours about some mutilation, but the details are vague (or, more likely, exaggerated). The Keeper of the Shard, Berthold Kant, has already visited the High Priestess of Shallya, demanding the perpetrators (who are likely to be Sigmarites) be caught and handed over to the Temple of Ulric for justice. In order to quell the potential outbreak of violence, Sigmarite Lector Rudolf Geissman publicly denounces the murder while privately proclaiming to leaders of Bergsburg that the cult

is innocent. Unfortunately, Capitular Martin Mueller’s claims that Chaos minions are plotting against the cult has not helped matters.

The PCs can prevent the murder of Justus von Heyse if they can somehow divine Bernd’s intentions and stop him before it is too late. Killing the witch-hunter might seem to be the easiest way out, but the PCs will have to plan well to avoid being either seen committing the foul deed or getting caught with incriminating evidence. Capturing the witch-hunter might be harder, but could work out better if the PCs can manage to take Bernd to the Temple of Ulric as a prisoner. Berthold Kant is well aware that Bernd is wanted by the authorities in Middenheim and will reward the PCs for his capture (around 50 GCs each).

Bernd is unlikely to provide any information about the Sons of Ulric unless he is guaranteed his freedom for talking. Unfortunately for the PCs, the witch-hunter will only provide baseless lies in order to get the PCs to chase after some red herrings. Bernd may hint that someone in the Todbringer family provides money and support if he thinks such vague information might cause the PCs to doubt the Graf’s intentions.

Should the PCs be too late to save the young priest, they still have a slim chance of capturing the fleeing witch-hunter if they head straight to the Sudentor gate soon after the foul murder is committed. In his quest not to leave any evidence behind, Bernd is still in possession of the murder weapon and he still has some blood on his black clothing.

### **The Gathering**

Should Leberecht not return with information from Wolfgang by evening on 24 Pflugzeit, Chedwic and his men depart from the clearing where they’ve set camp across the river from Garssen the next morning. They return to Ostland where they plan to create problems for Grand Prince von Tasseninck.

If Leberecht returns, then Chedwic leads his men from the campsite to the rendezvous near Heedenhof on the morning of 26 Pflugzeit.



Should he succeed in the assassination of Justus von Heyse, Bernd will have joined Chedwic's band just before dawn. The journey takes about three days even though the war band is mounted. Chedwic realises the war band is more likely to be noticed if it is seen racing down Old Forest Road, so it has taken to a more leisurely pace.

Chedwic and his men arrive at a clearing south of Heedenhof to find the Sons of Ulric already encamped. After exchanging greetings, Chedwic, Reinhardt, Leberecht and Bernd spend the rest of the day finalising the plans for the ambush of the Sigmarite priests. The large band departs the next morning.

Should the PCs decide to go after the war band the morning after the death of the young Ulrican, they will need horses to catch up with the mounted riders. The PCs' only recourse is to pay a visit to Baron Eduard von Münsterberg at the Middenheim House in the Rolandsbrücke district. If they show von Münsterberg's valet their Knights Panther medallions, the PCs will be shown into the drawing room.

Baron von Münsterberg is a short, balding man in his late fifties. He politely invites the PCs to sit and asks if they would like refreshments. No waiting for an answer, the Baron instructs his manservant Hals to bring some wine, cheese, and fruits for his guests. He then turns to the PCs and asks them to detail the reasons for their visit. Given the proximity to the Temple of Ulric, the Baron knows of the murder of Justus and has already concluded that the PCs' visit is connected to that death. For the PCs, honesty is the best approach here. The Baron is very astute and will challenge anything that doesn't make sense.

Once it becomes clear the PCs need horses, von Münsterberg stands from his sitting chair, excuses himself, and moves to his desk. There, the Baron takes quill to paper and scribes a message. Once done, the Baron folds the letter, seals it with wax and impresses his ring into the wax. The Baron hands this to one of the PCs and instructs them to: "Leave Bergsburg by the Sudendor Gate and follow the

road to Garssen. When you arrive at the Inn of the Green Piper find the track on the nearest side of the tavern and follow it for a quarter mile. You'll come to the walled homestead of Feodor Kirchner. Wear your medallion when you give him this note. He'll do the rest. Now, if you will excuse me, I have much to do." With that, von Münsterberg departs.

The journey will take most of a day. If they don't dawdle, the PCs should arrive before Herr Kirchner closes the gate for the evening. After he reads the note the PCs delivered, Feodor leads them to his stables. There he instructs the three grooms (teenagers who live in the homestead) to saddle up enough horses for each of the PCs (there are ponies available for any Dwarfs and Halflings) to ride. Feodor also provides three shuttered lanterns with candles in case the PCs need to do some riding at night. Feodor does not offer the PCs lodging for the night, but will demand the PCs promise as Knights Panther to do everything reasonable to return the horses unharmed once their task is completed. Feodor will not hold up the PCs taking up possession of the horses if their promises come across as particularly unbinding. Baron von Münsterberg's letter makes it clear the Order of the Knights Panther will reimburse Feodor for any losses.



Once on the road, the PCs should make good time. Travellers heading north will recall – especially if plied with coin – seeing riders heading south. These riders weren’t in any particular hurry, but they were rather unfriendly. The horsemen did not greet travellers nor did they respond to any requests for gossip and news put to them. Rather strange folk.

The GM should judge at what point the PCs catch up to the band. Given the delay in their start, the PCs are most likely to find the band after they have been joined by the Sons of Ulric near Heedenhof. Should this happen, the PCs could well disrupt the planned ambush by attacking and scattering the two bands. The risk here is that neither fanatical band is likely to withdraw from any combat unless they suffer heavy losses. Should the PCs capture any of the two fanatical groups for interrogation, they will learn that all, save one, are willing to die a martyr’s death than betray their fellows.

Should he be captured, Reinhardt von Kutenholz is a man who is willing to die for his own cause, but not those of these foolish Ultricans. He is a member of the Cult of the Purple Hand and the trademark tattoo that once adorned his chest was painfully removed a few years back, before he “joined” the Sons of Ulric. If the PCs search Reinhardt’s body, they will see the scarring and on a successful **Int** test (+10 for *Heal Wounds*, +10 for *Surgery*) recognise the disfigurement as resembling an upright hand. Reinhardt has one card left to play before his death, even though he does what he can to escape once it becomes clear that the PCs will prevail in the fight. If captured, Reinhardt will bargain – out of earshot of his erstwhile companions – to privately exchange information for his freedom as well as the execution of any captured with him. Reinhardt has no intention of being hunted down by these fanatics.

Not all of what Reinhardt will tell is truthful. In fact, Reinhardt will mix truth with falsehood in order to cover any activity by the Purple Hand as well as his membership in the

cult. Depending upon the conditions being given, Reinhardt first reveals the plan to ambush the Sigmarite contingent from Ostland travelling to Altdorf. He will say that the Sons had learned of the journey from a spy, a lowly priest at the temple in Wolfenburg who had been compromised into spying by blackmail.

**[GM Note:** the truth of the matter is the Altdorf chapter of the Purple Hand had placed a spy at the Temple and the information was conveyed to Reinhardt through an intermediary] The plan was to slay the priests, place the mutilated corpses back into their boat, and allow the currents of the River Talabec to take the boat to Altdorf. It was hoped that subsequent rage would push the Cult of Sigmar into war with the Ultricans.

Reinhardt hopes the information about the ambush will suffice to secure his release. If the PCs want more, Reinhardt provides the names of the contacts in Bergsburg and falsely attempts to implicate the Temple of Ulric in that city. Should the PCs relate the murder of the young priest as a means to claim that Reinhardt is lying, the Sons “leader” will claim the whole scheme was an elaborate plot reached in conjunction with the frustrated Keeper of the Shard, Berthold Kant. Its intent was to strike back at the influence of the Sigmarites in that city as well as hit hard Ar-Ulric’s timidity in dealing with this cult. Reinhardt does know the relationship of the slain Justus to Ar-Ulric.

If more is required by the PCs, Reinhardt hints there are rumours within the Sons that a member of the Todbringer family supports them. He states he is unaware of who the individual is (false), but will suggest it is someone who would benefit from the fall of the current Graf.

Once he gains his freedom, Reinhardt will head south of the Old Forest Road to take care of one last bit of business (see below). After that, he will head to Altdorf to provide his superiors within the Purple Hand with news of what has occurred and a completed description of the PCs.



Of course, the PCs could save themselves further grief if they execute Reinhardt no matter what agreement they reached to gain information. If the PCs try to take Reinhardt captive, he will do whatever he can to escape, even if the attempt costs him his life. Reinhardt doesn't want to be left alive to the tender mercies of the Schwarzmantel.

If the PCs killed Leberecht in Bergsburg, then they will only find the Sons of Ulric at this

location as the Cult of the Howling One has chosen to return home. In this situation, the Sons will be milling around in agitation as their allies in the venture are overdue. This could be an opportunity for the PCs to masquerade as Chedwic's group if they haven't encountered Bernd in Bergsburg or made their presence known to Wolfgang. This opportunity will not work if there are any Elves, Dwarfs, or Sigmarite priests in the group.

### **Chedwic Wanner**, Renegade priest of Ulric (2nd level)

Virulent in his belief in the Sigmarian Heresy, Chedwic was one of the firebrand priests defrocked from the Ulrican cult a few years in the past on orders from Ar-Ulric. Chedwic believed the High Priest's actions came about as a result of heavy pressure from the cult of Sigmar. He has since led his followers into terrorising the Ostland countryside. Recently, Chedwic was contacted by the Sons of Ulric with an offer of co-operation in an act that would plunge the Empire into civil war. Chedwic could not pass on such an offer.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	53	45	4	4	9	40	1	36	46	40	45	55	42

**Skills:** Arcane Language-Magick, Cast Spells-Clerical 1&2, Charm Animal (Wolves), Disarm, Dodge Blow, Frenzied Attack, Identify Undead, Magical Sense, Meditate, Public Speaking, Read/Write (Reikspiel), Scroll Lore, Secret Language-Classical, Theology

**Magic Points:** 20

**Spells:** 1st: Clear the Fog of Battle, Detect Magic, Fire Ball, Hammerhand, Steal Mind  
2nd: Cause Frenzy, Lightning Bolt, Reproof of Cowardice, Smash, Zone of Steadfastness

**Equipment:** Sword, Shield (1AP all over), Wolf-skin Robes, Wolf's Head Medallion, Sling Bag with components.

### **6 Cultists of the Howling One** (Mercenaries)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	39	4	3	8	41	2	30	38	29	42	33	31

**Skills:** Disarm, Dodge Blow, Secret Language-Battle, Strike Mighty Blow, Strike to Stun

**Equipment:** Sword, Leather Jack (0/1 AP body) under wolf fur, Bow (R 24/48/250, ES 3), Waterskin, and Purse (2D6 shillings and 3D6 pennies)

**Baron Reinhardt von Kutenholz**, leader of the Sons of Ulric band (Mercenary Sergeant)

Helmut Todbringer's aide-de-camp is Reinhardt von Kutenholz, a young noble from the Middenland town of the same name and fanatical Ulrican priest. Or so Helmut believes. In fact, Reinhardt is one of those Purple Hand cultists in Middenheim who worked directly with the cult leaders in Nuln. Thus he escaped detection when the schemes of Karl-Heinz Wasmeier were uncovered.

Reinhardt's rise comes in part from his (apparent) loyalty to Helmut as well as his uncanny ability to find packs of mutants and beastmen in the Drak Wald Forest for the Sons of Ulric to exterminate.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	53	51	4	5	10	54	2	41	44	46	43	43	44

**Skills:** Blather, Charm, Consume Alcohol, Disarm, Dodge Blow, Etiquette, Gamble, Heraldry, Luck, Read/Write (Reikspiel), Ride-Horse, Secret Language-Battle, Secret Signs-Purple Hand, Silent Move Rural, Silent Move Urban, Street Fighter, Strike Mighty Blow, Strike to Stun, Wit

**Equipment:** Sword, Mail Shirt (1AP), Shield (1AP all over), Bow (R 24/48/250, ES 3), and Purse (18 GCs, 10 shillings, 6 pennies)

**6 Sons of Ulric** (Outlaws)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	49	35	4	3	7	40	2	34	39	31	28	36	42

**Skills:** Animal Care, Concealment Rural, Disarm, Dodge Blow, Frenzied Attack, Ride-Horse, Scale Sheer Surface, Secret Language-Battle, Set Trap, Silent Move Rural, Spot Trap, Strike Mighty Blow, Strike to Stun. Two of the Sons also have the River Lore and Row skills.

**Equipment:** Sword, Wolf-skin Robes (1AP head/body), Face-paint, and Purse (2D6 shillings and 2D6 pennies)

**A Change in Plans**

If the PCs remained in Bergsburg to keep Wolfgang under surveillance rather than chase after Bernd, they will observe a young man approach the former Teutogren Guard in the Wolf's Head on the afternoon of 27 Pflugzeit with a sealed letter. Wolfgang bids the courier to wait for few moments and gives him 4 shillings before opening the letter. Any PC in a position to see the seal must pass an **Observe** test (+10 for *Excellent Vision*) to see that the design on the seal is the same as the letter in the strongbox kept in Wolfgang's room (see above).

Wolfgang becomes visibly angry as he reads the letter. Pausing afterwards to regain his

composure, Wolfgang turns to the lad and hands him another 4 shillings to find and bring Watch Sergeant Markus Staudinger to him. The young man blanches at the request, but does as he is told. When the man departs, Wolfgang takes out a sheet of paper and begins writing a rather lengthy missive.

By the time Markus arrives, Wolfgang has finished with his letter and seals it. Wolfgang motions Markus to sit and explains he needs a saddled horse and lantern by the Sudentor Gate within two hours. He will be gone for up to two weeks if all goes well. Wolfgang then instructs Markus to inform Günter and Torsten of his absence as well as arrange for someone to